

GENERIC FUZION™ PLUS

**ADD-ON pages for GENERIC FUZION™ RULES
(Revision 5.02)**



House rules for adding details and bridging minor discrepancies between major versions of R. Talsorian's highly-versatile multigenre game system, Fuzion™.

BASIC RULES + ADD-ON = PLUS EDITION

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Total FUZION (v4.4.3 Web Edition), R. Talsorian Games

Fantasy HERO, Hero Games

Lightspeed, Christian Conkle

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CHARACTERISTICS

DERIVED CHARACTERISTICS

Speed – If the Speed Chart is being used, the following formula replaces the one in the FUZION rulebook for determining the value of the derived characteristic, *Speed*. It is a little more complicated, but much more balanced, and is in keeping with the cost of Speed in the parent rules, *The HERO System™*.

$$x = \text{Combat} / n$$

$$x / 2 = \text{Base Speed}$$

Where *Combat* is equal to the total of the characteristics in the Combat group and *n* is equal to the number of characteristics included in Combat group. Round your Base Speed to the nearest tenth of a point. Your *Speed* characteristic is equal to your Base Speed rounded down the nearest whole number.

It is possible to spend points to raise your Base Speed, in turn potentially increasing your actual Speed characteristic. Each OP (or converted CP if that option is permitted by your GM) will increase your Base Speed by 0.1. If you put enough points into your Base Speed to reach the next highest whole number, your Speed characteristic goes up as well.

For example: Shaenyll the warrior has a DEX of 4, REF of 5, and TECH of 4. That means her Base Speed is 2.17 (13 / 3 = 4.33; 4.33 / 2 = 2.17), rounded to 2.2, and therefore her Speed is 2. If Shaenyll's player spends 8 OP, she'll gain 0.8 points of Base Speed, making it 3. Now her Speed characteristic is also 3. She could even go as high as 4 – the maximum for a "normal" human – if she were to spend another 10 OP above the first 8 OP.

For reference the Speed Chart is reproduced here:

PHASE	CHARACTER'S SPEED											
	1	2	3	4	5	6	7	8	9	10	11	12
1	–	–	–	–	–	–	–	–	–	–	–	X
2	–	–	–	–	–	X	X	X	X	X	X	X
3	–	–	–	X	X	–	–	X	X	X	X	X
4	–	–	X	–	–	X	X	–	X	X	X	X
5	–	–	–	–	X	–	–	X	–	X	X	X
6	–	X	–	X	–	X	X	X	X	X	X	X
7	X	–	–	–	–	–	X	–	X	–	X	X
8	–	–	X	–	X	X	–	X	X	X	X	X
9	–	–	–	X	–	–	X	X	–	X	X	X
10	–	–	–	–	X	X	–	–	X	X	X	X
11	–	–	–	–	–	–	X	X	X	X	X	X
12	–	X	X	X	X	X	X	X	X	X	X	X

SKILLS

NOTES

Athletics – This skill includes the ability to dodge potential damage from inanimate objects, such as falling rocks, swinging blade traps, and the like.

Education vs. Expert – *Education* is a catch-all skill for general knowledge learned in basic academic environments that includes fundamental mathematics, literature, history, basic sciences, etc. Expert is a skill that requires a specific area of expertise; effectively, *Expert* is the same as a *Knowledge* skill from the Hero System™.

Languages – Depending on the similarity, all other languages within the same family are treated as –1, ½, or ¼ the skill level of the primary language (and therefore begin at that level for purposes of using and improving that language).

Unlike most skills, language skill levels range only from 1-5. In most cases they do not add to a characteristic, but operate at a flat level as reflected below.

OP Level	Fluency
1	Basic Conversation
2	Fluent Conversation
3	Completely Fluent, with accent
4	Idiomatic, native accent
5	Imitate Dialects

In a few cases, perhaps where an individual wants to understand something *about* a language, or list off a series of synonyms to find just the right word, the GM may request an INT + < Language > roll against an assigned DV.

Marksmanship – This skill has been redefined. The original skill has been broken down into sub-skills and has a new application in relation to those skills (see *New Skills* below).

Melee Weapons – As written, this skill assumes a superheroic or other high-powered setting. For more conventional, heroic-style games, the character must specify which melee type each time this skill is taken: Axes and Maces, Clubs, Flails and Morningstars, Pole Arms, Swords and Knives, or a specific unique weapon (e.g., quarterstaff, whip, etc.).

Performance – *Performance* is a generalized skill that includes several other skills (such as *Acting*, *Oratory*, *Singing*, etc.), but is applicable primarily for appearances in front of audiences, with support from a director, crew, scenery, etc. In effect, it is the *Professional* skill for entertainers, with the more specific skills each having deeper applications both on and off the stage.

Pilot – This skill also covers piloting mecha and other types of vehicles that aren't "driven."

New Skills

AUTOFIRE WEAPONS	Use of machine-guns and full autofire weapons. Was part of Marksmanship. (REF)
<TYPE OF> EVADE	Hand to Hand, Melee, and Ranged Evade are three separate skills, all basically skills of getting out of the way of someone who is trying to hit you. (DEX)
FAST DRAW	This is the skill of drawing a weapon very quickly. A roll vs. a 14 DV reduces the -3 AV penalty for drawing and attacking with a weapon in the same Phase to only a -2, a roll of 15 means only -1 AV, and a 16 removes the penalty entirely (you cannot gain an AV bonus with a result higher than 16). This skill is typically used with swords, knives, and pistols, but at the GM's discretion may be applied to other weapons. (REF)
FIREARMS	Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. Was part of Marksmanship.(REF)
FORENSIC MEDICINE	This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)
HACKING	Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)
HIGH SOCIETY	The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)
INVENTOR	This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field he is working in. (TECH)
LITERACY	The ability to read and write a specific language. It costs 1 OP to be literate in a particular language.
MARKSMANSHIP	This skill is useful for various weapons used at range. For every two levels purchased, the character gains a +3 AV, but only to offset range penalties.
MEDICINE	The ability to diagnose and treat disease and injury. (INT)
OFF-HAND	This skill allows the effective use of a small or medium melee weapon in the off-hand during melee combat (though it does not reduce any off-hand penalties). See <i>Using Two Melee Weapons</i> for details on how this skill works. Note that this skill costs only 1 OP and there are no additional levels.
RANGED WEAPONS	Firing primitive ranged weapons. The character must specify which ranged type each time this skill is taken: Thrown Knives, Thrown Axes, Spears and Javelins, Bows, Crossbows, or a specific unique weapon. (REF)

TALENTS

NOTES

Ambidexterity – Ambidexterity can be bought for one, two, or three points. One point means only a -2 REF to off-hand weapons, two points means only a -1 REF, and spending three points eliminates the off-hand penalty entirely.

Beautiful / Handsome – This Talent adds +1 to *all* performance-related skills, including *Acting*, *Oratory*, and *Singing*.

Combat Sense – When the derived characteristic *Speed* and the accompanying Speed Chart is used, this advantage becomes less useful. Still, it can be used to resolve ties between characters with identical Speeds and Reflexes, and the GM may award a bonus to perception rolls related to sensing danger and detecting ambushes.

Latency – If the GM allows it, all advantages/Talents may be purchased as *latent* for 1 pt. In effect, this means the player is spending a point up front for the right to purchase the full talent at a later time. However, there must be a story reason in the future for a latent talent to surface, and if the latent talent never develops, the point is permanently "lost" reserving the latent slot.

Status – This is an advantage that can be constructed using a combination of Membership and – as appropriate – License and/or Wealth.



New Talents

ALTERNATE IDENTITY	The character has a second, established identity that they can take on in a given area. Certain other perks may be dependent on this second identity. (3 OP)
MARTIAL BLOCK	The character has received advanced unarmed combat training, including abilities that improve defenses against hand-to-hand strikes. The character receives a +2 AV and DV bonus when performing the Block maneuver, then adds +2 AV to any attack made the following Phase. Although a Talent, characters may be trained in Martial Block after play has begun. (3 OP)
MARTIAL DODGE	The character has received advanced unarmed combat training, including abilities that improve one's ability to avoid attacks. The character receives a +5 DV bonus when performing the Dodge maneuver. Although a Talent, characters may be trained in Martial Dodge after play has begun. (3 OP)
MARTIAL STRIKE	The character has received advanced unarmed combat training, including abilities that improve hand-to-hand strikes (which are considered a maneuver). Successful strikes are so effective they result in +1 DC to any punch or kick, and are executed with good technique that the character also receives a +2 DV. Although a Talent, characters may be trained in Martial Strike after play has begun. (3 OP)
LUCK	<p>Luck is that quality which helps events turn out in the character's favor. The GM may have the character make a Luck Roll when he is totally overwhelmed in combat, when he has no idea of how to find what he's looking for, when an opponent is escaping, or any other time that outrageous fortune could save him when he doesn't expect it.</p> <p>The GM should never let Luck rule a situation; he has full control over when, how often, and how much Luck will help a character. If it is necessary for a character to be captured, then he should be, regardless of Luck. Similarly, if a character does something really stupid, the GM should not feel Compelled to have the character saved through good fortune. In any case, Luck shouldn't come into play very often. Luck should always be a pleasant surprise to the player, not something he can depend on.</p> <p>When the GM asks for a Luck Roll, the player rolls 1d6 for every 5 Character Points of Luck his character has. Each 6 that's rolled counts as 1 point of Luck. The GM should then decide what (if any) lucky event happens to a character. The more points of Luck that the character rolled, the luckier he should be. The Luck Table gives some general guidelines to follow when determining the effects of Luck.</p> <p>As an optional rule, the GM can allow Luck to help characters who have Gambling Skill. In this case, every 6 rolled for the Luck should work as a +2 to the Gambling Roll. Luck costs 3 OP per Level.</p>

PERKS

New Perks

FOLLOWERS	<p>It is possible to have a character (or characters) who is a loyal follower, either a bodyguard, a close companion, or perhaps a member of the family. The OP cost paid by the primary character is complex – the formula is below:</p> $(Follower's\ OP + CP \times 5 + SP \times 5 - n) / 5$ <p>Where $n = 10 \times$ the number of primary characteristics</p> <p>The follower may take complications to reduce his/her cost (up to the same maximums listed for PCs); these are taken directly from the total OP "value" of the follower. However, the follower may never cost less than 1 OP (weaker followers should actually be taken as responsibility complications). Also, followers should get Everyman skills for free, just as any other character.</p> <p><i>For example, Rory wants his mage to have an apprentice. He decides this apprentice is competent, but no where near as powerful as the master. He spends 35 CP on characteristics, 40 OP on skills and talents, and 5 SP on spells. To bring down the cost of the follower, he gives the apprentice several complications worth 25 OP, which reduces the OP value of the follower to 15. Thus, the apprentice will cost a grand total of:</i></p> $(15 + 175 + 25 - 100) / 5 = 23\ OP$
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GEAR

As written, using OP to purchase weapons, armor, and other equipment assumes a superheroic or other high-powered setting. For more conventional, heroic-style games, the GM may instead opt to assign some form of currency to purchase gear. Check with the GM regarding how to equip a character.

Weapons and Amor

If the GM does not already have a list of weapons and armor appropriate for the setting, consider the tables at the end of this document as alternatives to the weapons and armor listed on pg. 17.

EXPERIENCE IMPROVING CHARACTERISTICS

The listed cost to improve characteristics with Option Points earned during play is not balanced with the cost to improve skills. The following guideline is recommended as a replacement:

To buy up Characteristics: FIVE points for every LEVEL of the new, improved Characteristic, plus the permission of the GM. Example: to improve

your REF from 5 to 6 would require 5x6 = 30 Option Points and your GM's approval.

Be sure to check with the GM regarding which method is being used.

GENERAL COMBAT
EVADING

In most cases, the applicable Evade skill is based on the attack type. Some exceptions:

- An armed character vs. an unarmed attacker may choose the higher of Hand-to-Hand or Melee Evade.
- An unarmed character vs. an armed attacker may use Hand-to-Hand Evade at half value (rounded down), with the effective skill no higher than the character's Melee Evade skill.

ARCHERY

A half Phase is required to loading a bow or sling. Firing a bow or sling takes half of a Phase, as with any attack, but also renders the shooter vulnerable at half DV. Therefore, loading and firing combined takes a full Phase of action and reduces the firer's DV to half until his/her next Phase, meaning the archer can't move, load, *and* fire in the same Phase. Unlike bows, a character firing a crossbow or arbalest has his/her full DV when firing, but the trade off is that extra time is required to load the more complex firing mechanisms.

Prepared Arrow Fire

Prepared Arrow Fire allows the archer to prepare two arrows to be fired in a single Phase. Readying both the arrows takes the entire Phase, and the archer ends up holding two arrows in his/her hand. Once both arrows have been prepared, they can then both be fired in the same full Phase – each arrow suffering a -2 AV to the archer's chance to hit.

Rapid Arrow Fire

Rapid Arrow Fire allows the archer to load and fire an arrow in half a Phase of action, instead of the usual half Phase to load, half Phase to fire (see *Archery* under *General Combat* above). This allows an archer to move (equal to his/her MOVE), load, and fire in a single Phase. In effect, the load and shoot action takes only half of a Phase. However, the shot is made at a -2 AV penalty. For this maneuver to be possible, the bow's STR requirement must be at least 1 point less than the archer's STR.

Rapid Arrow Fire may not be combined with *Prepared Arrow Fire*. In some settings, the GM may require either or both options to be purchased as part of a Talent (e.g., Expert Archer) or require a minimum level of skill.

MELEE

Bypassing Ready Opponents

If a character moves past (i.e., through the same or an adjacent hex) an opponent who is holding an action, the moving character is half DV against a melee attack made by the waiting opponent. This applies only if the moving character is attempting to run by (and ignore) the ready opponent – if the character stops adjacent to the opponent or moves past with a Move-by or Move-Thru maneuver and attacks, he keeps his normal DV. Having either spent a full Phase engaged with the opponent, the character is then free to move on during his next Phase with no DV penalty.

Nighttime Modifiers

Basic night-time penalties for "normal" sight perception rolls and ranged combat are:

Night	-2
Half moon or better	+1 (cumulative)
Partly Cloudy	-1
Very Cloudy	-2 (equiv. to a "dark night")
Fog	-1 to -3 (cumulative)

Using Two Melee Weapons

Anyone with a small or medium (one-handed) weapon in each hand can attempt to strike with both of them in the same Phase. A two-weapon attack takes a full Phase (meaning, the character cannot move during the Phase) and results in a -2 AV for the primary hand, a -5 AV for the secondary hand (which may be reduced by the Ambidexterity Talent if applicable), as well the attacker's DV being halved. Both attacks may be directed against a single target if desired.

Characters using two weapons who know the *Off-Hand* skill have additional options: They can elect to use their off-hand weapon like a buckler, receiving a +1 to their DV against melee attacks. Alternatively, they may use both weapons to feint and confuse their foes, resulting in a +1 to their AV in a melee attack. Neither of these options may be used in conjunction with the full two-weapon attack described above.

Melee Weapon Length and Reach

Not all weapons are the same length, and therefore not always treated identically.

Weapons fall into three length categories:

- *Short* weapons, such as fists, daggers, teeth, and similar small weapons.
- *Medium* weapons make up the largest category. Most swords and axes, clubs, maces, and so on are medium weapons – just about everything not included above or below.

- *Long* weapons are typically attached to poles (hence the term, pole arms), and include spears and long axes.

Exceptions to the above include animal attacks (claws and fangs), which should be based on the size of the creature, not the type of attack.

Reach

- *Short* weapons can be used in one's own hex or an adjacent hex.
- *Medium* weapons can be used in one's own hex or an adjacent hex. However, some common sense will apply when attacking one's own hex – it's hard to stab something with the tip of a broadsword when it's stuck to the back of one's head.
- *Long* weapons can be used on an adjacent hex or a target 1 hex away (particularly long weapons, such as a pike, can reach up to 2 hexes away, but those couldn't be used on an adjacent hex). Long weapons can be often used to attack over an ally, but at a -2 AV to hit the target on the other side.

Hit Location

- Attacks with *Short* weapons should roll 2d6+1 to determine where a strike lands (unless kicking, in which case roll 2d6+7).
- Attacks with both *Medium* and *Long* weapons should roll the normal 3d6.

Length Mismatches (Optional)

Opponents wielding weapons of different lengths have advantages and disadvantages over each other. Typically the one with the longer weapon is well-served to keep his/her opponent at bay, as the opponent will have the advantage once "inside" the reach of the longer weapon. The following rule attempts to reflect this situation. However, it adds complexity, so the GM must determine whether it is appropriate for the game.

During such mismatches, the shorter weapon results in a -1 AV penalty (-2 if using a *Short* weapon vs. a *Long* weapon). However, once a hit is scored, it is assumed the attacker has closed the gap, and now the earlier penalties apply instead to the wielder of the longer weapon, who is now trying to strike a target inside his/her reach. If the wielder of the longer weapon strikes successfully, (s)he has managed to force back his/her opponent, and the penalties revert to normal. This continues through the exchange of blows – one combatant fighting at a penalty until scoring a hit, those altering their relative positions to his/her advantage.

The character with the longer weapon also has one other option to regain his/her optimum fighting distance and remove any AV penalties. In lieu of attacking that Phase, (s)he can retreat 1 or more hexes. This restores the relative distance of both fighters to match how the fray began.

Using Weapons with Combat Maneuvers

Some of the FUZION combat maneuvers should work differently when used with melee weapons.

Blocking

Shields

When using a shield to perform a block, the shield's DV Bonus should also be treated as an AV bonus for the purposes of the block.

Weapons

When blocking (i.e., parrying) with an off-hand weapon (or cloak or other parrying object), the character can apply the +1 DV Bonus to his/her AV for the purposes of the block. See *Using Two Melee Weapons* above for additional details.

Weapon length will also affect the outcome of a block:

- *Short* weapon blocking a *Medium* weapon or *Medium* weapon blocking a *Long* weapon: The block is executed with a -1 AV.
- *Short* weapon blocking a *Long* weapon: The block is executed with a -2 AV.
- Bare hands/arms blocking a weapon attack: The block is executed with an additional -1 AV (i.e., -2 AV vs. a *Short* or *Medium* weapon, -3 AV vs. a *Long* weapon).

Haymakers

Attempting a Haymaker with a weapon is handled almost identically to one with a fist. To calculate any additional damage, multiply the attacker's STR by 1.5 and then subtract the weapon's STR Minimum. The attack does +1 die for every STR by which the modified STR exceeds the weapon's STR Minimum.

All other modifiers and limitations apply as well:

- 1) The weapon can never do more than twice its base damage, no matter how much extra STR is used, and
- 2) a haymaker is its own maneuver and cannot be combined with other maneuvers.

Move By and Move Through

Attempting a Move By or a Move Through with a weapon is handled almost identically to performing one with a fist. However, when attacking with a melee weapon, the weapon, not the attacking character, takes the one-third (for a Move By) or one-half (for a Move Through) damage. If the total damage of the attack is more than 5x the

weapon's base damage (i.e., dice rolled), the weapon breaks.

Note that if the attacking character is mounted, the mount's movement should be used when calculating additional damage from velocity.



VARIANTS FROM TOTAL FUZION™

THE ENVIRONMENT AND RECOVERY
FALLING AND COLLISIONS

The falling and collision rules are pretty realistic and easy-to-use, but tend to make damage too high too quickly to recreate exciting battles for superheroes, power-suited mecha, and other larger-than-life cinematic games. For those, use the following chart and guidelines:

Falling & Collisions

These are all types of damage that come from hitting something at high speed.

- **FALLING:** Using the table below, compare the closest approximate weight of the object to the closest distance fallen (shaded top portion of the table). The result is how many DC are taken
- (1K=14DC, plus 1DC per additional KILL added). Note that at terminal velocity, you will have no increase in speed or damage.
- **COLLISIONS:** Compare the weight of the object to its closest approximate speed. The result is the DC.
- **RAMMING:** If head on, add the speeds of both objects together and compare the weights of each to that speed; the result is the damage done to the opposing object. If a side ram or swipe, treat as a collision (above). If rear ended, subtract the speed of the object in front from the speed of the trailing object, then treat as a head on ram.

	Distance (Meters or Ft)	0-10	11-30	31-60	61-100	101-150	Terminal Veloc.					
OBJECT WEIGHT	<50 LBS	1	2	4	6	8	10	12	1K	2K	3K	4K
	50 LBS	2	4	6	8	10	12	1K	2K	3K	4K	5K
	100 LBS	4	6	8	10	12	1K	2K	3K	4K	5K	6K
	200 LBS	6	8	10	12	1K	2K	3K	4K	5K	6K	7K
	400 LBS	8	10	12	1K	2K	3K	4K	5K	6K	7K	8K
	800 LBS	10	12	1K	2K	3K	4K	5K	6K	7K	8K	9K
	1600 LBS	12	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
	1 TON	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
	2 TONS	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K
	4 TONS	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K
	6 TONS	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K
	8 TONS	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K
	10 TONS	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K
	20 TONS	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K
	40 TONS	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K
	80 TONS	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K
100 TONS	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K	
+100 TONS	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K	21K	

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

LIFTING AND THROWING
LIFTING, THROWING AND STRENGTH FEATS

If you want to remove the random element from your Strength feats, use the guidelines in the following page:

LIFTING & THROWING

1 STRENGTH FEATS

One action that *doesn't* fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, since many Fuzion settings deal with superheroes as well as more realistic types.

For most characters you can simply use one Strength scale to determine one's might. But how do you explain the abilities of most superheroes? How can a well built (but not exceptionally so) hero,—or a shapely fashion model with a thong and no visible muscles at all—lift a battleship and throw it a mile? Even if a human *could* lift a battleship, the distribution of weight around him would either (a) drive him into the ground like a nail; (b) punch a man-sized hole through the hull of the battleship, or (c) break the battleship in half. After all, what's holding up the parts of the battleship where our hero's hand's aren't?

It's pretty obvious that "entertainment" physics isn't like regular physics.

That's why the Strength table (below) can be "dialed" to suit the reality level of your campaign.

That way, characters with incredible Strength can lift the amazing tonnages that they do in comic books and manga; even though reality doesn't support this concept (or them).

The Strength table below is for **deadlifting** the weight to waist (or dragging it). **Pressing it overhead** would be **half** of your Lift, **carrying (at 1/2 normal MOVE), pushing or lifting it for throwing** would be reduced to **one fourth** of the listed weight.

Pushing

In a campaign like Champions, where Endurance (pg. 116) is used, the GM may allow characters to exert extra effort in emergencies; this **pushing** allows the characters to increase their STR to a **maximum of two additional levels**. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN points instead, until you pass out. The GM may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time.

CAMPAIGN STYLE	MODIFY CURRENT STR BY:
<input type="checkbox"/> EVERYDAY [REALISTIC]	-3
<input type="checkbox"/> COMPETENT [ELITE, SEMI-REALISTIC.]	-2
<input type="checkbox"/> HEROIC [TV ACTION SHOW]	-1
<input type="checkbox"/> INCREDIBLE [OLYMPICS, ACTION MOVIE]	+0
<input type="checkbox"/> LEGENDARY [BLOCKBUSTER ACTION MOVIE]	+1
<input type="checkbox"/> SUPERHEROIC [COMIC BOOKS, MYTHS]	+2

STR	LIFT IN KILOGRAMS	LIFT IN POUNDS	EXAMPLE
.5	36 kg	72 lbs	Small Child
1	50 kg	110 lbs	Child
2	72 kg	158 lbs	Adult female
3	100 kg	220 lbs	Adult male
4	144 kg	317 lbs	
5	200 kg	440 lbs	Lion
6	288 kg	634 lbs	Motorcycle
7	400 kg	880 lbs	
8	575 kg	1,265 lbs	Small Car
9	1.15 tons	1,265 tons	Large car
10	2.5 tons	2.75 tons	Small Semi-truck
11	5 tons	5.5 tons	Light Tank
12	10 tons	11 tons	Small Jet
13	20 tons	22 tons	Battle Tank, Whale
14	40 tons	44 tons	Large jet
15	80 tons	88 tons	
16	160 tons	176 tons	Small Freighter
17	320 tons	352 tons	
18	640 tons	704 tons	Destroyer
19	1.25 kilotons	1.375 kilotons	
20	2.5 kilotons	2.75 kilotons	
21	5 kilotons	5.5 kilotons	
22	10 kilotons	11 kilotons	Building
23	20 kilotons	22 kilotons	Loaded Train
24	40 kilotons	44 kilotons	
25	80 kilotons	88 kilotons	
26	160 kilotons	176 kilotons	
27	320 kilotons	352 kilotons	
28	640 kilotons	704 kilotons	Battleship
29	1.25 megatons	1.375 megatons	Nuclear Submarine
30	2.5 megatons	2.75 megatons	Aircraft Carrier
31	5 megatons	5.5 megatons	
32	10 megatons	11 megatons	
33	20 megatons	22 megatons	
34	40 megatons	44 megatons	Mount Everest

If STR is above 34, double the previous value for each additional level

2 THROWING STUFF

Another area where the everyday goes beyond reality in some Fuzion settings is **throwing**. For when superhumans and demigods start tossing cars around, **throwing stuff** can get a *lot* more interesting:

1) Compare the weight of the object to the closest approximate weight on the **Weight Modifier table**. **IMPORTANT:** You must be able to *lift* the object in order to throw it (no cheating!).

2) Subtract the Throw Modifier value from your current **Throw (STR+4)**. Add +1 if the object is **aerodynamic**; also add +1 if it's **balanced** for throwing. Find your new Throw on the **Distance Table (below)** to determine how far you can throw the object. If the Throw is below .5, you can't throw it.

CURRENT THROW	.5	1	2	3	4	5	6	7	8	9	10
.....2m240m491km6m480m983km14m960m1.957km24m1,920m3,932km
.....36m3,840m7,862km50m8km*15,725km66m17km31,450km84m31km62,899km
.....104m61km125,798km125m123km251,597km150m246km503,194km			

*Km values rounded to nearest .5 decimal place. To get miles from km, divide by 1.5

WEIGHT (KG)	WEIGHT (LBS)	EXAMPLE	MODIFY THROW
Less than 2 kg	Less than 4lbs	Baseball	-0
2kg	4 lbs		-1
4kg	9 lbs		-2
9kg	20 lbs		-3
18kg	40 lbs		-4
36 kg	72 lbs	Small Child	-5
72 kg	158 lbs	Adult Male, Lamp post	-6
143 kg	317 lbs	Manhole Cover	-7
287 kg	634 lbs	Motorcycle	-8
575 kg	1,265 lbs	Small Car	-9
1.15 tons	1,265 tons	Large car	-10
2.5 tons	2.75 tons	Small Semi-truck	-11
5 tons	5.5 tons	Light Tank	-12
10 tons	11 tons	Small Jet	-13
20 tons	22 tons	Battle Tank, Whale	-14
40 tons	44 tons	Large jet	-15
80 tons	88 tons		-16
160 tons	176 tons	Small Freighter	-17
320 tons	352 tons		-18
640 tons	704 tons	Destroyer	-19
1.25 kt	1.375		-20
2.5 kt	2.75 kt		-21
5 kt	5.5 kt		-22
10 kt	11 kt	Building	-23
20 kt	22 kt	Loaded Train	-24
40 kt	44 kt		-25
80 kt	88 kt		-26
160 kt	176 kt		-27
320 kt	352 kt		-28
640 kt	704 kt	Battleship	-29
1.25 mt	1.375 mt	Nuclear Submarine	-30
2.5 mt	2.75 mt	Aircraft Carrier	-31
5 mt	5.5 mt		-32
10 mt	11 mt		-33
20 mt	22 mt		-34
40 mt	44 mt	Mount Everest	-35

WEAPONS & ARMOR

GENERIC RANGED WEAPONS

Archaic Ranged Weapons	Range (m/y)	DC	ROF
Throwing Knife	2 per STR	1	1
Throwing Axe/Hand Axe	2 per STR	2	1
Short Spear/Javelin	2 per STR	3	1
Short Bow	20 per STR, up to 70	2-5	1
Long Bow	20 per STR, up to 100	3-7	1
Light Crossbow	75	6	1/2
Heavy Crossbow	100	8	1/3
Sling	10 per STR, up to 70	3	1/2
Historic & Modern Ranged Weapons	Range (m/y)	DC	ROF
Colt Revolver	50	4	1
Light Pistol (.22)	50	2	2
Medium Pistol (9mm)	50	3	2
Heavy Pistol (.357, 10mm)	50	4	2
Magnum Pistol (.44)	50	5	2
Bolt Action Rifle	100	6	1
Medium Rifle	300	6	2
Shotgun (12-gauge shot)	40	5	2
Shotgun (10-gauge shot)	40	6	2
Magnum Hunting Rifle (.458)	700	10	2
Submachine Gun (9mm)	200	3	20
Assault Rifle (5.56mm)	300	6	25
Battle Rifle (7.62mm)	400	9	20
Machine Gun (.50 cal)	800	10	10
Autocannon	400	14	22
Recoilless Rifle	400	15	1
Light Cannon	400	16	1
Tank Cannon (120mm)	1000	17	1
Futuristic Ranged Weapons	Range (m/y)	DC	ROF
Infantry Laser Cannon	400	12	1
Man-Portable Railgun	400	14	1
Light Energy Pistol (Laser, Blaster, etc.)	50	4	2
Energy Pistol (Laser, Blaster, etc.)	60	5	2
Energy Rifle (Laser, Blaster, etc.)	400	7	2

GENERIC MELEE WEAPONS

Archaic/Fantasy Melee Weapons	DC	WA	Min STR	Notes
Hand Axe	3	+0	3	
Battle Axe	4	-1	4	
Great Axe	6	-1	6	2h
Club	3	-1	2	Stun
War Club	6	+0	5	2h, Stun
Mace	2	+0	3	
War Mace	3	+0	4	
Great Mace	5	-1	6	2h
Hammer	2	+0	3	
War Hammer	3	+0	4	
Great Hammer	5	-1	6	2h
Dagger	1	+1	1	
Knife	1	+0	1	
Short Sword	2	+1	2	
Rapier	2	+2	2	
Long Sword or Sabre	3	+1	3	
Broadsword	4	+0	4	
Bastard Sword	5	+0	5	1.5h (used 1h)
Bastard Sword	5	+1	4	1.5h (used 2h)
Katana	5	+0	4	1.5h (used 1h)
Katana	5	+2	4	1.5h (used 2h)
Two-Handed Sword	6	+0	6	2h
Short Spear	3	+1	3	
Long Spear	4	+1	4	2h; +1 m/y reach
Lance	6	+0	6	Mounted
Pike	5	-1	5	2h; +2 m/y reach
Halberd	6	-1	6	2h; +1 m/y reach
Quarterstaff	3	+1	3	
Whip	1	-1	2	1-3 m/y Grab
High Tech Melee Weapons	DC	WA	Min STR	Notes
Cyber Hand Blades	3	+1	1	AP (½ DEF)
Energy Saber	5	+1	2	2h
Monoblade	3	+1	2	AP (½ DEF)

GENERIC ARMOR LIST

Archaic/Fantasy Armors	PKD / EKD	DV-	Description
Heavy Cloth, Soft Leather, Fur	2 / 2	-0	Thief gear
Heavy Leather, Padded Cloth	4 / 4	-1	Animal hides, scales
Studded Leather	5 / 5	-2	
Boiled Leather, Heavy Hide	6 / 5	-2	Barbarian armor
Brigandine, Ring Mail	7 / 5	-3	Bardic chain
Scale Mail, Bezainted	8 / 5	-4	Also dragon scales
Chain Mail, Laminated	9 / 5	-4	Aso Samuri armor
Plate & Chain, Plate Mail	11 / 5	-5	Typical Knight
Full Plate Armor	12 / 5	-5	Heroic Knight
Modern Armors	PKD / EKD	DV-	Description
Light Kevlar	6 / 2	-0	Armored clothes
Kevlar	14 / 2	-1	Light armor jacket
Medium Kevlar	16 / 5	-1	Medium armor jacket
Flak	18 / 5	-1	w/inserts & weave
Metalgear™ Composite	25 / 10	-2	Plastic/Kevlar plate
Futuristic Armors	PKD / EKD	DV-	Description
Skin Weave	12 / 1	-0	Subdermal armor
Space Suite	5 / 5	-0	Light skinsuit
Industrial Space Suit	8 / 5	-2	Hvy. metalized fabric
Military Space Suit	10 / 10	-2	Metal fabric w/plates
Body Armor	18 / 25	-2	"Stormtrooper" plate
Personal Force Screen	10 / 25	-0	vs. Stun only
Advanced Force Screen	14 / 30	-0	

GENERIC SHIELD LIST

Archaic/Fantasy Shields	DV+	AV-	Description
Buckler	+1	-0	
Small Shield	+2	-1	Target, round shield
Medium Shield	+3	-1	Heater, Legionnaire
Large Shield	+4	-2	Kite
Tower Shield	+6	-4	Hide behind
Modern Shields	DV+	AV-	Description
Riot Shield	+4	-1	Lightweight
Large Riot Shield	+6	-2	Hide behind
Futuristic Shields	DV+	AV-	Description
Small Force Shield	+2	-0	Energy field
Force Shield	+3	-0	Energy field
Large Force Shield	+4	-1	Energy field