TOTAL FUZION™ PLUS

ADD-ON pages for TOTAL FUZION™ BASIC RULES (REV 4.4.3 Web Edition)

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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CHARACTERISTICS

DERIVED CHARACTERISTICS

Speed – 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*™.

$$x = Combat / n$$

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

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.

SKILLS

NOTES

Athletics – The ability to dodge with this skill refers to non-combat maneuvers and 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 skill).

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.

Melee Weapons – As written, this skill assumes a superheroic 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

CONSPIRACY	Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. (INT)
ESPIONAGE	Gathering and assessing intelligence and orchestrating spy operations. (INT)
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)
JACK OF ALL TRADES	Catch-all skill for assorted (and rather limited) laymen-level capabilities in tinkering, fixing, craftsmanship, minor first aid and other handicrafts. (TECH)
LEADERSHIP	The skill of leading and convincing people to follow you. (PRE)
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 rage. 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 *Using Two Melee Weapons* for details on how this skill works. Note that this skill costs only 1 OP and there are no additional levels.
PERFORMANCE	The skills of acting, some stagecraft, singing and musicianship.(PRE)
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)
SINGING	The skill of using your voice for performance and entertainment. (PRE)

TALENTS

NOTES

Acute Senses – This Talent can be taken in multiple levels.

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.
LUCK	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. 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. 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. 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.

PERKS

New Perks

FOLLOWERS	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: (Follower's OP + CPx5 + SPx5 – *n*) / 5 Where *n* = 10 x the number of primary characteristics 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. *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:* *(15 + 175 + 25 – 100) / 5 = 23 OP*

POWERS

NOTES and ERRATA

Absorption Correction: The following was left out of the original power description: Absorption must be designated as working against either Physical Attacks (SD & KD) or Energy Attacks (ED & EKD) when the power is purchased. Also, Absorption should be limited by special effect. In general, people who absorb energy from all energy or all physical attacks should be rare. Far more common are those people who can absorb energy of a given special effect. This would be a Power Limiter, depending upon the commonality of the special effect in the campaign. Absorbing from a Common Special Effect would be a -1 Limiter. Absorbing from an Uncommon Special Effect would be a -2 Limiter. Absorbing from an Extremely Rare Special Effect would be a -4 Limiter.

Example: *Meteor wants to buy absorption limited to Heat/Flame attacks. Well, those are pretty common in the New Millennium universe, so she gets a -1 Limiter. If she wanted to absorb against Biochemical Attacks, that would be Uncommon, and she would get a -2 Limiter. If she wanted to absorb against Gate Key Energy Attacks, she would get a -4 Limiter as such manifestations are extremely rare.*

Entangle Correction: The final sentence should read: "An Entangled character can use his STR or any other non-Focused attack to break out of the Entangle" (rather than "non-gadget" attack).
Revised Entangle Cost: 1 pt. per 1d6 of SDP. +4 SD & ED for +1 pt; +3 KD & EKD for +1 pt. Entangle costs END.

Growth Addition: Characters who have Growth should be easier to spot. So when other people are making Perception Skill Rolls to see a character who is Grown, they will get a bonus of +2 to their AV for every 3 pts. of Growth the target character has.

Example: *Meteor is searching the battlefield for Giant, the Growing Man. Giant has 8 pts. in Growth, making him quite tall. Meteor gets a +4 Bonus to her AV when making her Perception Check.*

NEW POWERS

Dispel

A character with this Adjustment Power can turn off the Power of another character. Dispel is all-or-nothing; that is, it either completely turns off a Power or it has no effect. To use Dispel, make a normal Attack Roll against the target. If you hit, roll the appropriate number of dice. For every 5 pts. of effect rolled, reduce the target's appropriate Power by 1 Power Point. If the Power is reduced to 0 Power Points (or less), it shuts down; that is, it stops working. If the victim of the Dispel wants to restart the Power, he can, but he must start from scratch—any preparations must be performed again. Obviously, Dispel is more effective against Powers that are difficult to turn on or take a long time to activate (like many magic spells).

When using a Dispel against a Power with Limiters, the Limiters are ignored when determining the level of the Power.

Example: *Solitaire is trying to Dispel the blast from Markoth's Wand of Pain. The Wand is a 12 DC Energy Blast, bought with a Grabbable Focus Limiter. Even though the Wand only cost Markoth 8 PP, Solitaire must Dispel 12 PP of effect, which is what the Energy Blast would cost without the Limiter.*

Dispel normally applies only to a single Power. For example, only Energy Blast or only Regeneration. The target Power must be chosen when this Power is purchased. To buy a Dispel that affects any Power of a given special effect—one at a time—costs +1 Power Point. A Dispel which affects all Powers of a given special effect costs +4 Power Points.

Dispel can be used to protect the character from incoming Powers, but the character must have a saved action to do this. Assuming that the Dispel applies to the attack, the character aborts his action to use the Dispel and rolls the Dispel dice (without having to make an Attack Roll.) The effect of the Dispel is then determined normally.

Example: *Solitaire purchases 22d6 of Dispel that will work against any single Power with a magical special effect. This costs (11 + 1) = 12 Power Points. Later Solitaire is attacked by the Necromancer. Knowing she's faster than her opponent, Solitaire saves her action and waits for the Necromancer to make his move. The Necromancer casts an Energy Blast spell. Solitaire uses her saved action to cast her Dispel, to try to stop the incoming Energy Blast spell. Solitaire rolls her 22d6, achieving a total of 77 points. Dividing by 5, her player declares that she Dispels 15 Power Points of Energy Blast. Since the Energy Blast was only 13d6 (13 Power Points), the Dispel is successful, and the Energy Blast disappears.*

Dispel Cost: 2d6 of Dispel costs 1 PP. Affect any single Power of a certain special effect for +1 PP; Affects all Powers of a certain special effect for +4 PP. Cost END.

END Reserve

A character might want to create a Power (or set of Powers) that operate from an END supply that is independent of the character. To do that, the character should purchase an END Reserve. These END Reserves can simulate the generator or batteries of a suit of Power Armor, the reserves of a magical wand, or any other effect where the energy does not come from a character's own END. This END Reserve can be used to provide END for any number of Powers, however, the Powers must be designated as using the character's END or the END Reserve when they are purchased. A Power that can draw END from either the character's personal END or the END Reserve is bought with a +1 Power Point Adder.

END Reserves need to purchase a Recovery in order to regain their END. In general, END Reserves will get their REC in END once per Turn. This can be moved down the Time Chart to simulate a Reserve that recharges slowly. Each step down the Time Chart is a -1 Power Point Limiter. Unlike the character's normal END, an END Reserve is not reduced to 0 when the character is knocked out.

END Reserve Cost: 50 END for 1 PP, 3 REC for 1 PP. END Reserve costs no END to use.

POWER MODIFIERS

The following Power Modifiers can be added to make specific powers more unique. Note that they also affect the cost of the power, based on whether they improve or limit the power. Regardless of the Power Limiter used, the minimum cost for any Power is 1 Power Point.

Power Adders

Area Effect (Radius)	This Adder allows you to make an Attack Power affect a circular area. Such affects use the Area Effect To-Hit Rules. **Area Effect (Radius) increases the cost of the power by 4 Power Points and allows the Attack Power to affect a circular area with a radius of 1 m/y for each Power Point in the Power, excluding the cost of this Adder.**
Half END Cost	Some Powers are easier to use than others, or are just less tiring to activate. Powers with this Adder cost +2 Power Points to buy, but use only half the normal amount of END (round down, minimum of 1 END). **Half END Cost increases the cost of the Power by +2 PP, and cuts the END cost in half. The minimum END cost of the Power is 1 END. A character may not combine this Adder with the increased END Cost Limiter on the same power.**
Hardened Defenses	This Adder can be applied to any type of Defense, be it SD, Force Field, Force Wall, Armor, or other types of defenses. Any Defenses that are Hardened are not halved when hit by an Armor Piercing Attack. **Hardened Defenses Cost: +3PP to the cost of the Defense. Must be purchased for Physical and Energy Defenses Separately.**
No END Cost	Some Powers are second nature to certain characters, and take no energy to use. Powers with this Adder cost +4 Power Points to buy, but use no END. **No END Cost increases the cost of the Power by +4 PP, and cuts the END cost to zero. A character may not combine this Adder with the increased END Cost Limiter on the same power.**
Ranged	Use this Adder to change a Power with no range Power to a ranged one. Powers with this Adder have the standard range of 10 m/y for each PP in the power, not counting this Adder. **Ranged increases the cost of the Power by +2 PP.**

Power Limiters

Activation Roll

This is a way to modify Powers, making them cheaper and less reliable. Each time you use a power with an Activation Roll, you must roll 3d6 equal to or higher than the Activation number. You must still pay the END cost or expend a charge for the power, even if the Power fails its Activation Roll. You only need to check the Activation roll once per Phase. If the roll succeeds, you may use the power until your next Phase. Note that the Use Power Skill (or any Skill, for that matter) will not affect the Activation Roll.

Activation Roll of 8+ subtracts 2 Power Points from the final cost of the Power. Activation Roll of 10+ subtracts 4 Power Points from the final cost of the Power.

Costs END

This Limiter only applies to those Powers that do not normally cost END to use. If such a Powers takes the Costs END Limiter, it will require END to use. The END Cost is figured normally.

Cost END subtracts 2 Power Points from the final cost of the Power.

Charges

A Power with this Limiter can only be used a limited number of times a day. Charges can represent a gun with a limited number of shots, a magic spell that can only be used a few times a day, and so forth. Each Charge normally lasts for only one Phase, so Charges of continuing powers, such as Force Field, are of very limited usefulness. A Power with Charges doesn't cost END to use. If the character wants a Power that uses Charges and still costs END, he would receive an additional bonus of –2 Power Points to the final cost of the Power.

Charges subtracts a number of points from the final cost of the Power per the table below. Large numbers of Charges may increase the cost of Power. Powers with Charges use no END. A Power that has Charges and still uses END subtracts 2 additional Power Points.

Charges	Bonus to Cost
1	-8
2	-6
3	-5
4	-4
5-6	-3
7-8	-2
9-12	-1
13-16	0
17-32	+1
etc.	etc.

Clips – This Limiter represents a Power that has its Charges broken down into several smaller "clips" of few Charges. To purchase a Clip, a Power must have Charges. By taking a Limiter bonus one level down on the Charges table, the character can have 2x the number of clips of those Charges. Changing a Clip requires the expenditure of an Other Action.

Example: *Instead of 8 Charges for a –2 Limiter, you could take two Clips with 8 Charges each as a –1 Limiter. Doubling that to four clips of 8 Charges each means a 0 Limiter. And so on.*

Focus

This is another way to modify powers, making the final cost cheaper while limiting the power. A Power with a Focus works through some object or device (technological, magical, or whatever). If the character is deprived of this object, he may not use the power(s) focused through it. Firearms are examples of real-world attacks that are purchased with a Focus.

Foci are divided into two types: Grabbable and Attached. A Grabbable Focus may be taken away from a character with a combat action, using the Grab Maneuver or a ranged attack at –2 to the Attacker's REF. An Attached Focus may be removed from a non-resisting character (unconscious, cooperating, whatever) in one Round. If removing the Focus would cause the character damage (such as a metal skeleton or cyber-eye or such), then the power should not take this modifier.

Grabbable Focus subtracts 4 Power Points from the final cost of the Power; Attached Focus subtracts 2 Power Points from the final cost of the Power.

Increased Endurance Cost

Some Powers are just particularly strenuous to use, and cost more END. Powers with this Limiter cost few Power Points to buy, but cost more END to use. The paragraph below shows the increased END cost, and the point savings for the power.

x2 END Cost subtracts 2 Power Points from the final cost of the Power; x3 END Cost subtracts 4 Power Points from the final cost of the Power; x4 END Cost subtracts 6 Power Points from the final cost of the Power; and so forth.

No Range

This Limiter is only available to those Powers that have a range. This Limiter removes the range component from the Power, making is usable only at melee distances (target must be within 4 m/y of the character using a No Range Power).

No Range subtracts 2 Power Points from the final cost of the Power.

Special Effects Frameworks

The following frameworks, intended primarily for non-superheroic style games, represent ways to recreate having a collection of powers that all operate the same way in a heroic-style game. If these are used with the Power Modifiers above, then note that the multipliers here apply before any Power Adders are applied, but after any Power Limiters are factored in. Note that these are not used the same way the Multipower framework is applied.

Magic Spells:

All spells require that the mage perform specific ritualistic gestures, speak audible incantations, and concentrate while completing his/her magic. All modifiers below apply when casting a spell:

- *Concentration:* The character must focus so intently on casting the spell that his/her DEX is halved during the Phase in which the spell is cast. Furthermore, any disruption while concentrating means the caster has lost his/her focus and must begin again at a later Phase.
- *Gestures:* The character must have his/her hands free during the Phase in which the spell is cast.
- *Incantations:* The character must be able to speak freely during the Phase in which the spell is cast.
- *Skill Use:* Knowing how to concentrate, gesture, and chant to create a magical effect requires training. To cast spells, a character must learn a new skill, *Use Power: Magic*. When the spell is cast, the character must make a *Magic* skill roll vs. a DV of 14 or the power does not activate. Furthermore, the DV for the skill roll goes up by +1 for every 2 full Power Points (PP) of the spell's power (i.e., how much the spell would cost before applying any of the modifiers).

To compensate for all of these limitations, the player multiplies the total PP cost of all powers taken as spells by 0.4 to find out how may PP the spell actually costs the character. That means that a spell worth 5 PP will cost the character only 2 PP to purchase.

Psionics:
Psionic abilities are typically powers listed under the *Mental Abilities* section, as well as *Mental Defense* – and sometimes *Force Field* and *Telekinesis* – from the main powers section. The modifiers for using psionic powers are below:

- *Concentration:* The character must focus so intently on using the power that his/her DEX is halved during the Phase in which the power is activated. Furthermore, any disruption while concentrating means the psionic has lost hi(s)her focus and must begin again at a later Phase.
- *Skill Use:* To use psionic powers, a character must learn a new skill, *Use Power: Psionics*. When the power is used, the character must make a *Psionics* skill roll vs. a DV of 14 or the power does not activate. Furthermore, the DV for the skill roll goes up by +1 for every 2 full Power Points (PP) of the psionic power (i.e., how much the power would cost before applying any of the modifiers).

To compensate for all of these limitations, the player multiplies the total PP cost of all powers taken as psionic abilities by 0.5 to find out how may PP the ability actually costs the character. That means that a psionic ability worth 6 PP will cost the character only 3 PP to purchase.

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 character may instead be allowed to spend 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 those listed on pgs. 42, 44, and 49.

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.

ACTIONS
NOTES
Knockback – To determine knockback, add the 1d6 to the target's Body and then subtract from the DC (or KILLS) done.

Basic Actions – New

MOVE	This Action allows you to move up to your MOVE Stat (or other Movement power) in m/yds of distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)

GENERALCOMBAT
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.

<u>Weapons fall into three length categories:</u>

- *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.

<u>Reach</u>

- *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 GENERIC FUZION™

LIFTING AND THROWING

LIFTING, THROWING AND STRENGTH FEATS

If you want to add a random element to your Strength feats, use the following guidelines:

One action that doesn't fall into the realm of the everyday in FUZION is feats of strength. This is one place where reality must compromise with fiction, as many settings deal with superheroes as well as more realistic types, and we have a special mechanism just for that situation.

We deal with the problem of superheroic abilities in FUZION by making feats of Strength and Lifting another type of Action and ignoring the real physics. However, the resolution of this action is a little different than most; in a Strength Feat action, you'll roll only 1D6 and add your STR Characteristic against a difficulty listed below.

Diff.	To Lift a	To Bend or Break	To Throw a Baseball
2	Heavy bag of groceries	Balsa wood	5m/yds
5	Child, 2 heavy bags of groceries	Plastic	10m/yds
7	Adult female	Wood boards	40m/yds
9	Adult male	Aluminum	80m/yds
11	Lion, 2 men	Iron	City block (110m/yds)
13	Motorcycle, Bear		½ mile
15	Small car	Steel	1 mile
17	Large car, Elephant		2-5 miles
19	Small Semi-truck	Hardened steel	6-10 miles
21	Light tank		11-20 miles
23	Small jet	Titanium	21-40 miles
25	Battle tank, Whale		41-80 miles
27	Large jet, Train	Unobtanium	81-160 miles
29	Small ship, Building		161-200 miles
31	Battleship, Lg. Building	Super Unobtanium	Into orbit
33	Aircraft carrier		Out of orbit
35	Mountain	Anything	Out of Solar System

- *Example 1: Regular Man has a STR of 4. He can easily pick up his son (a roll of 1 out of 6), his wife (3 out of 6) but can barely lift his buddy (5 out of 6). On the other hand, Titanic Man has a STR of 28. He doesn't event think about lifting anything smaller than a small ship (1 out of 6), regularly lifts battleships (3 out of 6), breaks a sweat lifting an aircraft carrier (5 out of 6) but still can't get a mountain up!*
- *Example 2: Regular Man has a STR of 4. He can easily bend plastic (a roll of 1 out of 6), but he's going to be working to break a board (3 out of 6) and could barely bend aluminum (5 out of 6). On the other hand, Titanic Man has a STR of 28. He easily bends anything below Unobtainium (our patented name for any superheroic supermetal), but still can't bend anything he wants.*

Throwing

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. Which is why we invented the Baseball Test.

In FUZION, we use the Baseball Test to create a benchmark for what can be easily thrown. A baseball represents any aerodynamic object that weighs less than 3 lbs (roughly 1 kg) that can be hurled with one hand. This includes grenades, footballs, basketballs, frisbees, bottles and other small, inconsequential items that can be easily thrown. When throwing something that passes the Baseball Test, simply add your STR to a D6 die roll, just as with a Strength or lifting feat, and try to beat the Difficulty for the Distance you're throwing. If you beat the desired Difficulty, you've thrown it that far. Example: Amazing Man (STR 15) wants to throw a baseball 5 miles (Difficulty 17). He can easily make this.

If you fail, compare your final roll to the first Difficulty value you could beat. This will determine how far the throw actually went. Example: Amazing Man (STR 15) wants to throw a baseball 90 miles (Difficulty 27). He fails by 5 points (27-5=22) This corresponds closest to a 21 Difficulty, which means he only tossed the ball 11 to 20 miles.

Heavier than a Baseball? To throw something that's heavier than the Baseball Test, here's the trick. Simply add the Difficulty of Lifting the object to the Difficulty of Throwing it for the desired distance to get the final Difficulty. Example: Awesome Man (STR 32) can easily throw a baseball into orbit (Difficulty 31). However, if he tries it with a small car (Diff=15), the difficulty rises to 46 (31+15=46). The best he could do reliably would be to toss that car a mile or so (15+15=30).

THE ENVIRONMENT AND RECOVERY

FALLING AND COLLISIONS

The falling and collision chart tends to make damage too high at the lower end and too low at the higher end. That works great for superheroes and power-suited mecha battles, but it isn't as

realistic for more traditional heroic-level games. For those, use the following guidelines:

Collisions (Ramming and Falling)
This is damage that comes from hitting something at speed. The big difference is that in a fall, one object is hitting a stationary object (the ground) at high speed. In a ram, two or more objects, moving at different speeds, are crashing into each other, and the relative positions of each will affect the outcome.

Bashing Things with Hits/SDP
Things with Hits or SDP will take 1DC in damage for every 3 MOVE travelled each phase, rounding any decimals down. If the total Move made is less than 3, you will take no damage. In addition, add 1 DC for every full 100lbs (or 45kg) of weight.

- *Example 1: An average guy weighing 160lbs falls 30m/yds (MOVE 10). He takes 3 DC (3.3 rounded down) for the fall, plus another 1DC for his weight, for a total of 4DC; on average about 14 Hits. For an average guy (BODY 3) with only 15 Hits to take, this is bad news.*
- *Example 2: A car moving at Move 30 (@60mph or 90kph) slams into a wall. It takes 10DC of damage (30÷3=10). However, since it weighs 1600 lbs, it takes an additional 16DC (1600÷100=16), for a grand total of 26DC. Since on average this would mean around 91 points of damage, the car (with only 50SDP) is obliterated.*
- *Example 3: An average guy weighing 160lbs falls 1m/yd. He takes no damage for the fall.*

Bashing Things with Kills
Things with Kills usually weigh such staggering amounts that we measure their damage in increments of tens of tons! As a rule, objects with Kills will take 1 Kill of damage for every 10 MOVE travelled per phase, rounding decimal values down. In addition, they will also add 1K for every ten tons of weight.

- *Example 1: A giant robot travelling at MOVE 30 (@60mph or 90kph) slams into a wall. It takes 3 Kills of damage (30÷10=3). However, since it weighs 30 tons, it takes an additional 3* Kills (30÷10=3), for a total of 6 Kills of damage.
- *Example 2: A larger giant robot flying at MOVE 90 (@180mph or 270kph) slams into a mountain. It takes 9 Kills of damage (90÷10=9). However, since it weighs 65 tons, it takes an additional 6 Kills (65÷10=6), for a total of 15 Kills of damage. Ouch.*

Ramming
As mentioned above, ramming is like any other collision, but since the objects are moving, their relative positions will influence the final outcome. Here's what to do:

• If the ram is *head on*, add the MOVE of both objects together and the weights of both objects together, then treat the results as above. The result is the damage done to both.
• If the collision is a *side ram or swipe*, treat as a regular collision (above). If the collision is a "rear end," subtract the MOVE of the object in front from the speed of the trailing object, then treat as a head on ram.

Objects with Hits/SDP Ramming Objects with Kills (and Vice Versa)
As before, add the MOVE and weight of both objects together. However, compute the weight for each by converting the total weight of the objects
• **Pounds/kg into tons:** Divide weight by 2,000lbs or 1,000kg, rounding down, and then add to tons of other object.
• **Tons into pounds/kg**: Multiply by 2,000 lbs or 1,000kg, rounding down, and then add to lbs. of weight of other object.
Example: A giant robot (weight 30 tons) traveling at MOVE 30 (@60mph or 90kph) slams head on into a small car (weight 1,000 lbs/454kg) also moving at MOVE 30. The giant robot converts the car's weight to tons and gets .5 tons, for a total of 30.5 tons. The car converts the robot's 30 tons into 60,000lbs, for a grand total of 61,000lbs. The total MOVE is 60. The result:
• The **mecha** takes 9 Kills (60 MOVE÷10=6 Kills, plus 3 more Kills for the total Weight (30.5 tons÷10)
• The **car** takes 630 Hits (60 MOVE÷3=20 Hits, plus 600 additional Hits for the total weight (60,000lbs÷100). Ouch!!!

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