

FUZION BLOKS

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FUZION BLOKS

FUZION BLOKS

Welcome to Fuzion Bloks! Instead of some long winded thing, I want to jump right in!

Character Creation

Character Creation for Fuzion Bloks is a little bit different than your regular Fuzion. It's mostly user friendly which is important to new players. Instead of using Character Points and Option Points, we are now using a Building Block process and Fuzion Points. In order to build a character you simply follow the Blocks and build your character from there. Here is the Building Block order:

- Choose your Character Type
- Character Experience
- Character Race
- Hero Theme
- Pick your Career Path
- Character Focus
- Professional Type
- Persona
- Buying Skills
- Talents
- Perks
- Powers
- Buying Armor, Gear, Weapons, Vehicles

Character Types

The Character Type is used to start generating Characteristics and so on. Each Character Type comes with its own bonuses. Character Types are NOT stackable.

Civilian

This is your average level human, the typical person off the street.

Character Type Bonus:

All Characteristics start at 1.

May choose 1 additional skill outside of Common Skills at +2

Above Average

This is the next step up. Athletes come to mind with this type. The above average character type is much more active than the usual crowd or much smarter.

Character Type Bonus:

All Characteristics start at 2.

May choose 3 additional skills outside of Common Skills at +2

FUZION BLOKS

Combat Oriented

A combat oriented character is well trained. They include military, pirates and other combat oriented types.

Character Type Bonus:

All Characteristics start at 3.

May choose 4 Combat related skills at +2

May choose 3 Combat Related items.

+1 to ALL Damage caused by this character (this includes powers, guns, fist and so on)

Character Experience

When creating characters the Game Master must tell players what experience level the players will be starting at. Each Experience level comes with certain bonuses. Character Experience is NOT stackable. Please note that Character Experience also determines how many Tiers players may choose when building characters.

Rookie

The Rookie is new to the game. They have enough skill to hold their own to some degree, but not enough to make them instant heroes. Rookies tend to fall victim to bad decisions in their first few years. Then they move up in the world.

Rookies Gain:

50 Fuzion Points

2 Tiers

+1 to Characteristics in their Character Focus

+1 to all Player's skills.

Experienced

The Experienced character is one that has been out there and knows the difference between a good decision and a bad one. This character can see the signs and knows how to schmooze with the best of them. This doesn't make you a well known hero, it just means you can strike fear in the minor criminals.

Experienced Gain:

100 Fuzion Points

4 Tiers

+2 to Characteristics in their Character Focus

+2 to all Player's skills

Gains 2 Power Stunts at level 2

FUZION BLOKS

Icon

The Icon has made her or his name extremely well known across the world. They are defined as protectors of cities and sometimes countries. The Icon is feared by his weaker enemies and respected by his equal villains. When the Icon character hits the scene people cheer (or sneer). Icons are sometimes even well known on alien worlds.

Icons Gain:

150 Fuzion Points

6 Tiers

+3 to Characteristics in their Character Focus

+3 to all Player's skills

Gains 3 Power Stunts at level 3

Legend

The Legend is exactly that, a legend. On alien worlds they talk of these heroes and on Earth people have a hard time believing that they even exist. The Legend has proven themselves through blood, sweat, and tears. They have defeated the most powerful villains or have saved whole worlds. The Legend doesn't back down from anyone and has no problem putting people in their places. When a Legend shows up and you are on the wrong side, get ready for a serious butt whooping.

Legends Gain:

200 Fuzion Points

8 TIERS

+4 to Characteristics in their Character Focus

+4 to all Player's skills

Gains 4 Power Stunts at level 4.

Character Race

Not everyone on Earth is human. There are those who are not of this Earth and others who have bred with normal humans. Some are machines and some are from beneath the Earth's surface. Every race has its advantages and disadvantages. Player's may only choose one race.

Alien

This character is from another world or dimension. They are experienced with high technology and have a better grip on facing the uncanny. Some are extremely logical and some are warrior based.

Race Bonus:

+2 to Character Focus

+1 to Common Skills

+2 to three Skills

-1 to one to Weekly Resources

FUZION BLOKS

Android

Built by aliens or humans, this character is independent and very powerful. Some androids work for companies while others roam the Earth looking for meaning. Androids used to be programmed not to hurt humans, but now they are programmed to be free.

Race Bonus:

- +1 to Character Focus
- +2 to Common Skills
- +3 to Four skills of choice

Half-Breed

Your parents were in love, but they weren't the same species. You gain the edge when it comes to both races. One half of you is human and the other half is not. This makes you a good target for government agencies who want to learn 'how' you came to be.

Race Bonus:

- +1 to Character Focus
- +1 to Common Skills
- 10 Fuzion points to buy a special power or ability that your non-human side has.

Human

You are full blooded human. You live and die like one too. The normal human adapts to their environment and in times of need can pull off some pretty amazing stunts.

Race Bonus:

- +1 to Character Focus
- +1 to Common Skills
- +1 to Weekly Resources

Hybrid

You are perfection personified. Your DNA is so perfect that it makes you 'super.' A Hybrid may be alien or human, but you are above all in the big cosmic picture. This also makes you dangerous.

Race Bonus:

- +2 to Character Focus
- +2 to Common Skills
- +2 to one Non-Combat Skill
- +2 to one Combat Related Skill
- +10 Fuzion Points for Powers or Talents ONLY

FUZION BLOKS

Hero Theme

Here are the most basic Hero Themes. Each theme comes with a description, a list of template skills that the character **MUST** take, Options that come with the theme and starting equipment. Hero themes may NOT be stacked. All skills included in the Hero Theme start at Level 2.

Creating Hero Themes: Here you can put together special ‘packages’ for players. Maybe you have a theme for a character that includes specific skills, options or equipment. These themes are extremely limited and may not be excessive. The Hero Theme is great for pointing players in a specific direction during the character creation process.

Here is a sample:

Soldier/Merc

Description: You are all about guns, guns and more guns. You serve a higher cause, the one of WAR! You either serve in the armed forces or you have already done your time and now you work freelance. You pride yourself on loyalty, until someone screws you over. After that everyone is fair game. When you aren’t in uniform or in the field you are training or gathering intel for another mission.

Skills: Choose 4 Weapon skills, Martial Arts, Choose 2 Military skills

Options: **Membership, Combat Sense, Contacts**

Equipment: Military Uniform, Firearm of choice, Body Armor.

Career Path

Welcome to Career Paths, where your character gets their meat. Each tier comes with a description, a list of template skills that the character **MUST** take, and Options that come with the tier. This is a great way to add the real crunch to your Hero Theme. The numbers next to the abbreviations are the Levels that the skills are at. So how many Tiers do you get to pick from? Game Masters determine the number of Tiers players may choose when creating characters. This is usually determined by Character Experience. As you stack your Tiers you will find that you might have overlapping skills. Just add the skill levels and that is your new skill level. *You pick a Tier that has Stealth REF 2 and then the next Tier your pick has Stealth REF 2. Your Stealth skill is now level 4.*

*Special: Anyone who takes a military or martial arts TIER gain’s a +1 all damage caused by this character.

Building Career Paths: A career path is a specific set of skills based around a profession or academic field of study. There are four TIERS. TIER One is your basic civilian. TIER Two is the first level of education in any career. TIER Three is the next step up that covers experienced areas within a career. TIER Four is the final step of skill, where the people with career paths in this TIER have become almost masters of their career path.

When building a career path, pick between 10 to 30 skills that go with that career. You may also

FUZION BLOKS

include one Option. Career Paths usually start at TIER Two and then work their way up. As you build higher level career paths in the TIER system you need to make sure there are 'prerequisites' that are met because you are essentially building on a previous career path. Career paths may be stacked. So if you choose to take 2 TIERS worth of a career path then you'd double the skill point value.

Skill Levels: Usually each career path starts at level 2. As you stack on the TIERS certain skills can go up in level (as discussed above). If you are developing a Fuzion Bloks game you might want to set up skill levels like this: 10 skills in a career path: 4 levels, 20+ skills in a career path: 2 levels

Here are samples from each TIER:

TIER One

Basic Civilian

This is where everyone starts. The Basic Civilian works five days a week and dreams big dreams. All players gain this for FREE.

- All Common Skills at Level 2
- Pick Two Non-Combat Skills at Level 2

TIER TWO

General Military Career (SWAT, Paramilitary and other Combat Occupations)

Prerequisites: For SWAT, a player must first have at least a Tier TWO in Law Enforcement and a Tier TWO in a choice of military branch.

There are military organizations all over the world that do not answer to any government. These individuals are ready for war in one form or another. This also includes alien military (players may adjust skills with the GM's approval).

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Knowledge: Military Protocol SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Knife REF 2
- Survival SM2
- Membership 1: Enlisted

FUZION BLOKS

TIER Three

Special Forces

Prerequisite: Pick One Military Career Path

The military has many special units. These men and women fill out the rest of the US military special force units. They are highly trained to handle many situations both combat and intelligence. Many covert operatives have this type of training in order to fight their way out of a pinch if discovered. This also includes alien military (players may adjust skills with the GM's approval).

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Evasion REF 2
- Communication SM 2
- Concentration WILL 2
- Knowledge: Military Protocol SM 2
- Tactics SM 2
- Navigation SM 2
- Parachuting SM/REF 2
- SCUBA SM 2
- Drive <Pick Three> SM/HEC 2
- Pilot <Pick Two> SM/HEC 2
- Perception SM 2
- First Aid SM/HEC 2
- Demolitions SM/HEC 2
- Marksman: Small Arms HEC 2
- Marksman <Pick Four> HEC 2
- Heavy Weapon <Pick Two> HEC 2
- Melee: Combat Knife REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2
- Increase to Membership +2

FUZION BLOKS

TIER FOUR

Military Officer

Prerequisite: Pick One Military Career Path, Two Tiers of College/Linguist

These are the educated men and women who lead our troops from offices and from the front lines. They have all been to college and have training that suits their specific jobs. Officers tend to not be respected as much, but some officers are feared.

- Athletics: Climbing STR 2
- Athletics: Running MOVE 2
- Athletics: Swimming STR 2
- Hand to Hand REF 2
- Communication SM 2
- Computers SM 2
- Knowledge: Military Protocol SM 2
- History: Military SM 2
- Language <Pick One> SM 2
- Tactics SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Melee: Combat Knife REF 2
- Marksman: Rifle HEC 2
- Marksman: Pistol HEC 2
- Marksman <Pick One> HEC 2
- Survival SM 2
- Increase to Membership +5

Character Focus

The Character Focus offers up bonuses to players who choose to specify what style character they wish to play. The Character Focus is broken down into two groups: Mental and Physical

Physical Focus

- +1 to Reflexes
- +1 to Hand-Eye Coordination
- +1 to Body
- +1 to Strength
- +1 to Constitution
- +1 to Movement
- 1 to Smarts
- 1 to Willpower

FUZION BLOKS

Mental Focus

- +4 to Smarts
- +2 to Willpower
- +1 to Hand-Eye Coordination
- 1 to Reflexes
- 1 to Body
- 1 to Constitution
- 1 to Strength
- 1 to Movement

Professional Type

Players usually have jobs. This helps determine their Resource Points which may be used to buy items of need. It also covers overhead for room and board. Resource Points presented here are just the BASE line. The BASE increases by adding your Basic Education to the Resource Point BASE. Example: You work Part time so your BASE is 30 Resource Points per week. Your Basic Education is 6. Add that to your base. Now your Resources per week are 36 points. Players who take Skill Headers in a specific field also gain Resource Points equal to their Skill Level per week as long as they are working in that profession. If not there is no increase.

Per-Deum

You work here and there when needed. Sometimes it can be steady and sometimes it can be extremely dead. Resource Points: 15 Per Week.

Part Time

About three days a week you work. This job could be a stepping stone or just extra cash to have on hand. Resource Points: 30 Per Week.

Full Time

This is your career job, or at least one that holds you over. You must dedicate at least five days a week, doing 8 hour shifts. You get paid time off at the rate of 2 weeks a year. Resource Points: 40 Per Week.

Persona

Everyone has an attitude to them. This helps dictate what they are likely to say or what they might do in certain situations. It also defines their lifestyle in many ways. How they dress, stunts they might pull and who they might just piss off.

Arrogant

The Arrogant player thinks that they are all that and more. They have killer gear, powers or more that make them so formidable that the player thinks they might very well be unstoppable. People with money tend to have this problem. They think that their money makes them Gods.

FUZION BLOKS

The Arrogant player is also one that falls into deep depression and drug abuse if they get their butts kicked. They also are more likely to engage in acts of vengeance against the people who defeat or embarrass them.

Arrogants Gain:

+1 to PRE

+10 Fuzion Points

Cold Blooded

This type of person is just cold. They don't feel for others and are likely to kill an innocent just to complete a mission. The Cold Blooded player tends to live for themselves and don't like working with a team. The only time a Cold Blooded player works with others is if there is a fat paycheck or an ulterior motive like access to kick-butt weapons and gear. Some Cold Blooded characters are on big corporate payrolls these days.

Cold Blooded Gain:

+1 to WILL

+1 to PRE

+5 to Fuzion Points

Compassionate

The Compassionate player cares about those around them. They help those in need and are very quick to come to the rescue of the weak. A Compassionate player will prevent other players from doing harm to innocents. The downside is if the player causes harm to anyone who doesn't deserve it they tend to fall into depression and question themselves. If this happens the character is likely to pause or hesitate on other missions.

Compassionates Gain:

+1 to PRE

+10 Fuzion Points

Egomaniacal

An Egomaniacal player is always up to no good. They scheme constantly to gain more and more, be it financially or material means. The Egomaniacal player is pretty smart and can work out any situation to their advantage. Some work for companies and others run them. Even more are masterminds plotting to take over everything from small businesses to entire planets. An Egomaniacal player thinks they are above everyone and cannot accept defeat, even when their operation is burning down around them.

Egomaniacals Gain

+1 to WILL

+1 to PRE

+1 to Smarts

FUZION BLOKS

Hero

The Hero dedicates their life to saving the world even when the world might not want saving. They get involved in things that are above the human range. A Hero is supposed to be selfless, but if they look good in the process they don't mind the press. Heroes mix it up with the worst of them and half the time end up getting killed.

Heroes Gain:

- +1 PRE
- +1 Body
- +5 Fuzion Points

Sinister

When it comes to being evil, this is the one that does it. They will kill an innocent, blow up whole villages and turn teammates against one another, all while smiling a devil's grin. A Sinister character can plot and outwit the general public. They will murder anyone who crosses their path or looks at them funny. Behind any scene of the macabre there is likely a Sinister person lurking. The Sinister player if defeated will work feverishly to exact revenge.

Sinisters Gain:

- +1 to Smarts
- +1 to PRE
- +5 to Fuzion Points

Fuzion Points

Fuzion Points (FP) are used to increase characteristics, buy skill levels, powers and gear. You may also use them to buy Talents and Perks. Here's how they work:

- Increasing Characteristic: 5 FP= 1 Characteristic point
- Buying Perk: 10 FP=1 Perk, 1 Perk level
- Buying Talents: 10 FP= 1 Talent
- Buying Skills: 10 FP= 1 Skill, 1 Level
- Buying Armor, Gear, Weapons: 5 FP=1 Resource Point
- Buying Magic, Powers, Psionics: FP= Power Rank

FUZION BLOKS

Characteristics

Smarts (SM): How intelligent you are.

Willpower (WILL): How you face danger and how cool you can be. Also how well you resist mental attacks.

Presence (PRE): How well you impress other people. Charisma in other words.

Reflexes (REF): The characteristic you use to dodge and be fancy with your moves.

Hand-Eye Coordination (HEC): How well you can pilot, shoot, and throw.

Strength (STR): Just like it says. Punch damage=STR. Kick=STR+2 (Both STUN)

Constitution (CON): How long the human body can function before needing a rest.

Body (BDY): Your overall size and body type.

Movement (MOV): How fast you can run, swim, and such. When using a map, each square of MOV counts as 1 action. When running it counts as half a square.

Derived

STUN: This is how much non-lethal damage a player can take. Examples of stun damage include blunt object impact, falls, energy based damage and power damage. STUN is determined by multiplying Body times 10.

HITS: When your STUN is gone or when you get hit with lethal damage you lose HITS. Examples of lethal damage include edged damage and piercing damage. HITS are determined by multiplying Body times 10.

Healing: This is how much the player heals per day. Each day the player gains back HITS equal to their Body. After all HITS are healed the player then starts healing STUN damage.

Natural Mental Resistance: This is how much psychic damage a person may soak before they take actual damage. A human may resist psychic damage equal to their Willpower.

Natural Physical Resistance: This is how much physical damage a person may soak before losing STUN. A player may resist physical damage equal to their Body. This ONLY applies to STUN damage and not LETHAL damage.

Run: This is how fast your player moves when running. Run is determined by Movement times two.

Initiative: To determine who goes first during combat the player adds their Smarts+Reflexes+1d10. The highest numbers wins and gets the first action during combat.

Actions: This is how many actions you may do during your turn. Actions are equal to the player's **Reflexes + Movement/2**: These are the total Actions you are allotted per turn. This includes your Attack and Dodge.

Popularity: Popularity is important when you are helping wage war. Your base Popularity is determined by your PRE. Your base PRE equals your Popularity. For every 15 points of Popularity you earn, your PRE goes up by one. For every 15 points you lose, your PRE goes down by 1.

Resources: This is how much money you have. Each Profession has so many Resource Points. Players may convert FP into Resource Points (5 FP=1 Resource Point)

FUZION BLOKS

COMMON SKILLS

Everyone has skills. They help us live our day to day lives. Some are very obvious and others aren't. Common Skills are skills that everyone has. Players use Fuzion Points to build up their Common Skills. The Common Skills covers just the basics of life, nothing outside of that. Common Skills start out at level 1. Players may spend Fuzion Points to increase skills. The formula for using skills is as follows:

Characteristic+Skill level+1d10.

Hand to Hand

This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to.

Uses: REF

Evasion

This is the ability to get out of the way when someone or something is about to hit you.

Uses: REF

Perception

This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks.

Uses: SM

Basic Education

This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.

Uses: SM

FUZION BLOKS

Fighting Skills

Evade
Hand to Hand
Melee Weapons

Ranged Weapon Skills

Gunnery
Heavy Weapons
Marksmanship

Awareness Skills

Concealment
Concentration
Deduction
Lip Reading
Perception
Psionics
Shadowing
Surveillance
Tracking

Control Skills

Animal Handler
Driving
Pilot
Riding

Body Skills

Acrobatics
Athletics
Climbing
Contortionist
Stealth

Social Skills

Bribery
Conspiracy
Conversation
Interrogation
Leadership
Negotiation
Persuasion

Seduction

Streetwise
Trading
Wardrobe/Style

Technique Skills

Appraisal
Bugging
Demolitions
Electronics
Forgery
Gambling
Jack of All Trades
Lockpicking
Mechanics
Paramedic
Security Systems
Weaponsmith

Performance Skills

Acting
Disguise
Mimicry
Oratory
Performance
Singing
Sleight of Hand
Ventriloquist

Education Skills

Bureaucracy
Business
Computers
Criminology
Cryptography
Education
Espionage
Expert
Languages
Medicine
Navigation
Professional

Research

Science
Survival
System Ops
Tactics
Teaching

FUZION BLOKS

FIGHTING SKILLS

EVADE

Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand, Melee Weapons, and Marksmanship Skills. REF

HAND TO HAND

Basic skill at fighting with your hands and other body parts. REF

MELEE WEAPONS

Using different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. REF

RANGED WEAPON SKILLS

GUNNERY

Firing vehicle-mounted weapons, ship-mounted weapons, and artillery. HEC

HEAVY WEAPONS

Use of military weapons such as RPGs, mortars, rockets, missiles, etc. HEC

MARKSMANSHIP

Skills of using personal projectile weapons; guns, SMGs, rifles, beam rifles, etc. HEC

AWARENESS SKILLS

CONCEALMENT

You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. SM

CONCENTRATION

The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. WILL

DEDUCTION

This is the art of taking several facts and leaping to a conclusion. This skill should be used sparingly. SM

LIP READING

This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. SM

Perception

The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. SM

PSIONICS

The ability to use mental powers to alter the physical world or to mentally communicate/influence others. WILL

SHADOWING

The ability to subtly follow someone. Also the ability to spot and lose a tail. SM

SURVEILLANCE

The ability to set up a static surveillance of a subject without having it detected. SM

TRACKING

The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. SM

CONTROL SKILLS

ANIMAL HANDLER

The skills of animal handling, training, and care as applicable. SM

DRIVING

Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class

FUZION BLOKS

of vehicles. HEC

PILOT

Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for each use of this skill. HEC

RIDING

This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. REF

BODY SKILLS

ACROBATICS

The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. REF

ATHLETICS

Basic Athletics skills; flipping, leaping, escaping, throwing, swimming. REF

CLIMBING

Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. STR

CONTORTIONIST

The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. REF

STEALTH

The ability to hide in shadows, move silently or avoid detection in combat situations. REF

SOCIAL SKILLS

BRIBERY

A character with this skill knows when to bribe someone, how to approach him, and how much to offer. PRE

CONSPIRACY

Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. SM

CONVERSATION

This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. PRE

INTERROGATION

The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. PRE

LEADERSHIP

The skill of leading and convincing people to follow you. PRE

PERSUASION

The ability to convince, persuade, or influence individuals. PRE

SEDUCTION

The ability to gain others' trust by offering companionship or favors. PRE

STREETWISE

This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. PRE

FUZION BLOKS

TRADING

The ability to strike a good bargain with a merchant or customer. PRE

WARDROBE &/STYLE

A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. PRE

TECHNIQUE SKILLS

BUGGING

The ability to properly implant and operate listening, visual, or other sensing devices (“bugs.”) SM/HEC

DEMOLITIONS

The ability to properly use, handle, set, and defuse explosives SM/HEC

ELECTRONICS

The ability to identify, understand, repair, and rewire electronic devices. SM

FORGERY

The ability to create false documents, identification, currency, and so forth. SM/HEC

GAMBLING

The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. SM/HEC

JACK OF ALL TRADES

Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. SM/HEC

LOCKPICKING

This skill allows the character to open key,

combination, electronic, and magnetic locks. SM/HEC

MECHANICS

Skill with mechanical devices and the knowledge of how to repair, replace, and build them. SM/HEC

PARAMEDIC

This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. SM

SECURITY SYSTEMS

The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. SM/HEC

WEAPONSMITH

The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. SM

PERFORMANCE SKILLS

ACTING

The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. PRE

DISGUISE

The ability to change a character’s appearance through makeup, costumes, body language, and facial expression. SM

MIMICRY

The ability to perfectly imitate someone else’s voice. PRE

FUZION BLOKS

ORATORY

The ability to speak to an audience and to deliver a convincing presentation. PRE

PERFORMANCE

The skills of acting, some stagecraft, singing and musicianship. PRE

SINGING

The skill of using your voice for performance and entertainment. PRE

SLEIGHT OF HAND

The ability to palm items, fool the eye, perform magic tricks, etc. HEC

VENTRILOQUIST

The character can make his voice sound as if it's coming from somewhere other than himself. PRE

EDUCATION SKILLS

BUREAUCRATICS

You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. PRE

BUSINESS

Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. SM

COMPUTERS

The ability to program and operate computers. SM

CRIMINOLOGY

You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so

on. SM

CRYPTOGRAPHY

The ability to solve simple ciphers and encrypt or decode messages. SM

EDUCATION

General knowledge, such as math, history, science, trivia, or current events. SM

ESPIONAGE

Gathering and assessing intelligence and orchestrating spy operations. SM

***EXPERT**

Any one field of knowledge: stamps, gardening, local lore, anime trivia, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. This may be bought once per expertise. This counts as a single bonus of +5 to all rolls regarding that Skill. SM

LANGUAGES

Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language in the family; all others in that group are at 1/2 of primary. SM

LOCAL EXPERT

Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. SM

NAVIGATION

Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. SM

PROFESSIONAL

The ability to perform a certain profession (such as artist, actor, doctor, hockey player,

FUZION BLOKS

scientist, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. SM

RESEARCH

Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. SM

SCIENCE

Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. SM

SURVIVAL

This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. SM

SYSTEMS OPS

This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate. SM

TACTICS

The ability to manage a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle. SM

TEACHING

The ability to impart information or skills to other. PRE

FUZION BLOKS

Talents

Talents are those abilities that people were just born with. Each Talent costs 5 FP. If the Talent can have levels then each level costs an addition 5 FP. Here is a list of Talents

Acute Senses (X)	Immunity	Speed Reader
Ambidexterity	Intuition	Time Sense
Animal Empathy	Lightning Calculator	
Beautiful/Handsome (X)	Light Sleeper	
Blind Reaction	Longevity	
Combat Sense (X)	Negative Psionic	
Common Sense	Night Vision	
Direction Sense	Perfect Pitch	
Double Jointed	Rapid Healing	
Eidetic Memory	Schtick	
High Pain Threshold	Simulate Death	

Acute Senses [X]:

One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.

Ambidexterity:

You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).

Animal Empathy:

Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.

Beautiful/Handsome [X]:

You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style skills for each level taken.

Blind Reaction:

You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.

FUZION BLOKS

Combat Sense [X]:

Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only).

Common Sense:

You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."

Direction Sense:

You are never lost, always know where North is and can orient yourself easily without any external cues.

Double Jointed:

You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.

Eidetic Memory:

You never forget anything you have read, seen, heard, smelled, or touched.

High Pain Threshold:

You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.

Immunity:

You are immune to the effects of one specific poison or disease group (must specify).

Intuition:

You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

Lightning Calculator:

You can automatically do complex mathematical operations in your head without using any aids.

Light Sleeper:

You wake instantly from even the lightest touch or smallest sound (no Perception check required).

Longevity:

You are extremely long lived, but do not show any appreciable signs of aging. No matter how

FUZION BLOKS

old you are, you always look and feel as a person half your age.

Night Vision:

You can see in all but absolute darkness.

Perfect Pitch:

You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).

Rapid Healing:

You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.

Schtick:

A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application—always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.

Simulate Death:

You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.

Speed Reader:

You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Time Sense:

You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

FUZION BLOKS

Perks

It pays to be you. There are certain privileges or advantages you have over others in the social arena. Each Perk costs 3 FP and 1 FP per level.

Allies

Followers

Society

Membership

License

Contract

Favor

Rank

Renown

Wealth

Allies [1 per level]

Everyone needs friends who will come to help you. In a world where there is danger around every corner, it's good to have allies. For every 2 FP the player gains one ally.

Followers [1 per level]

Everyone needs followers. For each level in this Perk the player may have that number times 10! These followers are not equal to the person with this. Instead they are lesser of them.

Society [1 per level]

There are those who group together in classes. To represent this, players who buy Society may choose what group they belong to. For each level bought shows how they rank in that group.

Membership [1 per level]

You can call upon the resources of an organization, person, government, or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.

License [1 per level]

The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; a Private Investigator's license 4; a Bounty Hunter's license might cost 6; a Guardian 8, a Nuclear Sales license costs about 9, and having an unconditional license to kill might cost 10.

FUZION BLOKS

Contact [1 per level]

You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually “off the record.” A mercenary who’ll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student’s not much, but a student who’s willing to die for you...

Favor [0.5 per level]

A one shot Contact; you can make use of this contact only once, but they **MUST** do what you ask (as long as its appropriate). Note that it’s often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Rank [2 per Rank]

Your military rank is important in XI. Sometimes it’s good to be a higher rank when you need something done and sometimes it’s not so great. The skipper goes down with the ship. When creating your character you will either end up being enlisted or an officer. If you are enlisted you buy ranks in the E Pay Rate. If you an officer then you buy from the O Pay Rate. Just to help you out, pilots and leadership are officers. Most ground troops are enlisted.

Renown [1 per level]

Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you’re nationally known; at 9 you’re an international figure.

Wealth [1 per level]

Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 FP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you’re rich; you don’t have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you’re a millionaire, can live anywhere and buy almost anything you want. The GM might let you exceed Wealth 10, making you a billionaire!

FUZION BLOKS

Gear

In order to buy gear players must use their Fuzion Points. Why FP and not Option Points (OP)? In order to streamline character creation to a harmonious process, all point values are Fuzion Points. This way if players have an odd number of FP left over they may buy gear or if the player isn't a super powered type, they may shop from here. This list really works well for the normal human Vigilante.

Tech Levels [TL]

Because there is so much diversity on Earth, there are different levels of technology. A normal human might not be able to comprehend a Matter Transporter, while someone who is really smart could. In order to understand what each tech level represents we are providing you with this list:

Tech level 1: Pre-industrial

Tech level 3: Victorian

Tech level 4: Early 20th Century

Tech level 5: Late 20th Century

Tech level 6-7: Near Future

Tech level 8-9: Interstellar Far Future

Tech level 10: Hyper Science (Technology of the Super Smart Aliens)

Armor

Armor, like gear, is bought with Fuzion Points. Armor works like this:

- 1) Any damage done over armor rank does damage to armor directly. So an armor of 10 that takes 11 points of damage will now be 9. Once the armor is gone the player will begin to take damage.
- 2) For every 10 points of armor, the player suffers -1 to their REF.
- 3) Location: Where the armor protects. Any area that gets hit in an unlisted area takes normal damage.

Weapons

Weapons are bought with Fuzion Points too. These are your basic tools to inflict pain upon others. There are some basic rules to weapons. Some weapons do STUN damage and others do LETHAL damage.

LETHAL Damage: Any weapons that does sharp or edged damage. Includes lasers.

STUN: Any weapon that does blunt damage or energy style weapons.

Melee:

Damage: As it says. Add your **STR** to your damage. So if you have a **STR** of 3, then you'd gain a +3 to the final damage.

-Number of hands: How many hands it takes to use this weapon

FUZION BLOKS

Shooting:

-Damage: As it says.

-Range: How far the weapon can shoot.

-Ammo: How much ammunition the weapon has in a clip and such.

-Firing Rate (FR): How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired.

-Number of hands: How many hands it takes to use the weapon.

Mechanics That Players Need to Know

Resolving Actions: Characteristic + Skill Level + 1d10 (against another player the higher end result wins)

KD: The stopping power of a material or armor. Subtract the KD from damage before taking away from SDP.

SDP: Structural Damage Points

Kills: 1 Kill= 50 Points of Damage, 1 Kill also equals 50 Hits

Resource Points: 1 Resource Point= 5 FP and Vice Versa (BUT ONLY TO BUY COMMON ITEMS)

HOW GOOD IS MY SKILL?

Less than 1 (Challenged): You don't know how to do this task at all.

1-2 (Everyday): You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.

3-4 (Competent): You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.

5-6 (Heroic): You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.

7-8 (Incredible): A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!

9-10 (Legendary): A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.

More Than 10+ (Super-heroic): Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

FUZION BLOKS

Difficulty for Tasks

Challenged: 10

Everyday: 14

Competent: 18

Heroic: 22

Incredible: 26

Legendary: 30

Super Heroic: 34

	DC	DC	DC	DC	DC	DC	DC
KD	1	2	3	4	5	6	7
6	No	Yes	Yes	Yes	Yes	Yes	Yes
12	No	No	Yes	Yes	Yes	Yes	Yes
18	No	No	No	Yes	Yes	Yes	Yes
24	No	No	No	No	Yes	Yes	Yes
30	No	No	No	No	No	Yes	Yes
36	No	No	No	No	No	No	yes

Popularity

+30 Save a planet!

+20 Defeat a major villain or save a city.

+10 Defeat minor villain.

+5 Stopping a common criminal.

+5 Public appearance for charity

+3 Helping an old lady across the street

+3 Preventing damage to public property

-3 Damaging public property of minimal value

-3 Bullying an old lady

-5 Public rudeness and being disruptive

-5 Committing a minor crime (break in or assault)

-10 Committing major crime (robbery)

-20 Causing major destruction with civilian casualties.

-30 Murder, killing a villain

-50 Murder, killing innocent bystanders

-75 Destroying a planet!

DC vs. KD

SDP: Structural Damage Points

Balsa Wood: 4 SDP

Plastic: 5 SPD

Wooden Boards: 7 SDP

Bricks: 8 SDP

Aluminum: 9 SPD

Iron: 13 SDP

Hardened Steel: 19 SDP

Titanium: 23 SDP

Alien Metal: 27 SDP

Super Alien Metals: 31 SPD

Materials

In a lot of games you see where certain weapons cannot punch through certain types of armor. For each 6 points of **KD**, a single **DC** cannot penetrate. So if someone has 12 **KD** and they were being hit with a 2 **DC** weapon, there would be no damage or penetration. If the attacker has 3 **DC**, then yes it would penetrate. Above is a chart to show how much DC is needed to penetrate armor. Any weapon that can penetrate ignores the damage reduction provided by the armor. The only time this doesn't apply is with Armor Piercing Weapons.

FUZION BLOKS

Variations of Damage

Blunt, Electrical, Fall damage: Stun

Ballistics, Beam, Pointy, Sharp and Radioactive damage: Lethal

Stun Effects

<u>Stun</u>	<u>Effects</u>
1-2	Nothing Happens
3-4	Character shaken.
5-6	Stunned 1 turn
7-8	Stunned 2 turns
9-10	Stunned 3 turns

Lethal Effects

<u>Hits</u>	<u>Effects</u>
1-2	Painful wound, no effect
3-5	Light Bleeding, no effect
6-10	Steady Bleeding, Lose 1 Hit per turn until stopped
11-15	Heavy Bleeding, Lose 2 Hits per turn until stopped
16-20	Massive Trauma. Player will die in number of turns equal to BODY

Medical Skill and Healing

If a player is bleeding out and they need medical treatment then it's a good thing to have some type of medical skill. In order to stabilize a patient the player rolls their Medical Skill+Characteristic+1d10, difficulty equal to the lost Hits. So if a player has 30 Hits and they suffered 15 points of damage, then the difficulty will be 15. If they received multiple injuries (4 damage from a knife, 10 from a gun and 12 from an explosion which did the bleeding damage then the difficulty would be 28).

Head: Any time a player is hit in the head they must make a Con save, difficulty equal to the damage taken. If they fail then the player is out for 1d10 turns. If the player takes 15+ points of Lethal damage to this area all at once they are dead.

Neck: A player hit in the neck runs risk of losing their head, literally. If a player takes over 20 points of Lethal damage to the neck all at once, then player is decapitated.

Chest/Torso: If a player takes over 25 points of Lethal damage to this area all at once, then player dies.

Hands/Limbs: Players who take 15 points of Lethal damage all at once find themselves without this limb.

FUZION BLOKS

Penalties

Called Shots

Large Target -1

-Chest area

-Fuel tank

Medium Target -3

-Mounted Cannon

-Wing

-Treads

Small Target -5

-Cockpit

-Power Core

-Airlock

Movement Penalties

Movement -1

-Shallow Waters

-Desert Sands

-Light Snow

Movement -3

-Waist Deep Water

-Marshlands

-Knee Deep in Snow

Movement -5

-Chest Deep in Water.

-Swamps

-Waist Deep in Snow

Vision Penalties

Vision -1

-Dim Lit Room

-Light Fog

-Moonlit Night

Vision -3

-Faintly Lit Room

-Medium Fog

-Medium Smoke

-Standard Starlit Night

Vision -5

-Caves

-Uncanny Darkness

Taking Cover

Partial Cover: -1 to hit anyone in partial cover.

Half Cover: -5 to hit anyone who is in cover that prevents line of sight to half of their body.

Full Cover: -10 to hit a target that is completely hidden.

Experience Points:

Each session players should earn Experience Points. These convert into Fuzion Points (10 XP=1 FP). You get experience for the following:

-For playing: 1

-Kicking butt: 1

-Saving a life: 2

-Using a cool strategy: 1

-Surviving: 1

-Teamwork: 2

-Spying without getting caught: 1

-Finding the missing Indian: 1

-Following good conduct: 1

-Playing the role: 1

FUZION BLOKS

Fuzion Bloks Library:

FREEBIES:

GI Joe the Role-Playing Game
(Found on RPGBomb)

Star Wars Role-Playing Game
(Found on RPGBomb)

Commercial Products:

Chronicle 001: Xenomorph Invasion
(Print and PDF)

Chronicle 002: Cybermorph Invasion
(PDF)

Guardian Universe Covert Strike Teams
(Print)

Support FREEBIES:

Check out Guardian Universe on Facebook for a nice selection of free support material.