

Prologue

It has taken over a year to compile this book and it is an ideal add on for any Fuzion campaign. It is geared towards Cyber Punk gaming in the Dark Millennium setting but can easily be used for any genre. Fantasy and Sci-Fi would be perfect genres to plug **Power Core** into, especially with the Spell Designer and the Item Designer.

What's Fuzion?

It's a free RPG jointly created by Hero Games and R. Talsorian Games. You can get the core rules at either of these sites. If you have never heard of or played Fuzion then you need to be enlightened because it's a great system with tons of excellent free books via the Internet. Go to STUDiO187's Fuzion links to find more incredible stuff like **Power Core**.

We made several key decisions that Fuzion gamers should be aware of:

First and foremost, you need to read this entire chapter before using the book. It details all of the changes to Classic Fuzion.

We do not discuss the dialing aspect but you may convert as you wish. For example, we speak of Hexes as being yards and have geared the powers in that fashion. You may use meters if you're more comfortable with the metric system but you may have to do a little of your own math.

We use a relative cost system for power modifiers rather than an add/subtract system. In this first chapter you will find two other **easy** conversions to Classic Fuzion and a Hero-Like style of cost modification.

There is harsh language contained within. If you are easily offended or under the age of 17, please give this to someone who isn't!

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Introduction

With this book as your guide you can build just about anything you can imagine. This is of course within reason and designed around gaming balance. Based on Champions and Champions: New Millennium, this book goes one step further. CNM was fun but it was really lacking in the powers department. Heroic Abilities is a fine plug-in and has served us well but if you want the ultimate guide to super powers and abilities then this is it!

Super Powers

You want a Hero that can lift a tank and then smash it into pieces? How about a guy that can fly and hurl lighting bolts, turn invisible, shoot rays from his eyes or teleport to another dimension... Go!

This is the best and most basic premise behind **Power Core**. This is where it really shines.

Magic

Perhaps you're looking for a new magic system. Maybe your planning on playing a fantasy campaign and want to throw some wizards at the Cast... Go!

No need for a whole new system, just use **Power Core**, as is, and build your powers around a magic concept. We have included the Magic Skin for that purpose. If you're looking for a new spell system, you can do that too. Spells are not powers and can be learned without the use of power points.

Psionics

Anybody want to play a scanner? How about a Jedi, a telepath, a mind witch or an ESPer... Go!

Again, no need for another plug-in. Use **Power**



Core and build your powers around a psionic theme. We have also included the Psionic Skin for building and playing psionic Heroes.

Technology

Wanna' build a Light Saber? How about powered armor, a Tri-Corder, a jet pack, a machine gun, a motion sensor... Go!

By using the Item Designer you can pick from any of the powers, give the device durability; determine the skills, equipment, time allotment and funds necessary to build it.

Cybernetics

How about a cybernetic arm? Or perhaps a set of cyber eyes, a quick-change mount, a smart link, nano-surgeons or skin weave... Go!

The same way you use **Power Core** for Magic and Psionics, you can build your cyberware using the Cybernetic Skin.

Vehicles and Mecha

Damn! While **Power Core** is capable of handling either of these two facets we have decided not to include any specific rules to govern their creation. This is a free book and there is only so much time and effort we are able to put into it. Feel free to design your own skins to accomplish such desires, as **Power Core** will surely rise to the occasion.

Too Much Stuff

We have been told that **Power Core** is too big. That there is too much to keep track of!

Bullshit! There is never too much gaming material. **Power Core** comes with the ever handy, **Quick Reference Guide** (QRG). This will help you cruise through the powers at lightning speed. Additionally, if you are reading this on a computer then you already know that we have indexed everything for ease of use. Not to mention, hyperlinks and bookmarks to get you to and from important cross-referencing.

As for the number of powers and variations, it seems truly limitless. We have pushed this damn thing to the limit and it never seems to fail our needs. It is our hope that it will perform as well for you.

The Point

There is no need to use three or four different books to develop your Hero or device. One book,

one set of rules all-inclusive. Everything works off the same engine, so you don't have to worry about balance between systems. With the incredible number of powers, variations and modifiers you should never encounter a situation where **Power Core** will not suit your needs.

You want it... You build it!

Getting Started

In the first stage you're going to have to decide what type of power source your Hero will be working with. This will have a profound effect on him and the gaming environment. Take some time to decide what it is exactly that his powers stem from. Is he an elemental, an undead, a shape shifter, a sorcerer, a psionic and so on? Then you will have a good idea of what kind of powers he will have and the kind of powers he shouldn't have. This is called his **Power Core**.

Let's face it, werewolves don't fly and vampires don't shoot lightning bolts out of their ass.

Keepin' it Real

You can always twist the argument and say that your werewolf is so attuned with nature that he has learned how to summon storms and strike people with lightning but that is reaching a bit too far. Stay on track.

You can play at any power level you want but if a Director wants to use industry standard modules he cannot allow his Players to get crazy with these powers. It's tough to capture a guy who can vaporize a tank with his bare hands or can hurl a bus at an airplane.

It's up to the group how far you want to go up the power ladder. If you want to play a Super Friends level campaign then you will still be able to use this system but you will not want to use the NPCs from the **Sons of Fuzion**, as you will find them quite inadequate. You are also going to find it tough to run any standard module. But, if you are happy with the same old "brawl with the super villains" adventure all the time then knock yourself out.

We don't want to seem anti-SPB but you limit your adventure potential when your Heroes become too powerful. A 3 to 5 DC KDM Wounding Attack is quite ample. A 14 DC KDM Wounding Attack is insane. You could blow a hole in a tank with that much power. Try running Sub-Attica (Cyber Punk

module) with a guy that can do that!

For examples you can look through the NPCs provided in the **Sons of Fuzion** plug-in.

Now for the good stuff

Lastly, you must decide what powers your Hero is going to have. Choose powers that best suit his **Power Core**.

An earth elemental would have Armor, Super Strength, Desolidification / Substance – Earth, maybe Tunneling or Density Increase and should use a Morphing Pool. All supernatural write-ups will appear in the **Sons of Fuzion** section and you will be able to get a good idea of what to do with your engine. Also, at the end of this book you will find skins for item generation, magic, cybernetic and psionic application. We call them skins because they use **Power Core** as is. The only changes are on the surface and dictate how to use **Power Core** to fit those themes.

Although there are many modifiers that will adjust power costs, powers may never cost zero or less only spells have that privilege.

How many points do we get?

As many points as your group decides on. It's up to your group at what level of power you want to play. Remember that the less points you assign to powers, the more flexible your Heroes will be to adventure potentials. Below is a list of points with examples to give you an idea what the points equate to. Don't forget, Heroes will escalate in power through experience. Your campaign might start at a pulp level and advance to a champion level within months depending on how often and long you play.

The points listed below are for powers and stats. To make things easier all around we will assume each Hero already has a 4 in every primary stat. Lets face it, what hero would have less then a 4 in anything? The Player may choose to reduce these stats and if he does he will redeem points for them. skills are also purchased as normal (for more detail on creating characters see the official Fuzion Rules and use the character generation section in Hell's Cookbook).

Points	Example
15	Pulp - Zorro, Jaguar God, Conan, Kraven
25	Dark – Moon Knight, Daredevil, Batman
50	Champion – Darkness, Witchblade
100	Super – Dr. Doom, Savage Dragon
150	Mega - Thor, Superman, Hulk

Terminologies

Here are a few things that you will need to know before going on. **Please** read this section. It is a very important (if not the most important) part of the book.

Name Changes

Several play testers have gotten confused with the new setup and the rearrangements. Please take note of the following changes.

Was: Affects Desolids

Is: Affects Desolids (Power Modifier)

Was: Darkness

Is: Invisibility (Defense Power) + Field (Mod)

Was: Energy Blast

Is: Wounding (Attack Power) + Rang Dial / Add (Power Modifier)

Was: Ranged Killing Attack

Is: Wounding (Attack Power) + Killing (Mod) + Rang Dial / Add (Power Modifier)

Was: Armor Piercing Blast

Is: Wounding (Attack Power) + Piercing / Armor Piercing (Power Modifier) + Rang Dial / Add (Power Modifier)

Was: Explosion

Is: Wounding (Attack Power) + Area Effect / Explosion (Power Modifier)

Was: Flash

Is: Muting (Attack Power)

Was: Flash Defense

Is: Mute Defense

Was: Missile Reflection/Deflection

Is: Missile Defense (Defense Power) + Maneuvers constructed with **Fists of Fuzion**

Was: Force Field

Is: Armor (Defense Power) / Force Field (Mod)

Was: Instant Change
Is: Morphing Pool (Grouping Powers) + Instant Change Bonus (Shifting Mod)

Was: Mental Attack
Is: Wounding (Attack Power) + Mental (Mod)

Was: Mental Defense
Is: Resistance (Statistic Powers – Secondary)

Was: Mental Illusions
Is: Illusions (Manipulation Powers)

Was: Mind Control
Is: Mind Control (Attack Powers) + Force (Mod)

Was: Mind Link
Is: Broadcasting / Mental (Communications Powers) + Skill Roll (UP – Broadcasting or Telepathy)

Was: Telepathy
Is: Broadcasting / Mental

Was: Mind Scan
Is: Mind Control (Attack Power) + Scan (Mod)

Was: N-Ray Vision
Is: Penetrating Vision

OCP, TCP, PP, OP, PL and MA

There are several terms that will repeat themselves throughout this plug-in. The first five are OCP, TCP, PP, OP and MA. It is important that you understand these terms; they will appear throughout the rest of the book.

OCP: Original Cost Points. OCP is used to indicate the original points spent on the power before modifications.

TCP: Total Cost Points. TCP is used to indicate the total value of all points spent on the power including modifier costs.

PP: Power Points. These are the points used to purchase powers. Additionally, for every power point you trade in you will receive 5 option points (OP).

OP: Option Points. These are the points generally used to purchase skills and items. Five Option Points equal one Power Point.

PL: Power Level. This is a staging level intended to make powers more uniform and to reduce the verbiage needed to describe how strong a power is. The abbreviation is not always used in place of the term but makes frequent appearances.

MA: Mod or Modifier Adjuster; Adjusts the secondary number in a Mod or Modifier equation. See *Mods and Modifiers*. The MA will be applied to the number to the right side (Y) of the colon (X:Y). If this number goes below 1 then add the additional points to the X portion and use 1 for the Y portion.

Persistent has a +1:3 modifier with –1 MA per additional attack. If the Player purchases 3 additional attacks then he will subtract 3 from the Y portion. This would give him a zero, so he can only subtract 2. The points left over will be added to the X portion, giving him a +2:1 modifier.



Hero, Target, Cast, Player and Director

These are the terms to describe all of the people in the campaign (real and otherwise).

Hero: Used to refer to the character in question. It does not matter if the character is evil or not. The character is the Player's hero and hero just sounds cooler than character. When explaining confrontations the Hero is the



guy with the power in question or the subject of discussion.

Target: Used to refer to the other guy, the opponent or the victim (this could include another Player's Hero).

Cast: Refers to the party of Heroes or all of the characters being played by the Players.

Player: Used to describe the guy or gal (hey ladies) behind the dice. You know, the real person, the one with the pencil, you.

Director: Used for the Game Master, Story Teller, Judge, DM or the prick that gets to make all of the hard decisions and your life hell. The guy you bribe for extra experience points!

SDm, SDf, KDm, KDf and DC

As for taking and giving damage, you will see these terms repeatedly throughout this plug-in. It breaks down like this:

SDm: Stunning Damage. This damage is referred to as "stun" or physical damage in classic Fuzion. It will also account for energy stunning damage.

SDf: Stunning Defense. The number you will use to counter SDm.

KDm: Killing Damage. This is serious damage that actually compromises tissue integrity. It can also be a measure of blood loss and shock.

KDf: Killing Defense. What you need to stop KDm. For all intense and purposes, consider this armor.

DC: Damage Class. This is a new variable that will make your gaming more flexible. The damage class of a weapon can either be the amount of d6 you roll to deliver the damage or it can serve as a multiple to determine damage delivered.

If you roll 3 points higher on your attack than the Target did for his defense then you would assume a Margin of Success (MOS) of 3. Multiply your DC by your MOS (3x3 = 9 in this case) to see how much damage is delivered. The Margin of Success can never go above 6 (just like a six sided).

For a more detailed version of the multiple damage system visit www.TheFuze.com and download the Multiplier Damage system by Doyal Erin West or use the Good Hit is a Good rules from **Fists of Fuzion** – Reload.

AV, DV and EV

These are terms that occur mostly during combat. AV and DV are current Classic Fuzion terms, while Ev is a unique STUDI0187 term. The following three descriptions are to be used as described unless otherwise noted.

AV: Refers to the Action Value. This number is derived from the Hero's appropriate Statistic + Appropriate Skill Level. Players should consider the sum of these two things whenever seeing the term AV.

Morning Crow's AV with his bow is a 12. This number is derived from his 5 Reflexes and his Level 7 in the skill Archery.

DV: Refers to the Defense Value. This number is derived from the Hero's appropriate Statistic + Appropriate Skill Level. Players should consider the sum of these two things whenever seeing the term DV. The term DV will be used alone if both DV and Ev are available as a defense (depends on the situation).

Growling Bear's DV against the attack was a 12. This number was derived from his Dexterity of 7 and his Martial Art level of 5.

Ev: Refers to the Hero's Evasion. This number is derived from his Dexterity + Athletics vs. Ranged (or Martial Arts vs. HTH and Melee) + 2. If you are using **Fists of Fuzion**, you may also add any Ev bonuses received from any maneuvers.

Energy Defense

We have wiped out the whole idea of there being a difference between Physical and Energy damage and defense and just have Stunning and Killing damage and defense.

SDP

The term Structural Defense Points or SDP have been eliminated for our campaigns. We suggest you do the same as we have found it to be unnecessary. Give the object in question Armor, Hits and Stun. When to assign these to objects:

Armor: Hard-shelled substances should have Armor. When the armor is penetrated, the structure is not broken, it just means that the object's protective value is compromised.

Hits: This will determine how much damage an object can take before it's destroyed. Hits delivered to an object should be considered broken parts that need to be repaired by glue, welds, bubblegum or replacement parts.

Stun: Objects with intricate parts that could be jolted loose and cause the object to malfunction or stop working. When an object needs to be worked on due to lost Stun, it generally means putting the shit back in place and tidying up circuits and such. Generally no damage occurs from straight stun, carryover Hits takes this into account. A mechanic should not need any replacement parts, glue or welding to repair Stun damage to an object.

FX

The term "FX" is also used quite often and indicates the material of the power.

Some FX might be: fire, cold, light, webbing, electricity, ballistics, concussion, mental energy, slashing, sonic, radiation, Virtue* and Sin*.

* Virtue and Sin are explained in greater detail in the Hell's Cookbook but until that plug-in is finished assume that Virtue is "Good" and sin is "Evil". It's not that black and white, but until Hell's Cookbook is finished it will have to do.

Cargo Points

We have included a new term known as Cargo Points. In cases where Cargo is a measurement, use the chart provided below. This was generated using the old Fuzion Strength chart as a basis. We tweaked it to suit our needs. This chart can also be used to determine the damage an object will do if it hits a person. See Hell's Cookbook for more details. For T is equal to 1 Short Ton. This is 2000 pounds and should be an easy number to work with. KT will be Kiloton (1000 tons or 2,000,000 pounds) and MT will be Megaton (1,000,000 tons or 2,000,000,000 pounds).



Cargo Point Chart		
Value	Weight	Examples
1	100 lbs	Child
2	150 lbs	Adult Female
3	250 lbs	Adult Male, Heroic Adult Female
4	350 lbs	Heroic Adult Male
5	500 lbs	Big Lion, Average Tiger
6	800 lbs	Large Motorcycle
7	1000 lbs	
8	1,250 lbs	Small Car
9	1,500 lbs	Average Car
10	1 T	Large Car, Truck
11	2 T	Large Rhino, Med Helicopter
12	5 T	Armored Car, Average Satellite
13	7.5 T	Light Tank, Small Jet
14	10 T	Large Elephant
15	20 T	Whale, DC-9
16	50 T	Concord Jet (Empty), M1 Tank
17	75 T	Average wt of the Space Shuttle
18	100 T	Concord Jet (Full)
20	200 T	Freighter, 747 (Empty)
21	500 T	747 (Full – 400 T)
22	750 T	
23	1 KT	Smallest Tankers
24	2 KT	
25	5 KT	
26	7.5 KT	Submarine
27	10 KT	Destroyer
28	20 KT	
29	50 KT	Largest Tankers
30	75 KT	
31	100 KT	Aircraft Carrier
32	200 KT	
33	500 KT	
34	750 KT	
35	1 MT	
36	2 MT	
37	5 MT	
38	7.5 MT	
39	10 MT	
40	20 MT	
41	50 MT	Mount Everest?

And so on.....

Format

The following text will describe the format we used to detail our power descriptions.

Examples

You will find that throughout this book there are several things that have been italicized. These are examples. In addition, they have been made red. This should make the examples stand out and easy to find. If you print in black and white then the text will come out a lighter shade, also quite easy to find quickly.

Take Note

In some descriptions we will highlight special words by italicizing them. This is just to help you realize that there is something special about that word. Such as stats, power names, skill names and so on. This is not always done but in some cases we want to make sure you understand completely.

Headers

You will find a really nice addition to the configuration that should make this the friendliest powers plug-in yet. Range and Visibility are defined right after the name of the power.

Range: A major difference that you will notice is how Range and powers work together. Powers either have Range or they do not and it is no longer based on the number of points in the power. If the Range Variable is "Yes" then the hero will have a range of 10 Hexes. It is assumed that the initial cost to add the range dial has already been paid for (see *Range Dial* in the Power Modifiers section if you are confused). The Player may wish to increase the Range and should feel free to do so. Just purchase the additional Range Modifier and do not pay the initial cost for the dial.

If the Range Variable is "No" then the power has no inherent range. The Player may wish to add the Range Dial and should feel free to do so with the Directors permission.

Visible: As for Visible, it works about the same. If the Variable is "Yes" then it means that so long as the Hero's power is in use, people can see it. If it is "No" then it means that the power can be used without normal detection.

Any non-visible (invisible) attack should get the

ambush bonus the first time it is used on a Target, as he will not see it coming. After he becomes aware of the power, the Hero will lose this bonus (he may never realize that it's a power the Hero possess).

As an option the Director may give any Target a -2 to his DV vs. an Invisible power. This is a little more realistic but not necessary.

Subgroups

Unlike Champions and Fuzion, several powers have sub categories below them.

Sectors: These are intricate parts to the power. The Player must put points into each one of these. The points don't have to be equal or of any kind of ratio but he must put at least the minimum number of points into each part for the power to work.

Variant: Some powers do not have any form of base cost. These powers require you to choose one of the many groups it has assigned to it. These are known as Variants. When purchasing a power with Variants, you must choose at least one of the Variants listed.

Mods: These are special effects that are solely for that power. We will refer to these as Mods. Players do not have to use these *Mods* when they purchase a power. It is an optional addition. Some Mods will cost extra points, while others will give the Player points back.

Some people have created entire books for Psionics and Magic. Feel free to use them in conjunction with **Power Core** but you might not be able to mix and match systems on the same Hero. Combined with **Fists of Fuzion**, you can make those cool Manga/Martial Art maneuvers like Fireball Punch and Electro Slap. **Fists of Fuzion** was designed to work hand in hand with **Power Core** and you should feel free to make maneuvers for your powers. Hell's Cookbook will have an extensive write-up on this very subject and the **Sons of Fuzion** will be chocked full of maneuvers that you can use as examples.

Mods and Modifiers

When purchasing Mods or Power Modifiers the Player will either pay points for those indicated with a plus (+) in front of the cost. Or, will get points back and will be indicated with a minus (-) in front of the cost. For Mods or Power Modifiers the Player will most likely see a colon (:) in the equation. This is a ratio for calculating the cost and will escalate the modified cost as the cost of the original power goes up. A power will never cost less than 1. This was done to preserve a feeling of continuity. A Power Modifier or Mod with a cost value of +1:3 stands for +1 Power Point per 3 Original Cost Points and would mean that for every 3 Power Points the Player spends on the power (OCP) he will need to spend an additional point to apply the modifier.

The Red Fist has a ranged Wounding attack that has the Range Mod attached to it. He bought the original Wounding level to 9DC SDm. This cost him 9PP for the base power (OCP). He now has to spend 3 more PP for the Range, because it is a +1:3 cost modifier. When he goes up to the next Power Level of Wounding, he will have to spend two Power Point (PP). The first point will allow him to go from 9DC to 10DC. The second PP will be for the Range. The next two Power Levels of Wounding will only cost one point a piece though, because he will not have to pay for the Range effect until he hits 13DC. This may seem hard at first but it is really simple once you get used to it and it keeps all powers, magic, technology and psionics in relation to one another. It also allows for easy integration of high and low Power Levels. The original Fuzion rules cause unbalance at the higher levels.

We realize that the modifier cost can be a bit bulky, so here is a quick calculation chart that should ease the pain. The top row is for the modifier ratio and the left column is for the original power cost.

Modifier Cost Calculation Chart								
OCP	1:6	1:5	1:4	1:3	1:2	1:1	2:1	3:1
1	1	1	1	1	1	1	2	3
2	1	1	1	1	1	2	4	6
3	1	1	1	1	2	3	6	9
4	1	1	1	2	2	4	8	12
5	1	1	2	2	3	5	10	15
6	1	2	2	2	3	6	12	18
7	2	2	2	3	4	7	14	21
8	2	2	2	3	4	8	16	24
9	2	2	3	3	5	9	18	27
10	2	2	3	4	5	10	20	30
11	2	3	3	4	6	11	22	33
12	2	3	3	4	6	12	24	36
13	3	3	4	5	7	13	26	39
14	3	3	4	5	7	14	28	42
15	3	3	4	5	8	15	30	45
16	3	4	4	6	8	16	32	48
17	3	4	5	6	9	17	34	51
18	3	4	5	6	9	18	36	54
19	4	4	5	7	10	19	38	57
20	4	4	5	7	10	20	40	60
21	4	5	6	7	11	21	42	63
22	4	5	6	8	11	22	44	66
23	4	5	6	8	12	23	46	69
24	4	5	6	8	12	24	48	72
25	5	5	7	9	13	25	50	75
26	5	6	7	9	13	26	52	78
27	5	6	7	9	14	27	54	81
28	5	6	7	10	14	28	56	84
29	5	6	8	10	15	29	58	87
30	5	6	8	10	15	30	60	90
31	6	7	8	11	16	31	62	93
32	6	7	8	11	16	32	64	96
33	6	7	9	11	17	33	66	99
34	6	7	9	12	17	34	68	102
35	6	7	9	12	18	35	70	105
36	6	8	9	12	18	36	72	108
37	7	8	10	13	19	37	74	111
38	7	8	10	13	19	38	76	114
39	7	8	10	13	20	39	78	117
40	7	8	10	14	20	40	80	120
41	7	9	11	14	21	41	82	123
42	7	9	11	14	21	42	84	126
43	8	9	11	15	22	43	86	129
44	8	9	11	15	22	44	88	132
45	8	9	12	15	23	45	90	135
46	8	10	12	16	23	46	92	138
47	8	10	12	16	24	47	94	141
48	8	10	12	16	24	48	96	144
49	9	10	13	17	25	49	98	147
50	9	10	13	17	25	50	100	150

Conversions

If you don't like this setup, we have provided a conversion chart below to allow you to use the Classic Fuzion modifier system. The first row is for the ratio cost (187 style) and the second row is the modification to power cost as seen in Classic Fuzion.

STUDiO187 to Classic Fuzion Style

1:5+	1:4	1:3	1:2	1:1	2:1	3:1
1	2	3	4	5	6	7

A third version exists that resembles the Hero System. Just in case you didn't like the other two versions. This is not an exact math but is close enough for easy conversion.

STUDiO187 to Hero Style

1:6	1:5	1:4	1:3	1:2	1:1	2:1
15%	20%	25%	30%	50%	100%	200%

Endurance

If a power uses Endurance it will state the cost. If there is no Endurance cost then assume that the power does not use it. Mods and Modifiers can add to the Endurance cost. If so, they will state *Add* in the cost. This means that the Player must add the Mod or Modifiers cost to the OCP before calculating the Endurance cost.

D10 vs. 3D6

The original Fuzion rules are geared towards a 3d6 based system rather than the d10 interlock setup. While this system can be played as such we have designed **Power Core** and the whole Dark Millennium system around a d10 base. Why, you might wonder? Well, for one, it puts less into the hands of chance and gets rid of that damn bell curve crap. With a smaller gap in the roll potential Players will feel those hard earned levels and those expensive stats a lot better. And secondly, it makes transition from the interlock system much easier. The difficulty levels and respective numbers for a d10 based system to be found in this text are not listed in the Fuzion book so we made our own. The 3d6 based numbers and the difficulty designations come from the Official Fuzion rules. We also tweaked it down a notch being that this is a lower keyed environment.

Difficulty Designation	d10	3d6
Challenged	6	10
Everyday	9	14
Competent	12	18
Heroic	15	22
Incredible	18	26
Legendary	21	30
Super Heroic	24	34
Competently Super Heroic	27	38
Exceptionally Super Heroic	30	42
Incredibly Super Heroic	33	46
Legendary Super Heroic	36	50
Cosmic	39	54
Competently Cosmic	41	58
Exceptionally Cosmic	44	62
Incredibly Cosmic	47	66
Legendary Cosmic (Fucking Impossible)	50	70

Time Table

The timetable works just fine as it stands, but we felt that it wasn't long enough. We added few more progressions to the end for really long term stuff.

Time Table
3 Seconds
12 Seconds
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Year

Just to be clear....

Every new power begins with the power name in bold large letters and within a box that is shaded gray. This is followed by the Description of what the power does. That is followed by the System, which explains how the actual game mechanics work. The first line of System might have a formula in italicized blue letters (gray for B&W prints). This formula will be necessary should the Hero need to make a skill roll using the power. This will also let the Player know to get the skill associated with the power if he wants to be successful. System is followed by a box that has the Base Power Cost and the Base Endurance Cost. Powers that have no base cost will be labeled as such in this box. Mods, Variants and Sectors will also be labeled as such in a box with their cost. See the example below.

//Start Power

Power Name

Range: Yes or No

Visible: Yes or No

Description: As the title implies, this is a description of what the power does.

System: *The formula used to determine a skill roll.*
This is the actual nitty gritty of how to use the power. It will instruct the Player and the Director what numbers, stats and skills to use. It will also tell him what to roll and what the numbers mean.

Power Cost:

Endurance Cost:

Sector Cost:

Variant Cost:

Mod Cost:

//End Power

Cost Basis

These costs have been tweaked to fit our idea of fairness and game balance. They will conflict quite a bit with Classic Fuzion. There are several powers that have higher costs than you are used to and a few are lower. If you don't like or agree with a certain cost you can change it. A bottle of whiteout and a black pen can do wonders. These costs are based on what we felt was fair and what we saw as balanced.

Most of our costs are based on game advantage rather than how hard it would really be to get that power. Some things bend Classic Fuzion laws while other simply break them. If a power conflicts with your style of play or breaks a law that you are fond of, don't use it.

Instant Gratification

In some campaigns, it is possible to gain powers the easy way. Perhaps they purchase cybernetics or genetic enhancements, complete a task and are rewarded with some mystical power, or maybe they find some item that grants them new abilities. Whatever the reason, they are given instantaneous power without the wisdom to wield it. This can cause major disruptions in their own identity. As such, they begin to see the world and members of society in a new tainted light. Some become egomaniacs believing that they are no longer "human" and are better than those around them. They will begin to make their selves social outcasts and will find it very difficult to coexist with others in society.

Humanity and the effects of Humanity loss are described in great detail in Hell's Cookbook.

If a Hero gains instantaneous power, he will have to suffer Humanity loss equal to the number of Power Points it would normally cost. These points will be reduced by allocating Power Points into the ability at a 1:1 ratio. The Player may also allocate a partial amount of Power Points and only suffer the difference in Humanity loss.

Mark Stone is a big fan of cybernetics. As such, he regularly upgrades and adds on new hardware. As it stands, he has 40 PP worth of cyberware. He had to pay cash for all of it and had to spend the necessary time for surgery and healing. He has also allocated 30 PP towards his modifications. This means that he is down by 10 Humanity points. As the campaign continues and he earns experience points, he can allocate them towards the cyberware and it will reduce his total Humanity loss.

This rule stands for any way a Hero gains a power without paying the necessary Power Points it would normally cost. By allocating the Power Points to the ability, it represents his acceptance of the power and his role in society. Basically, he comes to grips with his powers and learns how to play "nice" with the other kids in the playground. This doesn't mean that he becomes a good guy, it only means that he is able to see himself as a part of society and not as god, aberation or deviant.



ATTACK POWERS

These are the aggressive combat powers that SPBs use to pulverize each other.

LET'S GET IT ON!

Entangle

Range: No **Visible:** Yes

Description: This power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the Player can think of.

System: *Hero's AV +d10 vs. Target's DV +d10*

If the attack is successful, the Target will be bound for the purchased effect. If the Target wants to escape, he will have to use whatever means he is allowed the following round. It will automatically hit and the Target just needs to roll damage. If the Target tries to escape, it will be all he can do that Phase.

Entangle can strike one area, the upper body, lower body or whole body. Unless the Player buys a Disabling Entangle, the Target can use any means at his disposal to escape his bonds. So, as you can already guess, most entangling attacks are going to be disabling (like handcuffs). When it affects an area, that area is immobile and if the Targets power comes from or is used by that area, he cannot use it to escape. This is of course with the exception of Damage Field, Armor - Hostile and raw Strength damage which can always be used to effect an Entangle. This is usually going to be a Director's call (as there always seems to be exceptions).

Any entangle that is hit with the same type of FX will not usually suffer any damage. A web blast will not free your Hero from webbing. Teleporting out of an Entangle cannot be done without the *Fine Control* modifier. The Hero could, however, teleport with the bindings. Telekinesis with the Fine Control could be used in some cases to escape as well. These would have to be tied or wrapped bonds. Hand cuffs could be opened with Opensesame. The Entangle will have a holding strength of 5 Hits per Power Level

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per Power Level

The following Mods may added to Entangle:

Armored: In addition to structural value, some forms of Entangle also have a level of armor that will be treated like the power Armor. Thus, it will protect the Entangles Hits for each attack. For every Power Level, the Entangle will have 2 points of KDf. **Add this cost to OCP when attaching Mods and Modifiers.**

Mod Cost: +1 PP per Power Level

Armor goes both ways. If the Target is in an Entangle with an armor value and that area is hit, he will gain that protection as well.

Disabling: As explained above, this little nasty prevents the Target from using certain powers and/or weapons that would normally be at his disposal. See above for a better explanation.

Mod Cost: +1:3

Portal: The Hero can use the Entangle to enclose holes with the desired effect. With the standard form of Entangle, the closure would have to be small or the Targets could climb through the obstruction in time; this would be 1-6 phases depending on the size of the hole. If the Mod *Whole Body* is attached then the portal size greatly increases. This is a variable to be set by the Director. The number of phases it takes to get through the obstruction should also be applied as a minus to shoot through (without hitting) the obstruction as well.

Mod Cost: +1:3

Mr. Frost has Entangle with the Mods - Portal and Whole Body. He freezes a normal sized door (7'x3'). This doorway would get the entire effect applied to it. If Mr. Frost were to try this against a significantly larger portal, say a hallway in the Pentagon. Then the Director might enforce a 3 Phase penalty to climb through the obstruction. Additionally, anyone trying to shoot at him through the obstruction (without hitting it) would also suffer a -3 to their AV.

You may also use this modifier for Heroes running or firing through dense brush, clutter or debris.

Tether: This allows the Hero to hang onto his Target once he's got him roped. This tether can be tied to telephone poles, used to swing the Target into a wall, tied to the bumper of a car, attach two Targets together, or whatever else the Player can think of. It takes 2 Phases to tie the tether to an object and it would have to be something he could tie to (like a pole or a bumper). For an extra point, he could do it automatically as part of his attack.

Mod Cost:

- +1 PP for a standard tether
- +2 PP for a sticky tether

Whole Body: One area, and upper and lower body are free of charge but the Player must purchase Whole Body as it has much more of an effect. Whole Body will stop a Target from being able to run away and will stop him from dodging or delivering further attacks. Let's face it, once you got a guy handcuffed he could still run away.

Mod Cost: +1:3

If Raw Dawg is entangled around the waist and arms by Mr. Frost's Ice Ring a partial body disabling entangle, Raw Dawg may bite through it with his 4 DC KDM bite. However, if Frio hit him with his Permafrost attack, a full body disabling entangle, Raw Dawg could only use his strength to escape. Additionally, if Bill Tell were to use his Force Bubble, a full body entangle, Raw Dawg could use any means at his disposal to escape.

Find Weakness

Range: Yes

Visible: No

Description: Resembling a skill but in truth is a power. It is the ability to identify the weak points of a Target's defenses.

System: 2d10 – PL vs. 18 + Lack of Weakness

The Hero spends one Phase analyzing his opponent. He may only do this action but can use a Standard Evade during his study. In the following Phase he will roll 2d10 + Find Weakness Power Level. The Target starts with a defense of 18 + Lack of Weakness value (if he has Lack of Weakness). If the Hero's number is higher than the Targets number, then the Target will only get half of his defense value of that layer verses the Hero's attack. If the Target has multiple layers, a separate check for each layer would be necessary.

Personal SDF is always the last layer. If the Hero misses the roll he can try again, but each successive roll raises the Target Number by +2. This is only for SDF and KDF. If the Hero has a piercing attack and a successful Find Weakness roll, then the Target's armor would be at 25% protection. The range of the attack will be at the range of the sense it is attached to. This is good even against hardened armor.

Power Cost:

- +2 PP for the base 2d10
- +1 PP for every Power Level.

Endurance Cost: 1 per use.

Humanity Attack

Range: No

Visible: Yes

Description: Truly twisted is he who assumes this awful power. It doesn't do damage and has no apparent initial effect but it can be devastating to those unprepared. The attack is usually a hideous gaze, a horrible sound or an extremely disturbing odor. Sometimes it's a terrible wave of an unshakable creepiness. This can be a hard power to work into your campaign and there are few people who have it. It is mostly used for monsters, daemons or really bad people. Targets will recover their Humanity at a rate equal to their Will Power per day.

System: Hero's AV (Presence + UP - Skill) +d10 vs. Target's DV (Will Power + Mind Block) +d10

If the attack is successful then the Player resolves the DC and the score is compared to the Target's Resistance. The points that go over the Targets resistance are subtracted from his current Humanity. See **Hell's Cookbook** for more detail on the effects of Humanity loss.

Power Cost: +1 PP per DC

Endurance Cost: 1 per 2 OCP

Knockback

Range: No

Visible: No

Description: The Hero delivers the knockback effect as though he had struck the Target with a damaging attack.

System: Hero's AV +d10 vs. Target's DV +d10

If the Attack is successful, the Target must roll Body +1d6 and subtract that from the score. Whatever is left over will send the Target that

many hexes. Initially, the Target will take no damage but he can always take damage from an intercepting object. See the official Fuzion rules for calculating damage. Add 2 to the Knock Back effect per Power Level.

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per 2 OCP

Mr. Fist has a Kinetic Punch. This is an additional +8 (4 Power Levels) of knockback that he links to his punch. His Strength is a 6. If he does a standard punch he will deliver 6 DC SDm of damage to the Target. Now he will calculate the Knockback. 6 (Strength) +8 (Power) = 14. The Target in this case has a body of 5 and rolls a 3. 14-8 sends the Target reeling back 6 hexes or 18 feet. BAAAM!

Mind Control

Range: No **Visible:** No

Description: This is the ability to control a Target's mind. There are several disciplines within this power that the Player will choose from.

System: *Hero's AV (Presence + UP – Skill) +d10 vs. Target's DV (Willpower + Mental Block) +d10*

The Player will purchase a Power Level for Mind Control and will also purchase one or more Variants. Each Variant will give the Hero a direction for the power to go. The Power Level will be applied to any of the Variants he uses. The Hero will gain an automatic level 1 in any UP-Skill for each Variant he purchases. Thus, the Hero must develop a different skill for each Variant. There is no skill called Mind Control.

When attempting to perform a Mind Control Variant on a Target, the Player adds his Hero's Presence + UP – Skill + d10. The Target rolls his Willpower + Mental Block + d10. The Margin of Success + Hero's Intellect + Power Level is compared to the Target's Resistance + Difficulty (see individual Variants for this number). If the Hero scores higher than the Target's number he will get his desired result. If a Target is willing he cannot use Mental Block and can lower his resistance by the Level of Mental Block. Why only that much? It's a matter of natural self-preservation.

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per OCP

Choose from the following Variants for Mind Control:

Alter: The Hero trains to alter brainwave patterns. The new patterns convey an altered signal to the brain. The Hero can cause a Target to perceive things the way he wishes him to. This is not an illusion but more like a change of perception. This effect will last until challenged by an event. At which time the Target may roll against the original score the hero rolled. However, the Director may add to the Target's roll depending on the event.

Difficulty	Example
0	Simple or wanted deception
2	Significant but believable
4	Odd or unnatural
6	Complex or Unbelievable
8	Complete and utter nonsense

Variant Cost: +2 PP

Simple or wanted deceptions:

Wow that hot girl over there is checking you out. Ice Cream is not fattening. Your going to be fine.

Significant but believable:

That gun sure looks heavy. These are not the droids we're looking for. Credits will be fine. Sure is hot in here isn't it?

Odd or unnatural:

Is that maggots in your rice? I'm over here. What's that crawling on neck?

Complex or unbelievable:

*Of course unicorns are real, where did **you** go to school?*

Complete and utter nonsense:

The other side of the airlock...? Oh it's fine, no need for a space suit. Acid doesn't burn.

It should be noted that a Hero Point would snap a person out of an Alter immediately.

Empathy: The Hero trains to sense the powerful waves released during emotional transaction. He also trains in the ability to modify these waves to cause the Target's emotions to sway to his desire. The Hero could cause a Target to become content, angered, smitten or even fearful. The power can, however, be used to cause people to love, hate or even be terrified of objects, places or people. The duration is 1 phase but the Hero can increase the duration 1 step up the Time Chart per -1 to his roll. To sense emotions the Hero needs to make a competent skill check. If the Target knows that his emotions are being read, he can attempt to resist by rolling another defense (see formula at **System**).

Difficulty	Example
0	Simple or wanted change
2	Unwanted but unopposed to
4	Moderately opposed to
6	Completely opposed to
8	Bi-Polar shift to core feelings

Variant Cost: +2 PP



Erase: Once the Hero has performed a successful *Scan* he can then begin to delete memories of his choice up to the level the *Scan* will allow. Without *Scan*, the Hero can only erase the surface thoughts of the Target or the last several minutes or so. If he is feeling particularly nasty he could go for a deep root Erase and potentially wipe a Target clean. A Hero can generally wipe a normal mind clean in about an hour of intense work.

Any physical skills lost during an Erase can be relearned at half cost due to muscle memory. Erase is permanent and there is no way to reclaim these memories. The Hero could, however, pocket these memories to protect an individual from being scanned. The Erase roll would become the number another Scanner would need to beat to find the hidden memory.

Difficulty	Example
0	Repressed Memory
2	Unimportant / will not miss
4	Important event
6	Skill or core event in life
8	Core

Variant Cost: +4 PP

Repressed Memory:

These are memories that the Target wants to forget anyway.

Unimportant / will not miss:

The Target doesn't really care about these memories and will let go of them rather readily.

Important Event:

These are memories that the Target wants to remember but are not integral his being and will not affect his personality or life style.

Skill or core event in life:

Skills are burned into a person's makeup and are very hard to delete. Core events make the Target who he is. Erasing them can have a devastating effect on his overall outlook and decision making.

Core:

The most basic and deep rooted of memories. These memories include such things as walking and speech.

Force: The Hero will learn to overwhelm his Target's pattern and inflict his own thoughts within. If successful, the Hero will be able to take control of the Target and work him like a puppet. The Target may roll to resist every Phase. The Hero does not need to re-roll against a resisting Target because his original roll will hold until he releases the Target or re-rolls to establish a better grip. It takes an entire phase to gain control or jockey for a better control score. Once under control, the Hero takes complete control of the Target. If the Hero wishes to do anything then he will suffer an extra action penalty. Additionally, the Hero does not know the extent of what the Target knows, how good he is at skills or if he even has a skill. He also does not get the privilege of knowing his stats and cannot use the Target's Luck or Hero Points. Once under control, the Target may try to resist before the start of each phase and only once per phase.

Difficulty	Example
0	Would enjoy doing anyway
2	Embarrassing or inappropriate
4	Does not believe in
6	Directly and adamantly opposed
8	Is terrified of

Variant Cost: +4 PP

Hold: The Hero learns to block signals going to the Target's body and causes the Target to drop or freeze in place. The Target will be about as useful as a quadriplegic or a statue. Speech is not possible but powers that do not require movement are fine.

Variant Cost: +3 PP

Kill: This is a deadly form of Mind Control that causes the autonomic functions of the body to stop working. The Hero can stop the Target from breathing and shut down his autonomic functions. The heart has a failsafe built in and cannot even be turned off by the brain so stopping the heart is out of the question.

The Hero must score a value higher than twice the Target's Resistance. If successful, the Target will drop in place and commence dying. The Target will die within a few phases but cannot concentrate on anything but his death. He will be treated as Stunned until death.

There are two forms that the Hero may attempt.

Non-Death: The Hero can also kill a body part not associated with life function. This would be like an arm, leg, eye or ear. The part will immediately stop functioning and will begin to atrophy until it withers away. The body simply stops any repairs or maintenance of the part.

Slow-Death: The Hero may also choose to make the death slow. This would be by turning off control to a function that would not cause immediate death, like the kidneys, liver or immune system. He could even wipe out the Target's Recovery.

The only thing that can save the Target is someone with the same power or the power Healing – Treatment Mystical or Psionic (depending on the FX of the attack). Even the best doctor cannot stop or repair the effects. The control to the brain has simply been turned off.

Variant Cost: +5 PP

Program: The Hero is able to rearrange memories, desires and agendas. He can actually change a Target from the root level. This power can also be used to repair the same sort of damage. The Hero must first be able to *Scan* to the level he wishes to reprogram.

Difficulty	Example
0	Wanted change
2	Slightly different from existing
4	Bazaar behavior but possible
6	Seems like different person
8	Directly and adamantly opposed

Variant Cost: +4 PP

Scan: The Hero trains to dig into the Target's mind to reveal deep level information. This training will allow the Hero to go into deep-rooted memories or behaviors. Combined with *Program*, the Hero could literally change a giving, caring, sensitive Target into a cold blooded, psychopathic killer. Combined with *Erase*, the Hero could completely wipe the Target clean.

Difficulty	Example
0	Surface thoughts
2	Deep thoughts
4	Forgotten but relevant memories
6	Forgotten irrelevant memories
8	Terrifying or repressed memories

Variant Cost: +3 PP

Mute

Range: No **Visible:** Yes

Description: This power allows the Hero to jam an opponent's senses, causing him to be impaired when using those senses.

System: *Hero AV +d10 vs. Target DV +d10*

Once a Target is hit he can only use Mute Defense (if it applies for the FX) or take the full effect. For every Power Level that is not defended against, the Target will receive a -1 to all actions requiring that sense or sense group. This number will diminish at a rate of 1 point per phase. The effects last for one phase per level of effect. Mute normally affects a single sense; additional senses and sense groups may also be purchased.

The Player must choose an FX for the delivery. The FX could range from a bright flash, a loud bang, pepper spray, a stunning shock wave or even pure darkness.

Note: Affecting the touch sense is as follows. When touch is affected, the Target's Move also becomes affected because he becomes temporarily paralyzed. This is in addition to physical actions. However, he will be at no minus to any maneuver or effect that does not require movement. Like mental attacks or teleport.

Power Cost:

- +1 PP per Power Level
- +1:2 for entire sense group.

Endurance Cost: 1 per OCP

Static: This Mod causes the Mute effect to last as long as the Hero generates power into it rather than by a level deterioration.

Mod Cost: +1:4

Johnny Flash has Mute – Sight at Power Level 6. He also has the Mod Static. The FX is a bright beam of light from his hand. Jack “The Knife” is his unfortunate Target. So, long as Johnny maintains the beam on Jack, he will be at a -6 to do anything requiring sight. The second that Johnny turns the beam off, Jack will be able to see straight again.

Toxin

Range: No **Visible:** Yes

Description: This power allows the Hero to deliver toxins into a Target's body. This should cover every form of toxin from chemical poisons to biological venoms to radiation poisoning. It can be used for diseases in pinch as well (the power should have the Mod – Permanent for this effect).

System: *Attack AV + d10 vs. Target DV + d10*

The Player will first buy the Sectors: Intensity and Power Level. He must also choose the Delivery and the Effect. Once the condition of the delivery is met, the Target will begin to feel the effects. These effects are found in the Effect Mods. These are considered Mods because there is a default variable set if another Mod is not purchased. If the Hero strikes the Target multiple times then only apply the additional effect to the Power Level.

The power will go into effect the same phase it meets it's condition. The Target will take the Intensity that phase. He will then take the Intensity every phase (or longer, depends on the Ferocity) there after until the points from the Power Level run out. The Target recovers one point per phase (or longer, depends on Recovery), even if the Toxin affects multiple points at a time.

Power Cost: See Sectors.

Endurance Cost: 1 per 4 TCP

Purchase each of the following Sectors for Toxin:

Intensity: This variable will determine how much the Toxin affects the Target each phase (or longer, depends on the Ferocity). For every Power Level of Intensity the toxin will have 1 level of effect and this will continue until the Toxin Strength is achieved.

Sector Cost: +1 PP per Power Level

Strength: This is the actual potency of the Toxin. Skipping all other variables this is the actual meat of the power. Targets will continue to take their effects until this level is reached. For every Power Level, the Hero gets 1 point of Toxin that can be delivered.

Sector Cost: +1 PP per Power Level

Add the Sector costs together to determine OCP.

Delivery: This will determine the condition that will have to be met to deliver the Toxin to the Target.

Sub-Dermal: The Toxin cannot penetrate the skin on it's own and must be introduced through a break the skin or must be ingested or inhaled. This is the standard form of delivery.

Mod Cost: none (default)

Contact: This causes a Toxin to be able to be delivered through direct skin contact, inhalation or ingestion. The Hero simply needs to make contact with skin and the Target will immediately begin to suffer the effects.

Mod Cost: +1:3

Ferocity: Toxin begins working immediately and delivers it's effects with rapid speed. The Player can save points by turning down this speed. The Player may choose for the effect to occur every minute, hour and so on. To determine the results of the toxin's effects, substitute *phase* for this time period.

Increase the time from one phase to 12 seconds at Power Level 1 and step down the Time Chart 1 level per additional Power Level.

Mod Cost:

- -1:5 for Power Level 1
- -1 MA each additional Power Level

Recovery: Normally, the Toxin's effects will be recovered at rate of 1 point per phase. This aspect may be adjusted to alter the time it takes to regain ones abilities. For every Power Level, the time for recovery is altered by one step on the Time Chart. This may be done in either direction and starts with the value specified under Ferocity. This cannot adjust

the Effect – Damage. The Hero will heal as he normally does.

There is no negative or positive value for the cost because it can be either. Each step up gives points back and each step down costs points. Additionally, the recovery time cannot go below 1 phase.

Mod Cost:

- 1:5 for Power Level 1
- 1 MA each additional Power Level

Viper's Toxin (Power Level 8 with the standard Ferocity and a Recovery of Power Level +4) goes to work very quickly and affects the Target every phase. However, the Target will only recover 1 Stat point every 20 minutes (for a total of 160 minutes) rather than (8 phases of total time) it would normally take. This cost him +1:1.

It can also go the other way. Retcher, has a Toxic Breath attack of Power level 10. Its effects are very slow (Ferocity Power Level 4). But the Target can recover from it rather quickly (Recovery of Power Level -4). This means that the Target will suffer a point loss every 20 minutes but once the Toxin has run its course, the Target will recover one point every phase.

Treatment: All toxins can be divided into a certain category. Most toxins have direct antidotes and those who do not or are not common enough to be available can be treated with a broad range antidote or a very similar more common version. These generally tend to be less effective but effective nonetheless. The Hero's Toxin will automatically fit into a common group but for extra points he may have a unique or exceedingly rare form of Toxin leaving doctors no antidote and very little treatment options.

Mod Cost: +1:3

Effect: This is what happens to the affected Target. There are three defined effects but The Players can get creative and substitute other stats but it is solely up to the Director as to what he will allow. A Toxin could, conceivably zap any stat or even all of them. Use Death and Neurotoxin as examples for Player creativity but remember, it will only strike one stat at a time and will only take as

many as the Power Level allows and for only as much as the Intensity allows.

Heavy Water has a radioactive blast that affects Targets with a Power Level of 12 and an Intensity of 1. He specifies that it will hit Strength, Constitution and Body. On a scored hit, the Target will lose 1 point of Strength the First phase, 1 point of Constitution the second and 1 point of Body the third. This will last for 12 phases.

Damage: This form of Toxin includes *Myotoxins* - which damage muscle tissue, *Haemotoxins* - toxins that affect the blood and clotting, and *Haemorrhagins* - toxins that damage blood vessels and cause bleeding. These are very destructive toxins and take a direct toll on the structural integrity of the affected area. In some cases, the damaged area will begin to rot (necrosis) and will require medical attention or the Target could die from infection or Gangrene. While in other cases the Target will bleed profusely. This is the standard and most common form of Toxin. The Intensity is the number of Hits the Target will suffer per phase. The Strength is the total amount of Hits the Target will suffer.

Mod Cost: none (default)

Death: The Toxin will attack the Constitution and Body stats rather than doing damage. The Target will lose one point x Intensity of Constitution the first phase and one point of Body x Intensity the second phase. This pattern will continue until the Toxin runs its course (this routine will continue until the Target takes a total stat loss of the Hero's Toxin Strength). If the Target goes to a negative value equal to his normal stat he will die. Stats are recovered at the same rate they are lost.

Mod Cost: +1:3

If Viper has Toxin – Death with a Strength Power Level of 8, his Target will need to have at least a 4 in Constitution and a 4 in Body or he will go unconscious before the poison runs its course.

Viper's poison is Intensity 2. Upon successful delivery, the poison will cause the Target to suffer 2 points Constitution loss. The next phase the Target will lose 2 points of Body. In

the third phase he will lose 2 more points of Constitution and in the fourth phase he will lose 2 more points of Body. He will have reached his total of 8 Power Levels by this time.

Neurotoxins: These are toxins that cause paralysis. Use the rules above for Death but substitute Reflexes and Dexterity in place of Constitution and Body. If either one of these stats drop to zero the Target is completely paralyzed. If either stat goes to its negative equivalent, the Target's autonomic functions stop and he dies.

Mod Cost: +1:3

This is an extremely flexible, yet complex power. If you have questions on its use please feel free to e-mail us and we will help you out.



or +1 DC per 2 points of Strength for Killing Damage (KdM). For Killing Damage (KdM) he must add the Mod – Killing. Additionally, it is possible for the Hero to use a stat other than Strength. It's rare and the Director should approve the desired stat. Presence is used for the Mod – Mental but any other stat could be used in place of Strength. Perhaps, Move for a “Cannon Ball” attack.

It is possible for the Hero's attack have both Ranged and Melee. To do this, he will purchase the power as Melee Wounding and add the Power Modifier Range Dial. When he uses his power it will deliver the DC plus his statistic bonus at the appropriate range.

For every Power Level the Hero will deliver 1 DC of damage upon a successful hit.

Power Cost: +1 PP per Power Level Endurance Cost: 1 per 2 OCP
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The following Mods may be added to Wounding to enhance its effects.

Wounding

Range: No	Visible: Yes
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Description: This power allows the Hero the ability to do damage to the Target. The FX determines the exact nature of the damage in the attack.

System: *Hero's AV + d10 vs. Target's DV + d10*

This is your standard damaging attack. If the Hero hits he will use his DC to deliver damage. This damage is compared to the Targets SDf or KDf (whichever applies). The left over amount is subtracted from the Targets Hits and/or Stun.

The FX of the attack must be determined when the power is purchased; it can be lighting, a blaster bolt, lasers, sonic waves, a magic blast, chi punch, sword strike or anything else that does damage. Wounding normally either affects SDf or KDf depending on the FX. Once again, this must be determined when the power is purchased and cannot be changed later without the Director's approval.

The Player must choose either Ranged or Melee. If the Player chooses Ranged he will be able to hit Targets at a distance of 10 Hexes. This can be modified for longer distances using the Range Dial. If the Player chooses Melee then it will allow his Hero to add his Strength to the damage at a +1 DC per point of Strength for Stun Damage (SDm)

Damage Field: This modifier allows the Hero to set up a continuing field around him that causes damage to any Target that comes into contact with it. Every Power Level of Wounding will cause any Target coming in contact with the field to take 1 DC of damage. Any Target that comes in contact with the field, either by the Hero being attacked (HTH), or by the Hero attacking someone else (HTH), will take damage. Optionally, the Damage Field may be extended to items carried by the Hero, allowing them to be included within the Damage Field's area. This Modifier does not provide any protection from damage; for that effect you must use Armor with Hostile attached. For a devastating effect, Ranged can be added and will work as per normal. As for Melee, this Mod switches it up a little. The Hero will add his Strength to the damage when striking a Target. However, if the Target strikes him then the Target's Strength will be added to the damage rather than the Hero's.

Mod Cost: . +1:3 . -1 MA for items Endurance Cost: Add

Killing: This Mod allows the Wounding damage to deliver KDm instead of SDm. If this is attached to Melee Wounding then the Hero will only add half of his Strength value. Don't forget that the Target will take one point of Stun for every point of KDm that gets through his protection.

Mod Cost: +1:1
Endurance Cost: Add

Acidic: With this Mod, armor would be treated like Hits. That is, whenever the Hero strikes an armored Target, the armor value will diminish, as would hits. If the armor is Hardened, then the Target will only lose 1 point of armor per 2 points of damage. Armor that is damaged by this means will recover at the same speed the Hero recovers. If the armor is an item (focus) the Target is going to have to make repairs. This is only to be added to Killing Damage.

Mod Cost: +1:1
Endurance Cost: Add

Let's say Raptor was fighting Lord Paradox and was hit by his Entropic Blast. The 5 DC KDm Acidic blast does 18 points of damage to Raptor's left arm, which has 20 points of armor. Raptor now has 2 points of armor on his left arm, ouch. If he had purchased hardened armor, then he would still have 11 points of armor.

Excruciating: This is a Killing Wounding Attack that is exceptionally painful or disorienting. The SDm that is delivered from the KDm is doubled. This is only to be added to Killing Damage.

Mod Cost: -1 MA
Endurance Cost: Add

*Volcano has a 5 DC KDm Wounding Attack with **Excruciating** attached to it. He scores 30 points of damage against Mr. Gray. Mr. Gray takes 20 Hits after armor. Normally he would also have to take 20 points of Stun in addition to this but because of the massive searing heat he will take 40.*

Mental: The Hero will use Presence as the base stat for determining to-hit. The Target will use Willpower plus Mental Block or just Willpower if he has no skill. In place of SDF, use Resistance against the Damage. In place of Killing Defense, use Willpower against the damage. Unless Armor has the Mod - Mental, the attack will pass right through it.

Mod Cost: +1:1
Endurance Cost: Add

Modular: This Mod allows the Hero to change or add extra FX to his Wounding Attack. There are two forms of FX modifiers listed below.

Dynamic FX: The Hero is able change the FX of his Wounding. It takes 1 phase to change the FX and this FX will remain until the Hero changes it again. The Hero must continue to use the same type of damage (SDm or KDm).

Mod Cost: +1:1

The Hero is able to switch between FX. He could shoot fire one phase and then take a phase to switch to ice.

Extra FX: This Mod will allow the Hero to add a secondary FX to his wounding. Both FX hit the Target but no extra damage is done. If the Hero has immunity to one of the types of FX then subtract its portion out. But, if a defense is especially protective against one type of FX the additional points will not affect the blast. Add the cost for OCP calculation.

Mod Cost: +1 PP per extra FX

If the Hero had a fire blast he might add radiation to it to make it more like a nuclear effect. In which case, the Target would be subjected to radiation and heat. This is mostly useful against immunities and weaknesses.

Tundra has a 10 DC SDm Ranged Wounding Attack with two FX, cold and impact (or kinetic). He attacks Frio who is immune to cold for 5 Power Levels. Frio will only take 5 DC from the impact portion of the attack.

Non-Lethal: This Mod may only be added to Wounding damage that delivers SDm. It causes the Stun to Hit conversion to be doubled. The Target will only suffer 1 Hit per 10 points of SDm delivered (as opposed to the default 5).

Mod Cost: -1:5

Programmable: By placing this Mod on the Hero's Wounding he can change the Power Modifier at a whim. Thus, he could tack on a Piercing Modifier or maybe Affects Desolid, he can dial it at anytime he wishes. It takes 1 phase to shift modifiers and the Power Level is still affected by the new modifier. If the Player adds a negative modifier then it must be in affect for the Hero to receive extra points to his Power Level.

Thus, if a modifier costs points the Power Level will go down. If it gives points back, the Power Level will go up but only if the negative action is at hand. The Player can't say "Only works during a rainstorm" if it's already raining. That's just being cheap, petty and munchkinistic.

Mod Cost: +1:1

Pure: The damage of the attack will not have any carryover. Thus, SDm will not carry over 1 point of KDm per 5. KDm will not have an equal amount of SDm delivered.

Mod Cost:

- | |
|--|
| <ul style="list-style-type: none">• -1:4 for no SDm carryover• -1 MA for no KDm carryover |
|--|



DEFENSE POWERS

These are powers used to counteract undesirable effects from other beings. These forms of protection are necessary on this hostile world in which we live (and more so for our Heroes). No Hero should ever be without his defenses. Just about every single hero, villain or mercenary has armor. You are an idiot if your Hero doesn't and you think he is going to live very long. Even if he has desolidification, he should still have armor. You should also check out the Stat Powers for more defense modifiers.



Armor

Range: No **Visible:** Yes

Description: With this power, the Hero has some kind of inherent tangible defense against **Killing Damage (KDm)** or **Stunning Damage (SDm)** attacks. It could be tough skin, armor plates, organic steel, or anything along these lines.

System: Armor is subtracted directly from incoming damage. KDf Armor will protect against KDm and SDm. SDf Armor will only protect against SDm. Protection is on a one to one basis and all carry over damage will be subtracted from the Hero's appropriate derived stats. Armor is purchased as SDf or KDf.

When purchasing Armor, the Player must decide whether the Armor is constant or needs to be activated. Both variations cost the same because neither is advantageous over the other. Constant means that even in civilian form the Hero would be protected but people might notice those scales on his face (or whatever the FX is). This could post a problem if he has a secret identity. With activated Armor his secret's safe and it's only a matter of 1 phase to activate it. Hell, it could even suffice as the means of concealing his identity.

Armor will be purchased for the five areas of the body. These areas are the Head, Chest (neck included), Abdomen, Arms (both are included) and Legs (both are included). Or the Player can purchase it whole body (the old school way). This provides the Player with the opportunity to make things like Bullet Proof Vests, Motorcycle Helmets and chaps. He can also make a shield using from 1-3 areas. This goes hand in hand with **Fists of Fuzion** rules for shields.

There are two variations of Armor compromise.

Simple: Every time the Armor is completely penetrated it will lose 2 points of protection (1 Power Level). This variation should be implemented if you are only using the basic five areas.

Complete: Hell's Cookbook includes Hero Sheets and on one of the optional sheets there will be a more in-depth breakup of the body to include sub-areas. If you choose to use this setup then each area of Armor can be penetrated twice. The first penetration will assume that the Armor is damaged (but loses no value). The second penetration destroys the Armor value in that area. Both **Hell's Cookbook** and **Fists of Fuzion – Reload** go into much greater depth on the subject. Until you get your hands on them, use the Simple method.

Armor will heal at the same rate the Hero's Hits heal (unless it's an item, see *Item Generator*).

Power Cost:

- +1 OP for +2 KDf per Body Area
- +1 OP for +4 SDf per Body Area
- +1 PP for +2 KDf Whole Body
- +1 PP for +4 SDf Whole Body

Endurance Cost: 1 per OCP upon activation

If you were going to cover 5 areas (the Hero's whole body) it would be +1 PP per +2 KdF or +4 SdF.

Rule Change

As opposed to the original Fuzion rules, Armor adds up. If a Hero is wearing multiple layers of Armor each layer is accounted for. This is providing he has purchased the Mod *Stackable*. Additionally, the Hero's personal SdF and KdF are also accounted for.

Choose from the following Mods to enhance the Hero's Armor:

X Tolerant: Whereas X is a variable. X would be a form of attack that the Armor is twice as effective against.

Mod Cost: +1:3

If the Armor were Fire Tolerant, it would be twice a protective against fire, but have a normal value against all other forms of attack.

X Intolerant: Same as above with the exception that the Armor would be half as effective against this form of attack.

Mod Cost: -1:3

X Defense: This is solely for purposes of FX. It will mostly be used against Armor Ignoring attacks. The Player will decide on the defense and the Director will have to take the defense into account.

Mod Cost:

- +1:5
- -1 MA for each additional

Popular Defenses are Electricity, Cold, Heat, Radiation and Magic. The Player can choose from any type of FX and the Director needs to remember to take it into account.

This is not immunity and should not be treated as such.

Force Field: A Force Field is an energy barrier that works as Armor. The difference being that Force Fields require Endurance to operate. There are two types of Force Fields, Constant and Reactive. Players cannot purchase Skeletal in addition to Force Field.

Constant: This type of force field is turned on and stays on until it is turned off. It is always protective and protects for any and all attacks. It takes 1 Phase to activate.

Mod Cost: -1:4

Reactive: This type of Force Field only activates per attack and does not take any time to bring up. It works like a shield. The Player must purchase the skill *UP - Force Shield* or you could fuse it into your *Martial Arts* skill with **Fists of Fuzion**. To defend with it, the Hero would declare that his action is blocking with his Force Shield (a **Fists of Fuzion** Maneuver). This shield can be used to defend against any attack a normal shield would.

Mod Cost: -1:2

Holes: This Mod indicates that there are sections of the body that the Armor does not cover. The Target will have to take an additional -3 to his AV to strike one of these areas. This minus is in addition to aiming at an area. This generally refers to several areas on the Armor that have no protection value. This minus can be increased by one per Power Level.

Find Weakness is not necessary nor is it applicable to this Mod. It could be used on other parts of the same Armor though.

Mod Cost:

- -1:2
- +1 MA per additional -1 to AV

Captain Four Color Hero has a mask that leaves his nose, mouth and chin exposed. If Dr. Four Color Villain shoots his "Gratuitous Energy Beam" at his Armor Hole then he will be at a -6 to hit (-3 for Hole, -3 for Head). If he is successful then our beloved Hero will have a big fat zero for his Armor Value.

Hostile: This indicates that the Armor is constructed of a damaging FX. If an object comes into contact with the surface, it will take damage. This could be quills, razors, lava, whatever. The Target will take 1 DC SdM of damage per OCP invested in the Armor or 1 DC KdM per 2 OCP invested in the Armor.

The Player must choose during the purchase of the power.

Mod Cost: +1:2

Mental: This Mod allows the Armor to affect Mental Attacks (Wounding with the Mod – Mental) as it would physical ones. For KDf the Hero will get Armor Value + Willpower. For SDf the Hero will add his Resistance to the Armor Value. There are two varieties to choose from.

Additional: This is in addition to the Armors physical protection and will cause the Armor to protect against Mental and Physical Attacks.

Mod Cost: +1:1

Replacement: This is a replacement for the physical protection. The Armor value will now only be for Mental Protection. With this Mod we suggest that it be automatically Stackable (Director's call).

Mod Cost: no additional

Skeletal: This is an internal form of Armor. The real protection is provided to the essential life sustaining organs. An aimed attack can be made to avoid the Armor (provided the opponent knows it's there) at a minus to-hit. See aimed attack rules (**Fists of Fuzion**) for penalties. The Armor will only protect against KDM. Skeletal is automatically non-visible.

Mod Cost: -1:2

Assume Lord Golgotha strikes Tin Omen for 20 points of Killing Damage (KDM). Tin Omen (caught off guard and out of his Armored suit) has 12 points of Skeletal Armor. Tin Omen will take 8 Hits.

If Lord Golgotha knew that Tin Omen had Skeletal Armor, he could aim for the Abdomen and eviscerate him. Tin Omen would receive no Armor protection from the damage.

Stackable: This is a Mod that will allow the Hero to pile more Armor on top of the existing amount. By purchasing Stackable for his Armor, the Hero may apply another layer of Armor on top. You may wish to impose a –1 to

all actions per layer but that is a Director's call. Only the inner layer needs to be Stackable but for multiple layers only the outer most can be without this Mod.

Mod Cost: +1:2

Danger Sense

Range: Yes

Visible: No

Description: This power gives a Hero a "sixth sense" about danger. This is a sort of mystical *Combat Sense*. There are three types of Danger Sense: Active, Reactive and Cognitive.

System: See Variants for System descriptions.

Power Cost: See Variants

Endurance Cost: See Variants

Choose from the following Variants:

Active: This form of Danger Sense requires that the Hero activate the power. It shifts his perception about a half a second into the future (that's one theory). The Hero gains the advantages of being able foresee his opponent's next move. Now, he barley has time to react so there's no time to think about it, he perceives and must immediately commit. For every Power Level the Player purchases, his Hero will receive +1 to Dexterity for purposes of DV and Ev and +1 Initiative on subsequent Phases (every Phase it is on after it has been initiated).

Variant Cost: +3 PP per Power Level

Endurance Cost: 2 per Power Level

Cognitive: Using this Variant, the Hero, on a successful roll, will get a feeling of 'uneasiness' in situations that are not quite right. This power automatically kicks in and is never activated by the Hero. The Hero need not be in danger; this activates when things are not what they seem. The Player will roll 2d10 and add it to his Power Level and the Director will assign a difficulty. If the Player rolls equal to or better than this difficulty the Director will tell the Player what his difficulty was. The lower the difficulty, the more fucked up things are. This will clue the Hero in on just how he should react. If the Player rolls 6 points higher than his difficulty the Director should

give an indication as to what the situation is. This is a good tool for a Director to give Players clues.

Variant Cost:

- +1 PP for the 2d10
- +1 PP per Power Level

Endurance Cost: 2 per Power Level

Hmmm... You rolled a 22. Okay, fair enough. The valet who just took your keys is actually under some sort of demonic possession.

Reactive: This Variant gives the Hero the 'feeling' of being in danger during ambush and hidden trap situations. If the Hero reacts, he is allowed his full Dexterity + Athletics. He could also attempt to dive clear of a falling rock, a sniper's bullet or maybe a trip wire. Danger Sense checks are made automatically, at the request of the Director (or better yet by the Director). The Player must make a successful Danger Sense check of 2d10+Power Level against a Target number of 18. If the Player rolls 6 more than he needs to succeed (24), the true position and type of danger are known. It basically nullifies ambush bonuses on a successful roll.

Variant Cost:

- +1 PP for the 2d10
- +1 PP per Power Level

Wow, a 26, that's some nice rollin' Tex. Here's the deal; there is someone on a roof, off to your left and he is about to spread your brains all over that nice new car of yours.

Force Wall

Range: Yes

Visible: Yes

Description: This is the ability to project a barrier at a distance.

System: When purchasing this power, the Player must decide on the FX and if it's completely transparent, translucent, or opaque. There is no cost difference, but it is necessary for game play. This barrier acts like a wall and has Hits. Force walls are purchased in hexes. These hexes can be allocated in any order other than inside of one another. They can even go straight up to form a column. These hexes have Strength and can support weight. The weight is equal to 1 point of Strength (see Cargo Point chart in the Using

Power Core chapter at the beginning of this book) per 5 Hits. Additionally, if an Area Attack hits a Force Wall and does not penetrate its defenses, the Area Attack cannot continue past that point.

The Hero declares his wall erection. It will take one full phase to erect. The wall may be up to 10 hexes away from the Hero. Once in place the wall will remain until the Hero dismisses it. If he dies, then it will remain until it is torn down (in most cases, depends on FX). Damage will be deducted from the Hits. When the Hits reach zero, the entire wall will collapse and must be Re-erected if the Hero wishes to retain his boundary.

The Force Wall will have 5 Hits and will weigh 1 Cargo Point per Power Level purchased.

Power Cost:

- +1 PP per Power Level
- +1 PP per additional Hex

Endurance Cost: 1 per PP used to erect

It takes 6 hexes to completely encircle the Hero.

Choose from the following Mods to increase the effectiveness of Force Wall:

Armor: This Mod allows the wall to be armored. Each attack must encounter the Armor and surpass its current value to do Hits. The Wall Armor must obey all the same rules for the Defense Power, Armor. Once bought, the armor will cover all parts of the wall. The wall will gain 3 KDf per Power Level. **Add cost for OCP calculation.**

Mod Cost: +1 PP per Power Level

X Tolerant: Whereas X is a variable. X would be an FX that the Force Wall is twice as effective against both the Armor Value and the Hits.

Mod Cost: +1:3

X Intolerant: Same as above with the exception that the Force Wall would be half as effective against this FX.

Mod Cost: -1:3

X Defense: This is solely for purposes of FX. It will mostly be used against Armor Ignoring attacks. The Player will decide on the defense and the Director will have to take the defense into account.

Mod Cost:

- -1:5
- -1 MA per Additional Defense

If Volcano cut loose with his Heat Wave (an Armor Ignoring Wounding Attack, only defended by heat defense) an Ice Wall (having Heat Defense) might, well, stop it cold.

Hostile: This indicates that the wall is constructed of a damaging FX. If an object comes into contact with the wall, it will take damage. This could be thorns, fire, lava or whatever. The Target will take 1 DC SDm of damage per OCP invested in the wall or 1 DC KDM per 2 OCP invested in the wall. The Target will also add his Strength to the damage if he strikes it with a body part.

Mod Cost: +1:2

Independent: With this Mod, the Hits will be counted for each area (hex). If the Hits in a hex drop to 0 only that hex falls. Each hex would have to be destroyed individually to bring down the entire wall.

Mod Cost: +1:2

Thus, a wall with a 10 Hits that was 4 hexes wide would have 10 Hits in each hex.

Mobile: With this Mod the wall can be moved. This can either be the whole wall as one big piece or (for additional cost) as individual pieces like a chain. If the wall strikes an opponent then use the Movement rules to determine damage (see Movement Powers). The walls Hits will determine the Cargo Value.

Mod Cost:

- +1 PP per hex per phase for Whole Wall
- +2 PP per hex per phase for Pieces

Humanity Defense

Range: No

Visible: Yes

Description: This power will supply the Hero with a defense against Humanity Attacks.

System: It is one hard mother fucker that has Humanity Defense. This defense is usually gained by suffering regular bouts of horror and pain. For every Power Level of Humanity Defense the Hero will subtract 1 point of Humanity Loss from the effect. The Hero will not receive this defense on any power that costs him Humanity to use and will not be applied when purchasing powers or from Instant Gratification.

Power Cost: +1 PP per Power Level

Immunity

Range: No

Visible: No

Description: The best defense is a total defense. This power reflects that very aspect. There are several things that a Hero can be immune to.

System: The FX that the Hero is immune to will be less effective based on the Variant and the Mods purchased. In some cases this will be a total immunity while in others the level will need to be purchased in Power Levels.

There will be detailed write-ups on certain FX like Heat, Cold, Electricity and Radiation in **Hell's Cookbook**. They will come in handy with this power when determining real world damage.

How much damage would a 5000⁰ F fire do? How many Volts/Amps would be produced by 10 DC? How much radiation is given off by a 5 DC burst?

Remember that none of the items carried by the Hero (including worn clothes) get this defense unless purchased so. Unless the Player buy's knockback immunity, the power that his Hero is immune to can still provide knockback to the Hero. Also, the Hero is not immune to the secondary effects.

Power Cost: See Variants

He may very well be immune to heat but could be suffocated by burning the air out from around him.

The Fireball might not burn him but the Knockback could cause him some pain.

Bio: With this Variant the Hero will be able to ignore all forms of diseases and viruses. Normally Heroes should never come down with any of these because they are the Stars of the story. Even so, if the situation presents it's self and a Hero deliberately exposes himself to the situation the Director should oblige his wishes. This power will allow the Hero to go into those situations without fear.

Variant Cost:

- +1 PP for diseases or viruses
- +2 PP for both

John is running a campaign in the middle ages and the cast comes across a town tainted with The Black Plague. The Director should not infect the Heroes with The Plague unless they are incredibly stupid and drink from the common well or perhaps have sex with one of the town hookers. If one of the Heroes had Immunity to Viruses, he could suck the puss right from the boil without harm.

Complications: The Hero will not take any additional damage from bleeding or shock. He will not lose any additional Hits or Stun after being reduced to zero hits (unless he struck again).

Variant Cost: +3 PP

Damage: This will include an entire class of damage and will represent things like heat, cold, electricity, slashing, impact, knockback, muting (must include sense), acid, webbing and so on. Pick an FX for the Hero to be immune to and purchase his Power Level to represent his tolerance. For every Power Level the Hero has, reduce the Power Level by 1. For Toxins the Player should choose from such things as Venom, Radiation and Chemicals.

Variant Cost: +1 PP per Power Level

Specific: This is a very specialized immunity mod that is bought for a specific power. It will make the Hero's immunity only work against a specific power from one specific Hero but will double his protection.

Mod Cost: -1:2

The Roach has the uncanny ability to adapt to nasty stuff. What doesn't kill him only makes him stronger. He has been blasted by Lord Golgotha's Black Ray and lived to talk about it. Hell, he's mutated to be becoming nearly Immune to it.

Mortal Wounds: The Hero cannot be killed by a deathblow. The only way to kill him is through his Hits. Even chopping his head off will not work. He MUST be killed through Hit loss. He will, however, still be susceptible to additional Hit loss once he goes below zero.

Variant Cost: +4 PP

This is a perfect power for designing Zombies and Robots. Chopping off the head will not even stop them but it might make it hard for them to see where they are going.

Power: This form of immunity provides the Hero with protection from certain power effects. It is not intended to protect the Hero from attack powers but is designed to handle unwanted effects. These might include Teleport, Flight, Shifting and Desolidification. It is up to the Player whether this is an all-time thing or whether it has to be turned on. Neither will affect this cost but they both have their own advantages and disadvantages. Remember, all-time means that it can't be turned off (ever). This choice must be made at the time of purchase and cannot be altered later (without a Power Modifier).

Variant Cost: +3 PP per effect

Self: This allows the Hero to be totally immune to any of his own powers. This must be purchased for each power.

Variant Cost: +1 PP per power

Stun: The Hero cannot be *Stunned* from damage. The Hero will not have to even record Stun Loss, as he cannot be knocked out or impaired by stunning effects. The Player will have to account for any KDM that carries over from a stunning attack so he should still make sure to account for his SDF.

Variant Cost: +8 PP

Invisibility

Range: No

Visible: No (duh)

Description: This power can be used to become hard to detect or even undetectable to one or more senses.

System: *Perception AV + d10 vs. Difficulty*

When the Hero activates Invisibility everyone who wishes to perceive him with the targeted sense must make a Perception roll vs. an Everyday Difficulty. This difficulty will increase along with the Hero's Power Level. For every Power Level, raise the Difficulty Level by 1. This will remain in effect until the Hero turns the power off. If the Target knows what to look for and where the Hero is then lower the difficulty 1 level.

Thinskin can make himself translucent. He has Invisibility / Sight at a Power Level 3. That means that anyone trying to see him with normal vision will need to make a Perception check at an Incredible Difficulty.

While sneaking, the Player will add his Hero's Stealth AV + d10 to the difficulty. This will be the number that the Target needs to beat to be able to perceive the Hero.

See the following rules for more information on how to use Invisibility:

Sight: The following rules are for sight-based Invisibility, the most common form. To only be used with sight based Perception rolls.

Attacking: While invisible, a Hero has the option of keeping himself unnoticed. If the Hero attacks a Target, the Target is going to have a good idea where the Hero is. Even if the Hero misses, the FX is going to go whizzing by the Target, alerting him to the Hero's position. If the Target has no clue where the Hero is, the Hero will receive the ambush bonus.

Defending: If the Hero is in combat, he cannot add his Stealth AV. The Difficulty Level becomes the target number for the Perception check. If the Target makes his Perception check, there are no modifiers to his roll. If the Target cannot make a successful Perception check, then he cannot hit the Hero. The Target can, however, attack a hex. The Target would guess at which hex the invisible Hero is in. He would then attack that hex. If the Hero is

actually in that hex, then the opponent will be at 0 Reflexes and Dexterity to hit him, ranged or otherwise. Should the Target fail his Perception roll, but know what hex the Target is in he will be at one half his Reflexes and Dexterity. This generally occurs right after the Hero fires a visible attack, alerting the Target to his position.

Sound: This would indicate that the Hero is able to dampen sounds caused by himself. It would mostly be for sneaking around and it's great for sneaking up on people. This of course only works on sound based Perception rolls.

Scent: Kind of a rare, but useful form of Invisibility. A Hero with this kind of Invisibility would be harder to detect by scent. The Hero will not have to worry about people like Wyld Kat smelling his ambush out. Being that this version will be used about once every third game session, double the levels of Difficulty increase per Power Level.

Thus, you would raise the Difficulty Level by 2 per Power Level for Perception checks.

Taste: Okay, whatever.

Touch: Get Desolidification.

Power: This will cause the Invisibility to work against detections powers. Powers like Danger Sense, Lock-On and Active Sonar. Use the Power Level on a PL vs. PP task to determine the result. The Player must choose the power his Hero's Invisibility defends him against.

Jack Barret is a solo with a cyber optic that has the power Lock-On – Target at Power Level 2 (+2 PP). Jenna has a poncho with a built in deflection screen. Among other things, it can scramble a visual lock-on. She has two Power Levels. The two levels cancel one another out. Jack will not be able to establish a Lock-on on Jenna as long as her screen is active. If Jack's optic had been Power Level 3 then he would still be able to get a lock but only at +1.

Power Cost:

- +1 PP per sense
- +2 PP per sense group
- +1 PP per Power Level

Endurance Cost: 1 per PP per Phase

The following Mods were designed for use with Invisibility:

Team: To include other people in the Hero's effect he could use Area Effect, but that would make an entire area disappear (including furniture and items). Neat, but that might give him away. With this Mod a Hero can add additional people within an adjacent hex of that Hero.

Mod Cost:

- +1:6 PP
- -1 MA per Person

Endurance Cost: Add

Field: *This is the replacement for Darkness.* With this option the Hero creates a field of invisibility. Every Target and object within that field will become invisible and hopefully blind. They will fall under appropriate penalties to everything and everyone else. The field has a 1 hex radius per Power Level.

Mod Cost: +1:4

Endurance Cost: Add

If Whisper put a field of Invisibility (darkness effect on sight with Power Level 6) around Tin Omen, then Tin Omen would normally have to make a Perception of Competently Super Heroic or higher to know where anything is. People trying to hit Tin Omen would also have to make the same Perception Roll to see him.

Knockback Resistance

Range: No

Visible: No

Description: A Hero with this power takes reduced Knockback from attacks.

System: Add the Power Level to the Hero's Body when calculating for Knockback.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per OCP

Mr. Tuff has a Knockback Resistance with a Power Level of 3. If he is struck by an 18 DC punch he will add 3 to his Body of 10 plus 1d6 to determine how much Knock back he actually suffers from the attack.

Lack of Weakness

Range: No

Visible: No

Description: With this power the Hero either has less weak points or has a field that counteracts the Find Weakness Attack Power.

System: Add 2 to the Find Weakness target number per Power Level. This power does not need to be activated because it is always on.

Power Cost: +1 PP per Power Level

Missile Defense

Range: No

Visible: No

Description: A Hero with this power can use Defensive Martial Art maneuvers and Dodge incoming ranged attacks (Ranged Combat and Actions).

System: The Hero will treat the ranged attack the same as he would a melee attack (you can use the **Fists of Fuzion** to generate a set of defense maneuvers). The two Variants will allow him to Dodge the attack but will not allow him to parry, block or catch the attack. To do so he will have to purchase the Mod – Contact. This will allow him to make contact with the FX without taking damage.

For a reflection the Hero must use a Re-Route maneuver from **Fists of Fuzion**. The Hero could also choose to catch the incoming attack. This is of course if the object is catchable. Things like bullets, knives and arrows. Sorry, lasers and blaster bolts are not catchable.

The Player will purchase categories of ranged attacks that his Hero will be able to defend himself against. Each category must be purchased separately and do not include objects of lower speed than the Player purchases. While it makes sense to allow the Hero to do so, we decided to design the power in this fashion to increase its flexibility. So, if the Player wants his Hero to be able to defend against Low Velocity and High Velocity objects, he will need to purchase both.

The OCP for this power is the same as its TCP. Add all of the costs (including Contact, if purchased) together to determine the OCP.

Power Cost: See Variants

Endurance Cost: 1 per OCP

Choose from the following Variants for Missile Defense:

Low Velocity: The Hero will be able to defend against objects traveling below sonic speeds.

Variant Cost: +2 PP

A baseball, hockey puck, thrown knife, arrows and sub-sonic rounds all qualify.

High Velocity: The Hero will be able to defend against objects traveling at super sonic speeds.

Variant Cost: +2 PP

Bullets pretty much fit the bill, but it will cover anything moving at a speed of Mach 1 or higher.

The following Mod may be used with either Low or High Velocity Missile Defense:

Contact: This is a Mod for both High and Low Velocity defenses. The Hero must purchase Physical and/or Energy. The cost is for either (double for both). It will allow the Hero to Block, Parry and Catch incoming attacks.

Mod Cost: +1 PP

For either Energy or Physical it will cost +1 PP. It will cost +2 PP for both.

Mute Defense

Range: No **Visible:** No

Description: This power lessens the effect of a Muting attack.

System: Mute Defense only affects one sense or sense group and the points from this power must be allocated among the five sense groups individually. Each Power Level of Mute Defense subtracts two points from the Power Level of a successful Mute attack.

Power Cost:

- +1 PP per Power Level per sense
- +2 PP per Power Level per sense group

Tinted goggles for a flash, Level dampeners for sound based attacks, nasal filters for powerful odors and so on.

Power Defense

Range: No **Visible:** No

Description: A Hero with this power is especially resistant to Adjustment Powers.

System: *Power Level vs. Power Level*

The Power Level of defense is subtracted from the Power Level delivered by the Target. It doesn't matter how much the Adjustment Power cost the Target.

Power Cost: +1 PP per Power Level

The Wraith zaps Seven using his Soul Sucking Body Drain with a Power Level of 5. Seven has 3 Power Levels of Power Defense and will only be affected by 2 Power Levels of the Drain.

Slick

Range: No **Visible:** No

Description: The Hero is able to more easily escape bonds. It could be that he has slippery skin or that his surface is extremely smooth or perhaps a force field provides him with a frictionless surface.

System: Any form of restrictive activity that is attempted on the Hero will be at a -1 per Power Level to complete the task. In addition, the Hero will be at the same bonus to escape in the subsequent phases. Furthermore, in the case of Entangle, the Hero will reduce the Power Level by one for every Power Level he has. There are a few exceptions depending on the Target's Entangle (a force bubble might not fall prey to the Slick defense).

Power Cost: +1 PP per Power Level

The following Mod may be added to Slick:

Field: If the Hero purchases a field for his Slick power, then he may leave a "sheen" on a surface, causing a Target to be at a minus one per Power Level to any physical action while in the sheen. The Target will also be at a -1 Move per two Power Levels of effect. The Director may also impose a level of difficulty

per Power Level for the Target to stand. If the Target fails his *Athletics* roll he becomes grounded. This will also counteract Clinging on a Power Level vs. Power Level status. The standard area of effect is 1 hex.

Mod Cost:

- +1:5
- -1 MA per additional hex

Endurance Cost: 1 per TCP

If a Target has a Power Level 3 Clinging and he hits a wall affected by a Slick Field - Power Level 3, he will go sliding into the floor.

Toughness

Range: No

Visible: No

Description: A Hero with Toughness is able to convert a portion or all of his SDf into KDf. This amount can never go above his total SDf.

System: The amount is purchased in 4 intervals of 25%. This means that for every Power Level, the Player will convert ¼ of his Hero's SDf into KDf. The Hero's KDf will always fluctuate along with his SDf. If his SDf goes up or down for any reason, so will his KDf.

Power Cost: See Variants

Choose from the following Variants for Toughness:

Constant: The Toughness is constantly on and the Player will constantly retain the benefits of the KDf.

Variant Cost: +2 PP per 25%

Switch: The Hero must activate the converted points. This requires one phase of time to complete and will remain active until he turns it off.

Variant Cost: +1 PP per 25%

MOVEMENT POWERS

Movement Powers are those powers that help the Hero get from place to place. All Heroes start with running, sprinting swimming, and a leap; see Derived Characteristics, official Fuzion rules for details. These movement powers can supplement those starting values, or add new modes of movement.

We found the Classic rules to be a little lacking and a bit cumbersome so we revamped it a bit.

There are three degrees of movement:

Stroll: This is the most basic form of movement and is generally used as a leisurely way of getting from place to place or when sparring in combat with a target that involves ducking, weaving, and watching out for enemy attacks. The base is equal to the Hero's Move in Hexes. There are no modifiers for moving in this fashion.

Cruise: This is a much faster form of travel. Heroes use this as a means to get places quickly. It can readily be used for long distances as well as short. When the Hero *cruises* in combat, it is generally only useful as a means to enter or leave in a hurry. It also makes a great way to charge a Target for extra damage. The base is equal to two times the Hero's Move in Hexes. While *cruising*, the Hero is at $\frac{1}{2}$ Reflexes and Dexterity for performing additional or complex actions. This would include punching, kicking, using a weapon and so on.

Sprint: This is full tilt, all out, ass kicking speed. It is the absolute fastest the Hero can go. This was formally known as Non-Combat Movement and is used to cover short distances as fast as possible. The base is three times the Hero's Move in hexes. While Sprint is indispensable for covering as much real estate as possible in the shortest amount of time it has several drawbacks. First off, due to it's inefficiency, double all Endurance costs while traveling at theses speeds. Secondly, the Hero will be at $\frac{1}{4}$ his Dexterity and $\frac{1}{4}$ of his Reflexes for performing additional or complex actions (see above).

For both Cruise and Sprint, there is no penalty for Reflexes or Dexterity if the Hero is just moving.

Even if the Hero moves head-on into an opponent, doing a Move-Through. He will only receive the modifier if he tries to do an additional or complex action.

Just to be perfectly clear, if the Hero smashes into a guy while doing a Sprint, he will only have a modifier to his Stat if he tries to do anything other then move. So, if he just smashes into the guy, he will only do the movement damage plus his Cargo Value. His Cargo Value is equal to the Strength required to lift the Hero. See *Cargo, Move-By* and *Move-Through* below.

Enter Fists of Fuzion:

If the Hero generates a maneuver with the Advanced Modifier *Specific – Motion*, then he can shift one movement class down for purposes of stat modification. So, if he built such a maneuver and did so while *Cruising*, he would have no modifier to his Reflexes or Dexterity. If he were *Sprinting* then he would only suffer the $\frac{1}{2}$ modifier to his Reflexes and Dexterity as specified under *Cruise*.

Acceleration

Normally in Fuzion, objects accelerate at a rate of a 10 Hexes per phase until they reach their desired or maximum speed. This is just silly. For Dark Millennium, Heroes can accelerate and decelerate their Move per phase.

Cargo

This is the amount of weight your Hero accommodates with his power. See the *Cargo Point Chart* in the *Using Power Core* chapter. The Hero must include his weight into the equation as well (unless otherwise specified).

Thus if a Hero weighs 150 lbs and can accommodate 6 Cargo while gliding he could glide with an additional 650 lbs (800 – 150).

How Fast?

If you want to get an idea of how fast your Hero is going then it's very simple. Multiply your Hero's move by .7 (not by .5 as stated in the Official Fuzion rules).

It goes a little like this:

- 3 feet per hex divided by
- 3 seconds per phase equals
- 1 foot per second multiplied by
- 60 feet a minute multiplied by
- 60 minutes per hour divided by
- 5280 feet per mile
- Round to the nearest 10th

$$(3/3)(60)(60) = 3600$$

$$3600/5280 = .7 \text{ (.681515... rounded)}$$

Okay, how fucking fast is that!?

We thought it might be nice to provide some speed comparisons.

Move	MPH	Examples (S) = Sprint, (C) = Cruising
14	20	Arabian Camel (S)
18	25	Black Rhino (S)
30	43	Fastest Race Horse (S)
35	50	Thomson's Gazelle (S)
37	53	Fastest Sailing Vessel (S)
41	58	Sea Doo (S)
43	62	Cheetah (S)
48	68	Fastest Fish (Sail Fish) (S)
87	124	Peregrine Falcon in flight (S)
103	147	Medium Commercial Helicopter (C)
112	160	BMW Z8, Jaguar XKR (S)
116	166	Fastest Bicyclist (S)
127	182	Apache Combat Helicopter
136	194	Fastest Production Motorcycle (S)
140	200	Lamborghini Diablo (S)
152	217	Peregrine Falcon in dive (S)
168	240	Fastest Formula 1 (S)
196	280	Fastest Tornado (S)
224	320	Fastest Rail Train (S)
259	370	C-130 - Lg Military Cargo Plane (S)
294	420	A-10 - "Warhog" Fighter Plane (S)
376	536	Lear Jet - Small Passenger Jet (C)
393	562	DC-9 Mid Size Jet (S)
407	582	747 - Large Commercial Jet (C)
455	650	B-52 Bomber (S)
Mach 1	662	Harrier Fighter Jet
Mach 1.2	763	Land Speed Record (S)
Mach 2	1,320	"Euro-Fighter" - Fighter Jet (S)
Mach 2.2	1,510	Concord (S)
Mach 3	1,875	F-15 - Fighter Jet (S), Most Bullets
Mach 3.4	2,250	SR-71 Black Bird-Stealth Fighter (S)
Mach 6.7	4,435	Fastest Rocket Plane (S)

Many of the numbers were taken from the 2000 edition of the Guinness Book of World Records

Through and By

There are two additional rules governing combat movement. They are the *Move-By* and the *Move-Through*. These must be declared as such when announcing the attack. Just because the Hero is moving during combat, does not mean that he is doing a *Move-By* or a *Move-Through*. However, the Director may force the Player to treat it as such if he deems it necessary.

If the Hero is moving 10 Hexes a phase and decides to go straight through a Target who is 8 hexes away then the Director would be correct in making the Player declare a Move-Through.

Move-By: This is for an attack that occurs during substantial movement. This attack will only use the movement to increase the effect and will not use the Target as a *landing zone*. It is quite often used when passing a target during movement or when entering combat with a Target that was too far away. Add ¼ of the Hero's movement (round down) that phase to ½ his Cargo Value (round down) for the attack. The Hero will take the extra DC as well in SDm. He can reduce the amount of DC he takes by 1 for every -1 to AV he assumes.

*The Bullet declares a Move-By Punch on Iron Hand. If successful, he will be able to apply ¼ of his movement and ½ of his Cargo Value that phase to his Strength for damage. He decides to do this at Cruising speed. Normally he would be at ½ Reflexes and Dexterity to pull this off but since he built a maneuver (**Fists of Fuzion**) with Specific - Motion, he will be able to use his full Reflexes and Dexterity.*

*The Bullet swooshes past Iron Hand at a speed of 24. He attacks him in the 10th hex and continues past him for 14 hexes. This is not a trained maneuver (**Fists of Fuzion**) and he will not add his Strength to the damage. He will add 6 for movement (24/4=6) and 2 for Cargo (heroic adult male - 4 Cargo Points). He does a total of 8 DC SDm (24 Hexes moved in the phase + a Cargo Value of 4) for the attack. He now must take 8 DC SDm to himself. Notice, there is no modifier to his stat.*

In this example, he could have taken a -3 to AV and only taken 5 DC of SDm.

Move-Through: When an attack involves movement that the Player wishes to include for his Heroes damage and the movement is completely focused on the Target then it is considered a *Move-Through*. Much like a *Move-By*, the Player adds the Hero's movement and Cargo Value for damage calculation. Except with a *Move-Through* he gets $\frac{1}{2}$ of his movement plus his entire Cargo Value. He must take the same amount of SDm that the movement adds to his attack. Again, he can subtract 1 from his AV for every DC he lowers the damage he takes to himself.

Our man Bullet decides to do the same attack to the next guy, but now he decides to do a Move-Through. This time he will be delivering 16 DC SDm (12 for movement +4 for Cargo). He will also take the same amount of damage. Notice, there is no modifier to his stat.

*Later on down the road, Bullet decides to make a trained maneuver (**Fists of Fuzion**) for this attack. He builds the maneuver with Specific – Motion. Now his attack is very different. He will add his Strength of 7 to the damage. He will use his Martial Arts skill to deliver the attack (rather than Flight or UP – Flying). However, he will have to consider the stat modifiers for Cruising while Sprinting. He will still take the damage from his Cargo Value, his Movement and his Strength to this value.*

If the Hero picks up a much heavier object to hit his opponent with, then calculate for that object's Cargo Point value instead. Unless the Hero tries to remain holding the object he will take no damage from the impact. If he holds onto the object then he will of course take damage as well. Doing this is treated as a complex action and the Hero would have to assume any movement modifiers (unless he attached Specific – Motion and Weapon – X, **Fists of Fuzion**).

Bullet scoops up an Armored car to nail his opponent. The car has a Cargo Value of 10. He is moving at a rate of 18. He lets go of the car at the last moment and it slams the opponent. The damage is 19 DC KDm (10+9) or 6 Kills on a Mecha Scale. But he was lucky to hit at all due to the fact that he was at $\frac{1}{4}$ Reflexes and he left himself open to attack with his $\frac{1}{2}$ Dexterity. The Armored Car can only deliver as much damage as it has to offer. Thus, if the Armored car can only take 50 points of damage, then that is all it can give out.

Sounds too powerful? Imagine being hit by a flying armored car barreling at you. Besides, the Hero has to be able to pick the damn thing up first and then he has to score a hit. Additionally, the object can only deliver as much damage as it can take. Spend the same amount of points on defenses and your not really going to have to worry too much about it.

If you put the same amount of points into Dexterity as he put into Strength then he has little chance of hitting you!

Moving Target

It's much harder to hit a moving target. Especially really fast moving targets. Normal combat movement is considered with the use of Standard Evasion but this does not include extraneous movement. For movement over 4 Hexes per phase, apply a +1 to EV and an additional +1 per 5.

Bullet whips around the corner into a hail of gunfire. He goes to Sprinting Speed and tries to avoid the gunfire. He will have a standard evade of 12 (His Athletics AV) + 2 (Standard Evade bonus) + 3 (moving 18 hexes) for a total of a 17 Standard Evasion.

Escape Velocity

To get into orbit, the Hero would have to maintain 1-G initial acceleration. The Hero would then need to maintain that speed until he breached the atmosphere. There are a ton of calculations that include mass, friction, gravity and so on. For simplicity we assume that Heroes that can travel at Mach 32 (7 miles per second) can escape Earth's atmosphere.

Other Atmospheres

When traveling in an atmosphere there is friction. All movement is based on Earth's friction. When traveling to other planets or dimensions it is possible to encounter other atmospheres. Whatever the atmospheric density is, multiply the Hero's top speed by the inverse to determine his top speed in that atmosphere.

What???

Okay, let's not get all crazy here. For the most part, it should not happen to often. Directors should keep it simple and not use worlds that have different atmospheres all that often. This rule only exists to fit such an occurrence. So here's the deal. If the atmosphere is .8 Earth's, then the Hero

can travel at 1.2 his normal maximum. Should it be 1.2 Earth's density, then he will only be able to max out at .8 normal. Furthermore, in the vast nothingness of outer space there is no maximum top speed. The Hero will be able to accelerate every phase and obtain any speed. Heroes should be careful though, because they might need to decelerate in a hurry.

Movement Mods

The following Mods can be added to any Movement Power.

90° Turn: Normally a Hero would break his neck trying to pull a 90° turn while moving at full tilt. It would be at least an Incredible Difficulty task. With this Mod the Hero will not begin to suffer modifiers from maneuvers until they require more than a 90° turn.

Mod Cost: +1:3

180° Turn: Very similar to the above mentioned, this Mod allows the Hero to simply ignore turning modifiers when maneuvering.

Mod Cost: +1:2

Instant Acceleration: With this Mod the Hero can instantly go his top speed and slow with the same veracity.

Mod Cost: +1:2

Slow Acceleration: With this Mod the Hero can only accelerate and decelerate at half his Move per phase.

Mod Cost: -1:3

Wide Turns: The Hero must make wider turns when maneuvering. Normally, a Hero must travel 1 hex for each facing shift (60 degrees). When purchasing this Mod, the Hero must travel 2 hexes per facing change or suffer a 1-difficulty penalty. If your not using hexes then just increase all tight maneuvering difficulties by 1 Difficulty Level.

Mod Cost: -1:3

Arboreal Movement

Range: No

Visible: No

Description: If the Hero is amongst dense tree growth he can bounce from branch to branch along with using vines to swing. This will allow him to travel amongst the treetops rather than along the jungle floor. AAAuhuuuhhAAAAaaa!

System: The Hero can cover distances equal to his Move (Stroll, Cruise and Sprint) while in dense tree growth.

Power Cost: +2 PP

This could also be used as Urban Movement if the hero had a means to grab onto buildings and could actually leap far enough to go from building to building.

Clinging

Range: No

Visible: No

Description: This power allows the Hero to stick to walls and sheer surfaces and move on them as if they were the ground it's self. The Hero can literally walk on walls and ceilings. It will also help him hold onto fast moving objects and it will make it harder to pull him loose from a surface.

System: The Hero can hold onto and move along surfaces other than those allowed by gravity. To this end there are two factors to remember. If he is trying to defy gravity (wall crawl) then he will need to add his weight into the Cargo. If he is on the ground then he does not. Duh!

Well, it's important, because if a Target or force tries to pull him from his position it will make a difference (and don't forget there are gravity powers to consider). To pull the Hero loose from a surface the Target will need to be able to lift the Hero's Power Level in Cargo Points, but the Hero will be able to add his weight if he is on the ground or a gravitational surface.

Soft earth, sand and gravel work against the Hero though. If the Target ripped the Hero from a freshly laid lawn he would not need to accommodate all of the Hero's Cargo (clinging) value as the soft earth and grass would come loose easily. For this and weights that exceed the limit it will be a Directors call as to how the Power Level is affected.

A Hero with Clinging adds his Power Level to his Body when calculating Knockback, so long as he is in contact with a level surface and the power is active.

For every Power Level the Hero will be able to accommodate 2 Cargo Points.

Power Cost: +1 PP per Power Level

Cohesion

Range: No **Visible:** No

Description: The Hero is able to cause liquefied objects to act as a solid. This will allow him to move across surfaces that he would usually sink into and will stop the liquid from free flow or splash. He will also be able to keep liquids from flowing away. He could literally make 5 gallons of water into a ball that he could carry around.

System: For every Power Level the Hero applies, the surface will support 1 Cargo Point worth of material and will require 1 point of Strength to break. The area of effect is one hex and if the Player wishes to improve upon this, he may want to purchase the Power Modifier - Area Effect.

Power Cost: +1 PP per Power Level

"Prove to me that your no fool..... Walk across my swimmin' pool."



Flight

Range: No **Visible:** Yes

This power has seen some aggressive adjustments from what you may be used to so please read carefully.

Description: With this power the Hero becomes capable of airborne travel. It will allow the Hero to travel in the air as he would upon land.

System: There are several types of flight. They range from Gliding to Warp speed and could come from wings, telekinesis, or even gravitic wave riding. See Variants for system description.

Power Cost: See Variants

Endurance Cost: See Variants

Choose from the following Variants:

Standard: With this power the Hero has propulsive flight ability, is able gain and maintain altitude and can accelerate by his own power. The speed at which the Hero can fly is equal to his Move multiplied by his Power Level. If he wishes to move with more Cargo then he will need to purchase the Power Modifier Cargo. Otherwise divide his flight speed by the extra Cargo value.

Variant Cost:

- +6 PP for PL 1
 - +2 PP per additional PL
- Endurance Cost:** 1 per OCP + Move

Flying Tiger has a Move of 6. He buys Standard Flight for +6 Power Points. This will allow him to fly at 6, 12 and 18 hexes a phase. He then upgrades it 2 Power Levels for +4 PP. Now he can fly at 18, 36 and 54 hexes a phase.

Propulsion: This is the same type of Flight as Standard but is intended for an object or Hero that has no initial Move. Or, the Player may not want the power to be attached to his Move. For every Power Level, the Hero will have a Flight Move of 2 with his weight in Cargo. This will be his Strolling speed. He may Cruise and Sprint as per the normal rules.

If he wishes to move with more Cargo then he will need to purchase the Power Modifier Cargo. Otherwise divide his flight speed by the extra Cargo value.

Variant Cost: +1 PP per Power Level

Endurance Cost: 1 per OCP

Gliding: A Hero with this power can glide through the air. A Gliding Hero has some control over his movement, but not the total control provided by a powered form of Flight. A Gliding Hero must drop 1 Hex per Phase to gain 1 point of Move. While a Hero will

generally lose 2 points of Move per hex gained. The Hero could hit a thermal or perhaps an upward gust (difficulty 18) and get the altitude at no additional loss. He could just as easily hit an air pocket and drop 4 or 5 Hexes in a phase. So, there is no speed level to buy, the Hero gains speed as he drops and loses it as he ascends.

The cost of the power is based on the amount of Cargo Points that he can glide with. He must accommodate his own weight including equipment and any passengers. If he attempts to glide over his Cargo limit then start at Competent and add one Difficulty Level per point of Cargo he is over. This roll must be successful every phase of his Flight or he will lose 1 hex per point missed that phase.

Variant Cost:

- +2 PP for Gliding
- +1 PP per 2 Cargo Points

Endurance Cost: 1 per OCP

Alex Storm has a glider pack that can accommodate 4 cargo points of weight. That equates to 350 pounds. He and his equipment weigh in at about 250 pounds. He scoops up two of his falling teammates (we'll ignore the teammates velocity to keep things simple and fun) whose combined weights are 615 pounds. That's a total of 865 pounds. This puts him at 6 Cargo Points (we rounded). He now must make his difficulty roll every phase or he will drop. He's 3 points over so he has to make a Legendary roll or begin to descend. His Reflexes are 6 and his UP – Gliding is level 5. He rolls a 4 and this gives him a total of 15. Oh, shit! He needed a 21, that's 7 points short. He will drop 7 Hexes (21 feet) this phase.

Supersonic Flight: This power allows a Hero to fly at Mach speeds (>750 mph). While Mach Speed is relative to two factors (density and temperature), we are just going to assume that 1 Mach = 750mph as far as Super Sonic Flight is concerned (yes, this is different from the speed chart and no, we are not just making this shit up). Acceleration is at a rate of 1/5 of the highest obtainable speed. Mach 5 is the highest speed that should be allowed in the atmosphere without Speed Resistance. At that point the Hero is being subjected to forces that would really be tearing him apart. Up until this point we assume that his body can handle it

but this is a freebie and anything over Mach 5 is just ridiculous.

Variant Cost:

- +1 PP per Mach, up to Mach 7
- +1 PP per 5 Mach Levels beyond Mach 7

Endurance Cost: 1 per OCP

Speed Resistance: This Mod will allow the Hero to resist the effects of friction and heat due to excessively high rates of speed. The Hero will not take damage from the heat or friction due to traveling his flying speed.

Mod Cost: +1:5

This is a gratuitous gimmie power because it will only protect him from these conditions for the purposes of flight. It will not protect him from heat attacks even though it should. To do that would make things very difficult because you would have to know exactly how much heat is involved during those speeds. Then the Hero would need immunity to heat at that DC. It's just too much to account for in an easygoing universe like Fuzion.

Warp: This movement power allows the Hero to travel faster than light while in space. The power will not protect the Hero from the hazards of space travel so the player will have to make allowances for this. The Hero will be able to travel at $5^{\text{Power Level}}$ (5 to an exponent equal to the Power Level) light years per year. The following chart is provided for those of you without a handy calculator.

Warp Speed Calculation			
Power Level	Per Year	Per Day	Per Hour
1	5	.015	What ever!
2	25	.030	
3	125	.34	
4	625	1.7	.07
5	3125	8.56	.36
6	15,625	43	1.78
7	78,125	214	8.9
8	390,625	1,070	44.6
9	1,953,125	5,351	223
10	9,765,625	26,755	1,115

Variant Cost: +1 PP per Power Level

Hyper Leap

Range: No

Visible: No

Description: This power enhances a Hero's natural leap.

System: Multiply the Power Level by the Hero's normal Derived Stat Leap (equal to the Hero's Move Stat).

Remember that the Hero does not have to jump his full amount every time.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per PP + Move

A level 5 Hyper Leap for Wyld Kat would modify his 6 Leap to a 30.

Hyper Running

Range: No

Visible: No

Description: A Hero with this power can run faster than normal.

System: Multiply the Power Level +1 by the Hero's Stroll, Cruise or Sprint values.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per PP + Move

So if Tommy (as in Thompson's Gazelle) has a Move of 7 and a Hyper Running Power Level of 5, he could move 70 hexes on a Cruise. Or, 105 at full tilt. Whooha that's fast.

Hyper Swimming

Range: No

Visible: No

Description: This power allows the Hero to swim faster than normal.

System: Swimming increases the Hero's Derived Swim Stat. Multiply the Power Level by the Hero's normal Swim.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per PP + Move

A level 5 Hyper Swimming for U-Man would modify his 5 Swim to a 25.

Projection

Range: No

Visible: No

Description: This is the ability to leave the body behind and allow the soul to float freely within the dimensional Membrane (Astral Plane).

System: For every Power Level the Hero purchases he will be allowed to stay within the membrane for up to two hours. When his time is up the body will pull the soul back. The Hero will need to rest the equivalent amount of time spent in the membrane upon returning.

While the soul is in the Membrane, the body will remain in a state of suspended animation but will also be defenseless to intruding souls. The Hero leaves an umbilical cord to his body that will allow his soul to find its way home and keep the body alive. Should a stray soul try to enter the body the cord will convey a distress signal to the soul. The soul can return to the body at a blistering speed along the cord. Unless the Director wants to displace the Hero's soul or if the Player is abusing this ability then he should always be able to make it back in time to fight for his body. Treat the combat as normal. If the Hero has a magical sword in the real world he should be able to manifest it in the membrane (this is until **Crossover – Sons of Fuzion** is released with astral combat rules). In addition, Heroes with this ability can retrieve those trapped within the membrane during a failed or malicious teleport.

While within the membrane the Hero can peer into the same dimension his body occupies and see other creatures within the Membrane. The *Dimensional Sense* power would allow the Hero to see into other dimensions as well. No one can see, hear or harm the Hero by normal means. If the Hero purchases the modifier, Crossover - X, then he can affect creatures with his power that reside within the dimension specified (to affect someone he is looking at in another dimension). In the Membrane, obstacles such as walls are not present so the Hero is able to move freely to any part without restriction. Thus, a Hero could go into the Membrane in one room of a house and then go to the corresponding location in the Membrane without being barred by any walls or doors. He could then spy on what was transpiring in that room.

Power Cost: +1 PP per Power Level

There is a defense against spying Astral Beings. If a Hero has Force Wall and attaches Crossover – Membrane, then the Target will encounter a wall that he must bust through. See Force Wall for the particulars.

Swinging

Range: No **Visible:** Yes

Description: A Hero with this power can swing distances from a line. The Hero can also swing up to a certain location by attaching a line.

System: To use Swinging the Hero must be able to attach his swing lines to high buildings, trees, cliff sides, or other high structures. It is assumed that the Hero can climb his apparatus without making a climb roll. Under stressful or unusual circumstances, the Director might ask the Player to make a roll to see if the Hero loses his grip. This would be based on the situation. The Director would assign a difficulty that he sees fit. Realistically the distance a Hero could cover every phase would be based upon the length of any given line, wind resistance, etc. Cost is based on Cargo, due to weight limitation. Thus, if the Hero wanted to swing with someone else he would have to be able to accommodate the other person's weight as well. It would be a Director's call for weights that exceed the limit. The Hero can accommodate 1 Cargo Point per Power Level.

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per Power Level

Teleportation

Range: No **Visible:** Yes

Description: A Hero with this power can disappear from one point and appear at another (or the same place at a later time) by passing through the dimensional membrane and transversing lay lines, folding space or anyway you see fit to describe.

System: It is important to remember that a fast moving Hero stays fast moving during transit and resurgence. Thus, a Hero who teleports to the ground after falling out of a plane, will appear at the ground with the same momentum as he started transit with (IE – He'll go splat anyway). It is also important to note that a Hero who teleports into a substance will be affected as his body is used pry open a spot in that substance. So, if a

Hero were to perform a blind teleport and landed in rock he would have to be sturdy enough to shove the rock aside or be killed trying. Rule of thumb, if the Hero cannot displace the substance he is going into with his body without taking damage he will be injured (and encased in the substance) or be a severely crushed cadaver for a land developer to find 20 years from now. The Hero must be familiar with his destination or be able to see it and know his location in reference to that point. If not, it will be treated as a blind teleport.

For blind teleports allow the Player a 3d10 roll, the more ones the worse off the landing, the more tens the better. Each luck point will erase a one or add a ten. A Hero Point will give the Hero an automatic three tens and erase all ones. The Hero can always teleport his weight. Additional weight steps him up the difficulty chart. For every cargo point over his allowed amount, add 1 to the Difficulty Level. There are several different types of Teleportation, and several Mods to counteract the disadvantages of this dangerous form of travel.

Power Cost: +4 PP + Variant Cost
Endurance Cost: 2 per OCP

Choose one or more of these Variants as your form(s) of Teleportation.

Blink: The Hero blinks out of existence for a specified period of time and then reappears in the exact same spot. He achieves this by wrapping himself with the dimensional Membrane. This takes one action and could be done before or after the Hero attacks (or anything else). He can basically use it as a dodge and remain in it until his duration ends or until the Hero chooses to drop out. Another person with this type of teleport could enter the same pocket if he knew where the Hero was. If the Hero knew that person was trying to enter and wanted to stop him, they could compare UP-Blink skill checks. If the Hero wins, the Target would not be able to open the Hero's pocket. At Power Level 1 the Hero is able to sustain his power for one full phase and may step down one level on the timetable for each additional Power Level. **Add for OCP calculations.**

Variant Cost: +1 PP per Power Level

Membrane: Normally the Hero cannot see through the membrane during his stay but this Mod will make it possible. **Add for OCP calculations.**

Mod Cost: +2 PP

Combat: This form of teleport allows the Hero to move a distance equal to his Move (Stroll, Cruise and Sprint; all movement modifiers still apply). As with other movement powers, multiply the Hero's normal movement by his Power Level for the new distance. The big bonus is that the Player doesn't have to deal with any obstacles. **Add for OCP calculations.**

Variant Cost: +1 PP per Power Level

Thus, a Power Level of 7 would allow Wraith (with a Move of 4) to teleport (Cruise) 56 hexes in a single phase and still be able to attack (with $\frac{1}{2}$ Reflexes and $\frac{1}{2}$ Dexterity). This would not be considered a Move-By or a Move-Through.

Dimensional: This allows the Hero to transit to other dimensions. These could include The Net, The Gaia, another parallel earth, or whatever. Hell and Heaven have been blocked off and require special means to transit to and from them (See Crossover, **Sons of Fuzion**). The Hero can purchase any number of dimensions but this is, however, a one-way trip. If he wishes to return home he must purchase his home dimension. He may also purchase a random transit that will allow him to pop to any random dimension. Or, he can purchase the power to allow him to transit to any dimension he desires. His landing spot will always vary unless he purchases a destination for a certain dimension. **Add for OCP calculations.**

Variant Cost:

- +2 PP per dimension
- +2 PP for any random dimension
- +8 PP for any desired dimension

Standard: This form of teleport is the most common type and is designed for long distance travel. It cannot be used for combat because it requires a full phase to begin transit, 1 phase per mile and 1 phase to manifest. During dematerialization and

rematerialization the Hero cannot defend himself or attack. He will be vulnerable but will only take $\frac{1}{2}$ damage from any form of attack. The Hero is able to Teleport up to $5^{\text{Power Level}}$ in miles in one transit. **Add cost for OCP calculations.**

Variant Cost: +1 PP per Power Level

Power Level 4 = 5^4 miles or $5 \times 5 \times 5 \times 5 = 625$ miles

Trek: This form of Teleportation is for extremely long distances. It is pretty much used for stellar travel. The core distance is 5 light years (about 29 trillion miles). The Hero can travel less than 5 light years but never less than 1. For every Power Level purchased, raise the core distance to that power. Players should purchase a Destination or their Heroes will probably land in space. It takes 1 round per light year to complete transit. **Add for OCP calculations.**

Variant Cost: +1 PP per Power Level

Thus, if the Hero has Teleport-Trek at Power Level 5 he could travel up to 3,125 Light Years per transit ($5^5 = 5 \times 5 \times 5 \times 5 \times 5 = 3,125$).

Time (Optional): With this type of Teleportation the Hero is able to transgress the boundaries of time itself. It's up to the Director to handle the specifics of time travel. Paradoxes like killing your grandfather as a child would be up to him.

Variant Cost: Up to Director.

We are not providing rules for this type of power because it would involve a complex write up for a power that we do not agree with or support but you are free to do so if you wish.

General Mods: Attach the following Mods to any of the Teleportation Variants.

Additional Weight: This Mod allows the Hero to carry more weight without suffering a difficulty penalty. For every Power Level the Hero can take 1 Cargo Point worth weight with him. If the Hero attempts to take extra weight with him, raise the difficulty 1 level for each extra Cargo Point. As usual, start the difficulty

level at Competent. Failed rolls could mean no transit, transit without cargo, injury or even death on a bad enough roll (only if he fumbled trying to take a battleship with him). **Add for OCP calculations.**

Mod Cost: +1 PP per Power Level

Density Shift: With this Mod the Hero is guaranteed a safe landing. The Hero's power has a density proximity buffer, which will keep him from fusing into things like walls or rocks. It will shift the Hero the shortest distance to safety. Safety is, however a relative thing. The power is not smart and it could shove the Hero off the edge of a cliff or in front of a moving car, but he never has to worry about landing with one foot fused into the floor. If the Hero's form is strong enough to displace the matter without harm (water, air, mud) then this Mod will not kick-in.

Mod Cost: +1:4

Destination: This Mod allows a Hero to leave a signature in any place he has occupied and has to leave the signature while in that place. He will still have to be able to teleport that distance but will not need to know his current location. He will have a sense of whether he is within range but will not know the exact range itself. The Player can, however, spend extra points and his Hero will always know the exact distance between himself and the destination so long as he is with-in range of that destination. The Power Level indicates how many destinations the Hero can have at any given time. If the Hero has 3 destinations and wanted to add another one, he would have to purchase a new destination or ditch one of his existing destinations.

As for moving destinations, it's up to the Director's interpretation of teleport. The Earth is moving, the universe is moving and thus, everything is in motion in this ever-expanding universe. Is a fixed point really a fixed point? We generally assume that all movement powers are based on the closest large gravitational body's speed (Earth or a Space Station). Assume, one Destination per PL.

Mod Cost:

- +1 OP per Power Level
- +2 OP per Power Level with Destination

Gate: With this Mod, the Hero must take an extra phase to open a portal to his destination. A wormhole with an opening on both sides will manifest. Each opening starts as tall as the Hero and can be modified to be larger. During its existence any number of creatures or objects smaller than the opening can transit through the Wormhole from either entrance. The wormhole will stay open until the Hero closes it. He can collapse it at any time unless he transits. If he enters the wormhole he will be able to collapse it 1 phase after he transits to the other side. Any beings or objects in transit with-in the wormhole during collapse will be shoved to whichever side they are closest to. If the Hero wishes, he can close one side first and send the object to the other side. This would require a Heroic difficulty roll. With a Legendary Difficulty he could close both ends of the wormhole and leave the Target trapped in The Membrane until he escaped, was rescued or was destroyed. Once an object begins transit it cannot stop until it reaches the other side.

Variant Cost: +1:4

Endurance Cost: +1 per phase per OCP

Link: The Hero is able to teleport to any destination that he has any form of sensory link to without having to make a blind teleport roll. This could be to the other end of the phone line or a location being broadcast on live TV. The Hero must be able to accommodate the distance though.

Mod Cost: +1:4

Objects: This is for Teleporting things other than the Hero. The Hero could teleport a gun out of someone's hand or could Teleport a Target to the Moon. The Hero will have to make a UP-Teleport skill + Will + d10 roll vs. the Targets Resistance + Power Defense + d10 to successfully perform this task. If an item is in a Target's hand than the item will be able to use the Target's defenses.

Variant Cost: +1:2

Speed Shift: This Mod will stop a Hero from splatting after teleporting from high speed. The Hero will appear with no momentum.

Mod Cost: +1:4

Tunneling

Range: No

Visible: Yes

Description: Tunneling allows the Hero to move through the ground by creating a tunnel roughly his own size.

System: Tunneling begins at a 0 Move and is always a Stroll. For every Power Level, the Hero will be able to move 1 hex per phase. Most substances have a KDf value, see the powers Armor and Force Wall (and see **Hell's Cookbook** for additional values). The Hero must defeat the KDf to tunnel through a substance. For every point of Intensity, the Hero will be able to reduce the KDf of a substance by 1 point. If the Hero does not have enough Power Levels to go through a substance then he cannot tunnel through it.

Power Cost:

- +1 PP per Power Level
- +1 PP per point of Intensity

Endurance Cost: 1 per PL + Intensity used

Volcano has an Intensity 10 and 6 Power Levels. He can plow through 10 KDf at 6 Hexes a phase.

Closed: The tunnel is normally left open behind the Hero. With this mod, the Hero will be able to close it behind himself.

Mod Cost: +1:4



ADJUSTMENT POWERS

Adjusting a Stat or Power is done as a Power Point versus Power Point check. All Stats or Powers that the Adjustment Power affects must be chosen when the power is purchased unless otherwise modified. All Adjustment Powers only affect one Power, which must be chosen by the Player during the purchase. There are several Mods that will allow him to affect multiple powers and stats or all the above. Read through the entire section and take some time to make sure you understand how this works before you purchase anything. It's a little bit more complicated than standard Fuzion but it is **way** more flexible.

When adjusting a Target's power (or stat, depends on power variables) a successful attack roll (AV + d10 vs. DV +d10 or Standard Evade) will adjust the Target's power (or stat) by the amount of Power Points he possesses minus any Power Defense the Target may have. Should a secondary stat be affected then retain the multiple for the effect.

Thus 5 PP worth of Hits is 25 Hits. But 1 point of Power Defense in this case would protect for 5 Hits.

Also, Adjustment Powers striking a power with-in a multi-power will always strike the multi-power at the base cost (do not add in the sub costs; +2m).

Mr. Cool has Dampening Fire FX. He nails Hot Foot for a Dampening Power Level of 5 for his Fire Wounding Attack. His Fire Multi-power would be treated as being 5 PP lower.

Stats, by default, are not affected. However, if they are above 7 (which makes them a power) they can be. This only applies to the points above 7 or stats bought as powers.

The Wraith zaps Gristle with his Sole Sucking Body Drain of 5. Gristle has 3 Power Levels of Power Defense and only losses 2 PP of Body. Since he has a Super Body of 8, the last Stat point of Body cost him 2 PP. His Body goes down by only 1 point. The Wraith will gain 2 PP worth of Body. He has a 3 Body, so this will raise it to a 5.

The Power Points gained or lost via an Adjustment Power return to their previous value at the rate of 1 PP a phase, by default. This rate can be adjusted on the Time Table. Check the Power Modifier *Time Dial* for the cost.

The Wraith will have a 5 Body at the beginning of the next phase. The following phase it will drop to 4 and Gristle will gain a point back. The phase after that, The Wraith will return to a 3 Body and Grizzle will regain his full body.

If the Hero boosts a Target's points then the Target must also assume any modifier for Power Defense he may have.

That's right, it goes both ways.

You will find that Stat groups come into play when using Adjustment Powers. We modified the allocation of these groups. The new stat groups are as follows:

Physique: Strength, Body, and Constitution.

Agility: Reflexes, Dexterity, Technique and Move.

Mental: Intelligence, Willpower and Presence.

You may use this variation or you can keep Move it's own group, it's up to you. We personally prefer it this way.

Just to be clear. By default, an adjustment power will only affect powers. This includes super stats, which are those above 7 or those purchased as a super stat.

There is an Adjustment Mod that will allow the power to affect normal stats. Without this Mod, the power will never affect normal stats at all.

Again, these powers are a bit complex but if you take it one step at a time and you get used to them you will appreciate their flexibility.

As with any of the rules in this book, you may write us at any time with any questions and we will be happy to answer each one to the best of our ability. Please be concise and write in complete sentences with punctuation. While we are more than happy to provide support for all of our work, we cannot help you if we do not understand the question.

Adjustment Mods

Before we delve into the actual powers there are several Mods that may affect any of the Adjustment powers. The actual powers are written as though the Player has not purchased any of the following Mods and is how the power will work without these Mods attached. So if it says that the Player must choose a power for the power in question to work on, then it does not mean that he cannot modify it to work with stats as well. It is just stating that without purchasing the Mod - Stats, the Player will have to choose a power.

Here are the Mods:

Free Flow Mods: The following Mods allow the Hero to be more flexible with the points he is adjusting. Differing from Grouping Mods, Free Flow Mods allow the Hero to adjust **any** rather than **all** powers or stats within a group.

Power FX: The Player will choose an FX that his Hero may adjust any power from. He may choose 1 FX to begin with and add more at additional cost.

Mod Cost:

- +1:4 for 1 FX
- -1 MA for each additional

The Hero could choose an FX like any fire, electric or kinetic based powers.

Power Core: The Player will choose a Power Core that his Hero may adjust any power from. He may choose 1 Power Core to begin with and add extra Power Cores for additional points.

Mod Cost:

- +1:3 for 1 Power Core
- -1 MA for each additional

This would be for entire Power Cores like magic, technology, elemental or evil powers.

Full Power: The Hero will be able to adjust any power from any FX or Core.

Mod Cost: +1:1

The Hero would be able to adjust any of a Target's powers.

Stat Groups: The Player will choose one stat group that the Hero will be able to adjust any of the stats from. Remember, by default, this means any super stat.

Mod Cost:

- +1:4 for 1 Stat Group
- -1 MA for each additional

The Player will choose from Physique, Agility or Mental.

Any Stat: The Hero will be able to adjust any of the Target's stats. Remember, by default, this means any super stat.

Mod Cost: +1:2

Grouping Mods: With these Mods a Hero may affect more than the usual amount of a Target's powers. So, the Hero could adjust an entire range of powers at a time. If the Hero receives points from the adjustment he will only gain the level of the adjustment from each power, not the sum of the total Target adjustment.

A 5 PP transfer that affects 5 powers will only yield 5 PP per power to the Player not 25 points to one power. Thus, the Player needs to specify several locations for allocation if he wishes to get the most out of his Hero's power.

In one case, a Hero was able to Transfer 5 PP from every stat of the Target. The problem was that he wanted to jam every drained point into one stat. It's logical that this should work but it is unbalancing. He has to have a different output for each input or the extra drained points are simply lost. If a Player wants a Hero to be able to drain 5 Stats and have them all go into one stat, then he needs to purchase Drain 5 times and specify a different stat for each one to target and the same stat to modify. He then should attach a Link to each one and use it as one massive attack. It's the only fair and sensible way to do it.

POWER CORE

Power FX: The Player will choose an FX that his Hero may adjust all powers from. He may choose 1 FX to begin with and add more at additional cost.

Mod Cost:

- +1:2 for 1 FX
- -1 MA for each additional

The Hero could chose types of powers like all fire, electric or kinetic based powers.

Power Core: The Player will choose a Power Core that his Hero may adjust all powers from. He may choose 1 Power Core to begin with and add extra Power Cores for additional points.

Mod Cost:

- +1:1 for 1 Power Core
- -1 MA for each additional

This would be for entire power groups like all magic, technology, elemental or Sin powers.

Full Power: The Hero will be able to adjust any power from any FX or Core.

Mod Cost: +3:1

The Hero would be able to adjust all of any Target's powers.

Stat Groups: The Player will choose one stat group that the Hero will be able to adjust all of the stats from. By default, this is only for super stats.

Mod Cost:

- +1:2 for 1 Stat Group
- -1 MA for each additional

The Player will choose from Physique, Agility or Mental.

Any Stat: The Hero will be able to adjust all of the Target's stats. By default, this is only for super stats.

Mod Cost: +2:1

Stat Mods: These are modifiers for adjusting non-powered stats.

Either: This modifier allows the adjustment of a normal stat or a secondary stat.

Mod Cost: +1:4

Both: This is a Mod for any Adjustment Power affecting a statistic. With this Mod the Hero will not only affect a primary stat or secondary stat but will affect the primary and all of the secondary stats associated with it.

Mod Cost: -2 MA

Skills: Nothing is sacred. This Mod will cause the Adjustment Power to affect skills as it would powers or stats. Assume 1 Skill level in place of 1 PP.

If the Adjustment is of a power as well then the Hero should get the skill(s) to go with that power.

Mod Cost: +1:3

Prolong: Normally, powers return to their previous state at a rate of 1 PP per phase. By adding Prolong, the Hero will alter the rate by stepping down the Time Table 1 step per Power Level.

Mod Cost:

- +1:3 for Power Level 1
- -1 MA per additional Power Level

A power that we tried to cover in this section but was unable to was the ability to absorb the properties of objects. It would have required a bunch of value charts and would have been complicated as hell. If you want to do this then purchase the powers that would reflect this ability (like armor, desolidification or wounding - damage field). Now, put them into a Morphing Pool and specify a component (such as that element) as a modifier.

Now onto the powers...

Absorption

Range: No

Visible: No

Description: This is the ability for a Hero to absorb part of a specified damage FX (electricity, heat, radiation, kinetic, mental blast, etc.) and add the points to a predetermined power or stat of his choice. This may or may not act as a defense.

System: The PP the Hero absorbs will be allocated as specified by the Player during power purchase. The amount of absorption has nothing to do with damage delivered, only the Power Level of the attack. The Player must choose the damage FX (fire, cold, electricity) and must choose its destination (Strength, Wounding, Armor, Endurance and so on). Don't forget, this damage could come from any source, not only a Target. Thus, the Hero could jump into a fire or grab a hold of a power line to charge up!

This power does not take an action to use. It happens automatically. The Hero may only have as many points allocated as he can absorb at any given time. It is important to note that the PP of absorption comes off of the Power Level before any modifiers. So, Killing would only be applied to the left over PP.

Power Cost: See Variants

Endurance Cost: 1 per 2 TCP

Conduit can absorb 6 PP of electricity and can drop these points into Strength. He may only have an additional 6 PP of Strength from this power at any given time.

Furthermore, the 6 PP comes off the top and right from the OCP. A 6 DC KDM would be treated the same as an Area Effect – Explosion, Killing, Armor Piercing 6 DC KDM, even though the later was much more expensive in total. If he was hit by a 7 DC KDM burst then he would only suffer 1 KDM of damage.

Choose one of the following Variants:

Absorption Threshold: With this form of adsorption the Hero will take full damage but will also be able to eat his threshold of the power for his own use. He may Absorb 1 PP per Power Level

Variant Cost: +1 PP per Power Level

Conduit can eat 6 PP of electricity. These

points can then be dropped into Strength. However, he still takes 6 PP of damage from the attack.

Absorption Defense: With this version of Adsorption, the Hero first lowers the PP by his threshold level and then eats that power adding it to his own. Damage delivered is based on PP left in attack.

Variant Cost: +2 PP per Power Level

Conduit eventually grew to be able to eat the electricity before it injured him. Now he is able to absorb 6 PP of electricity and will only take damage from any extra PP in the attack.

Aid

Range: No

Visible: No

Description: The ability to temporarily raise a Target's specified power. He must specify the power at the time of purchase.

System: For every Power Level, the Hero can boost a Power by 1 PP. This can be used on himself or others. If a Primary or Secondary Stat is aided (with the Mod) it will return back to its previous state as do the Aided powers. Restoration of a stat to its normal levels from a previous Adjustment does not fade. The Player must specify which power and FX this is during purchase.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per 2 TCP

This does not make a good healing effect. If the Hero were to Aid Hits, it would be a short-lived cure. As the PP wore off, the wounds would reopen.

The following Mod may be added to Aid:

Battery: The Target may store the PP for later use. No power can be modified while the PP are in storage and will begin to fade at normal rate once allocated. A Target cannot store more then the Hero's maximum give. The Target and the Hero cannot be the same person. For that power the Player must purchase Overdrive.

Mod Cost: +1:1

Dampening

Range: No

Visible: No

Description: This power allows a Hero turn down the Power Level of the Target's power.

System: For every Power Level of dampening, the Hero will lower the Target's power by 2 PP. He must choose a power and FX that this power works on, like Super Strength, Fire Wounding, Desolidification, etc.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per 2 TCP

Moray has a Power Level 6 of Reflex Dampening (he used the Mod, Stats – Normal Stat). While fighting Z (who has a Ref of 10) he invokes his power. Z has a Power Defense of 2 so only 4 PP of Z's Reflexes will be dampened. So long as Moray maintains his effect, Z will be at this adjusted level. In this case, the Mod, Stats – Normal Stat was not needed but if Z had a lower Reflexes it would have been able to dip him below 8.

The following Mod may be added to Dampening:

Shielding: The Hero can cause an incoming power to fizzle by assigning this Mod to Dampening. Thus, any power being directed at the Hero that falls into his power type will also suffer the effect.

Mad Dog has Dampening with Shielding. When Hot Foot fires at him from across the room the flames enter his Dampening Shield. The attack will be adjusted by Mad Dogs Dampening level before hitting him.

Mod Cost: +1:2

Endurance Cost: 1 per TCP

Mirror

Range: No

Visible: No

Description: This causes a power to reflect back on a Target.

System: For every Power Level the Hero will reflect one PP worth of effect back at the Target. Resolve all attacks and defenses as normal. The Target will get hit with what he delivered up to the Power Level adjusted by the Hero. If you are using

“A good hit is a good hit” (**Fists of Fuzion** – Reload or Atomic War - Multiple Damage System by Mark Chase) then the Target will be stuck with the same amount of Success. The reflected amount will also be delivered to the Hero. So this is not so much a defense as it is a deterrent. As usual, the Player must choose the power and FX this will work with.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per 2 TCP

The following Mod may be added to Mirror:

Shielding: This Mod allows the Mirror to be used as a defense. The reflected effect comes off of the front end and is not delivered to the Hero.

Mod Cost: +1:2

Endurance Cost: 1 per TCP

Mimic

Range: No

Visible: No

Description: This power allows the Hero to copy a Target's power. The Player must choose the power and FX during the purchase.

System: For every Power Level the Hero has, he may Copy 2 PP of the designated power and FX of the Target. The level will fade as usual, 1 PP per phase.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per 2 TCP

Overdrive

Range: No

Visible: No

Description: This is a bank of Power Points that can be added to a power.

System: The Hero has points in his bank (Storage Capacity). He can use a certain number of these points per phase (Maximum Dump Rate). The Player must choose the power to be the recipient. Once used, the points invested burn out and the Hero must recover them before he can use them again.

Also, the Hero cannot dump these points into a focus unless the Director allows it for some special reason (like maybe recharging magic items). The

Hero recovers bank points at the same rate as his recovery, but he only gets this recovery every six hours. For an additional cost he could decrease this time.

The OCP shall be the sum of Maximum Dump Rate + Storage Capacity costs.

Power Cost: Add Sectors
Endurance Cost: see Sectors

The Player must purchase from the following Sectors:

Maximum Dump Rate: As stated earlier, this is the maximum amount of points that can be used per phase. The Hero may use 1 PP per Power Level per phase.

Sector Cost: +1 PP per Power Level
Endurance Cost: 2 per Power Level

Storage Capacity: This is the total number of points the Hero has to draw from. Once these run out, he must recover more points to use the power again. The Hero may store 3 PP per Power Level

Sector Cost: +1 PP per Power Level

Recovery: This Mod allows the Hero to speed up his recovery time to replenish his Storage Capacity.

Mod Cost:

- +1:5 to up this to every hour
- -1 MA per Time Table step

Sheen has overdrive for his force field. He has a Max Dump Rate of 2 and Storage Capacity of 12. This cost him a total of 6 PP. At anytime he can boost his Force Field by up to 2 PP (+4 KD). He will loose 2 points from his Storage until he recovers them. He can do this until his Storage runs out.

Transfer

Range: No

Visible: No

Description: The ability to temporarily lower one of a Target's Powers, and transfer it to one of the Hero's Powers.

System: Upon a success, the Target will loose one PP per Power Level of the designated power. The Hero will gain the Target's lost PP into a designated power of his own or as the original power (must be decided when power is purchased).

The Power lowered does not have to be the same as the Power increased. In addition, the Hero can transfer a power he does not posses. The downside, of course, is that he will not usually have the skill to use this power. The Player must specify which power and FX is being drained and which power and FX is being boosted.

Power Cost: +2 PP per Power Level
Endurance Cost: 1 per 1 TCP

MORPHING POWERS

These are powers that can rearrange the form and modify mass or density. It does not have to be explained where the extra mass goes or comes from (if the Player can come up with a good explanation, then that's great, but not necessary). Realistically a being cannot change its mass on a whim, it has to go to or come from somewhere (damn physics). As for multiple levels of shifting, a Hero could step any amount of levels per change but it is much easier to just change from one shape to the other. The Player can use the Morph Hero Sheet (coming) to simplify things. It takes 1 phase per 5 TCP to fully transform into another form.

In this day and age of mistrust, shape changers are the most hated of the SPB's, Especially Doppelgangers, so be careful in choosing from these powers. Fear is by far the most dangerous of emotions.

The following Mod may be added to any Morphing power or Morphing Pool (see Grouping Powers).

Instant Change: Heroes who have morphing pools or powers that allow them to shift into other forms will do so at a rate of 1 Phase per 5 TCP. With this Mod, the Hero will be able to instantly morph from one form to another.

Mod Cost: +1:5
Endurance Cost: Add

Adaptation

Range: No **Visible:** No

Description: A Hero with this power is able to move around in an additional environment with native ease.

System: All Heroes are assumed to have no modifiers on flat dry land but the Player could state that another form was his Hero's native (like under water, steep mountains, tree tops) and that on flat land he was out of sorts. The idea is that a Player could purchase additional environments that his Hero is comfortable moving around in. If more than one form of native travel is existent then it is assumed that the other form is shifted to and from. A free form adaptation shifting can also be purchased.

When the Hero is in a terrain that is not native to his form, he will be at one or more modifiers for Move, Dexterity and Agility. If the Hero encounters a terrain hostile and has a suitable form, he could shift to that form and would eradicate this modifier. If used for under water the Hero will be able to make use of stroll, cruise and sprint while submerged. He will also be allowed to attack and use his senses normally.

Power Cost:

- +1 PP per terrain
- +4 PP for any terrain

Endurance Cost: 5 per shift

So a water guy would have webbed digits and a mountainous native might have hooves.

Desolidification

Range: No **Visible:** Yes

Description: This power allows a Hero to become less corporal and will either allow objects to pass through him, him to pass through certain objects or him through all objects.

System: There are many variations to this power but some rules apply to desolids universally.

The Hero does not become intangible to such things as Muting, Mental Powers and the like. When two desolids come in contact with each other things can get a little tricky. It will be up to the Director at this point.

If you throw two handfuls of sand at each other they don't seem to have much of an effect on one another. It's up to you!

It is assumed that every Hero who has this power has spent time learning how to move around while intangible. Thus, learning not to fall through floors or the ground. If it is a new power, the Director may require the Hero to spend time learning how to move while intangible. It is strongly recommended that Heroes learn the UP – Skill with this power as it can be articulated in many ways and failing a complex maneuver could mean death.

Cool, Can I Play a Ghost!?

Bang! You're a ghost. Ghosts are not desolids. They travel through the membrane between dimensions and can sometimes manifest physical

control and appearance in the real world by using Telekinesis, but they are by no means a desolid being. If the Player wishes to use Ethereal as his Hero's effect then he should purchase Teleport Dimensional – Membrane (See Teleport for the particulars).

Power Cost: See Variants
Endurance Cost: See Variants

Choose one or more of the following Variants of Desolidification.

Full: This is the complete non-corporal form. The Hero can pass through any substance and any substance can pass through him. Unless modified, normal attacks will not even faze him (ha!).

Variant Cost: +8 PP
Endurance Cost: 16 per phase

The Hero should choose a special effect for this power. Like, becoming shadow, turning translucent (ghost-like form) or anything along these lines.

Semi: The Hero becomes a free flowing substance. He will be able to pass through cracks and allow objects to flow through him. Standard attacks like bullets, fire and fists will also pass through him but will still do half damage. However, a slow moving attack, like a knife slowly being pushed into his side would do nothing. If the Hero has armor, then subtract the protection of the armor first. Additionally, the Hero must account for his items or they will be shed at the time of desolidification. The Player must declare what form of substance the Hero becomes. It could be water, fire, cell colony (T2000), sand, et cetera.

Variant Cost: +5 PP
Endurance Cost: 10 per phase

Substance: The Player must choose a substance that his Hero can phase through. Upon activation the Hero can then pass through this substance, as though it were air. For an additional point, the Hero will not have to account for breathing while within the substance. Remember, if an object penetrates through the substance the Hero is phasing through and strikes the Hero, he will take

damage. He is only intangible to the one substance and nothing else. For a slightly cheaper cost, the Hero will leave a swirling wake behind him that will be permanent. It will not damage the material beyond its appearance, unless, of course, the Player wants to Link Wounding to it. The Hero will be able to phase through one material

Variant Cost:

- +4 PP per substance
- +3 PP per substance with Wake
- +1 PP for breathing

Endurance Cost: 2 per TCP

The following Mods may be added to any of the different variants of desolidification:

Cargo: With this Mod the Hero is able to desolidify additional Cargo Points (the Hero does not have to account for himself as Cargo). The Director may insist on 1 point of Cargo if the Hero wishes to carry his clothes along but it is not necessary. The Hero will be able to accommodate 1 additional Cargo Point per Power Level

Mod Cost: +1 PP per Power Level
Endurance: Add

Projection: The Hero can make a section of material or a Target intangible. The cost is to be added to the form of desolid as is per hex, Target or item. The Hero will be able to utilize all three categories listed below.

This Mod opens the possibility of fusing an opponent into the wall or floor. While there's no real reason he couldn't, it does unbalance things a bit. Directors should require the Player to purchase a Wounding attack if he wants to do this effect.

This is a more specific form of Extension – Assimilate.

Hex: As for the *per hex* modifier, this applies to walls, floors and the like and will include a full hex of said material (or more with additional Cargo). This field can move with the Hero at no additional cost.

Jericho loves to desolidify a hex of the floor and send his Targets into the level below.

Target: *Skill AV + d10 vs. Target DV + d10*

For the *per Target* it will include 1 Target and his belongings. The Player could make a difficulty roll assigned by the Director to limit the effect to just the Target.

As Jericho became more and more skilled he was able to phase chicks right out of their clothes. This made his battles with busty super bitches all that much more fun.

Item: *Skill AV + d10 vs. Target DV + d10*

As for the *per item* modifier, this would apply to things like swords, a bullet (establish before it's fired unless the power Missile Defense also exists), a gun or perhaps a door.

A sword is about as long as an arm so it would receive the same minus for an aim.

The cost is either plus or minus. Minus will make the power only work as a projection, while a plus will allow the Hero to use the power on himself as well.

Mod Cost: $\pm 1:4$

Displacement

Range: No **Visible:** *

* Only visible when an object enters or leaves the pocket.

Description: The Hero is able to store objects within an internal pocket. This could be under his skin or within a dimensional pocket.

System: The Hero must take one phase to open the portal. In the following phase he can produce or submerge an object from or to the void. The opening will remain until he spends a phase to close it. The base cost will allow the Hero to carry up to a handful full of stuff with a reasonable amount of weight accommodation (not a handful of a quasar). For additional points the Hero can carry Cargo Points worth of stuff.

Displacing life forms can seem very attractive but it is not that easy. Any life form within the pocket can attack the walls of his prison. The damage goes to the Hero (or the item). The Hero has no defense

against these attacks so he may wish to consider some linked powers to perform this trick. Entangle, Armor and Humanity Attack all go well with this power to meet this end. The Hero will, however, be immune to Muting, Humanity, Adjustment and Entangling attacks from the Target within the pocket. Additionally, the Hero will still receive any stat-derived SD and Resistance. Should the Hero wish to perform this attack then he should construct a maneuver from **Fists of Fuzion** to include a grapple with a class 3 hold. Otherwise, the Hero will need to perform a grapple with at least 3 successes over the Target. Targets may make a blind teleport or desolidify through the pocket.

Add all costs (base cost and Mods) to determine OCP.

Power Cost: +1 PP per pocket

Endurance Cost: 1 per OCP to open pocket

Here are a couple useful Mods for Displacement:

Cargo: The Hero will be able to increase his total carrying capacity within his pocket and is based on Cargo Points. The Hero will gain 1 Cargo Point per Power Level. **Add for OCP calculation.**

Mod Cost: +1 PP per Power Level

Environ: The dimensional pocket has an environment within it that can sustain life forms. For every Power Level the Hero can sustain 1 Human for three days time. **Add for OCP calculation.**

Mod Cost: +1 PP per Power Level

If the Hero had enough Cargo space for 9 Humans and 6 Power Levels of Environ, he could sustain those 9 for 2 days.

Portal: Normally, the opening is about 4 square inches. This value can be increased for every Power Level at an exponential rate. Opening size = $4^{(PL+1)}$. **Add for OCP calculation.**

Mod Cost: +1 PP per Power Level

Three Power Levels 4^{74} of Portal will give the

Hero an opening of 64" square (32"x32")

Choose from the following Mods to enhance the flow:

Essence Flow

Range: No

Visible: No

Description: The Hero is able to shift his stat points (essence) around from one stat to another.

System: The usual flow is between two stats. The Player may also specify a shift between similar groups of stats. He may also choose to be able to shift between any stat. Secondary stats are affected by the primary shift. The Player must first purchase the maximum level a stat can be adjusted. For every Power Level, his Hero will be able to adjust a stat a maximum of 2 points. Then he will choose a Variant that defines how the shifting shall occur. It does not matter how many points are exchanged but each and every shift takes 1 phase to complete. In this time the Hero may only passively defend himself.

The stat groups are as follows:

Physique: Strength, Body and Constitution.

Agility: Reflexes, Dexterity, Technique and Move.

Mental: Intelligence, Willpower and Presence.

This is how we grouped the stats but you may use the Classic Fuzion version if you wish. We prefer it this way.

Finally, Heroes are not allowed to walk around with stats shifted if the stats are not active. They naturally return to their default values when the Hero is not actively using them. Chewing food is not Tech or Strength, as watching TV is not Intelligence and taking a crap has nothing to with Constitution. Active means, challenging the stat in question (ok, a really healthy crap might involve some Constitution :). It's like breathing; if the Hero stops trying to breath a certain repetition, the body resumes it's normal state. Thus, if the Hero is not actively using the stat(s) they will shift back to normal state.

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per PP shifted

Freeflow: This is the most giving form of Essence Flow. It allows the Hero to shift any of his stats freely between one another.

Mod Cost: +1:2

Group: This Mod allows the Hero to shift any stat within a group around. This would allow him to raise any stat within the group while lowering another stat or stats within that same group. If multiple groups are purchased, the Hero may even swap between these groups.

Mod Cost: +1:5

Maximus Damage is able to shift any of his Physique essences up to level 4. So, he could raise his 7 Strength up to a 9 by depleting his other physical stats by 4 points (2 points per stat over 7). He could zap 1 stat for 4 points or divide the cost up between Body and Constitution.

Additional Points: The Hero may also have a reserve of additional stat points. These points can be allocated as if they were in a drawing stat (the stat that gets compromised). These points will go into a pseudo stat called Essence. They are only put into use when the Hero shifts them into a stat.

For game play, the Players must assume that these points are not allocated by default. If the Player chooses not to shift from one stat to another but rather to use the additional points from the bank then he would still purchase the power as normal but would name Essence as the other stat. For every Power Level, the Hero will gain 1 Point of Essence. Unlike real stats, there is no additional cost for points of Essence over 7. For every power level, the hero will have one additional point.

Add to base cost for OCP calculation.

Mod Cost: +1 PP per Power Level

Flex

Range: No

Visible: Yes

Description: With this ability the Hero is able to squeeze and contort his body like a rubber band. He is able to easily slip out of bonds and squeeze through tight spaces.

System: This power gives the Hero several advantages. He can fit his entire body through something the size of his fist. He will receive +3 for escaping holds. Martial Art maneuvers that deliver killing damage through broken bones will not work as such and will deliver SDF. If stunning damage is enough break the bone anyway then it will be broken. When converting the damage, remember to double the dice.

Power Cost: +1 PP per Power Level

Life Support

Range: No

Visible: No

Description: This power allows the Hero to operate in unfriendly or deadly environments without harm.

System: The following list contains the Variants that allow humans (or humanoids) to survive without the basic vital substances we all need.

Power Cost: See Variants

Atmosphere: This will allow the Hero to survive comfortably in another type of atmosphere. This could be under water, in methane, ammonia, whatever. The Player could alternatively choose an environment type. Maybe his Hero could survive as a native on Venus or Mars. Or, for a package price the Hero could have the ability to adapt to any environment. This is, of course, provided there is a substantial atmosphere. In essence the Hero would be able to breathe even the most caustic substances. This would allow him to be physically comfortable and not need any form of outside interference to survive the climate. This would, however, not protect him from airborne bacteria and viruses. This should only be used to this end and requires all of the conditions to exist for the Hero to survive comfortably. This is not a cheap easy way to get Immunity. Remember, all conditions of the specified environment must exist. Humans can breath Nitrogen but it must be in the proper

quantities or else they will die through asphyxiation.

Variant Cost:

- +2 PP per specific environment
- +10 PP for any environment

Be specific: Mars, Venus, under water...

Breathing: With this Variant the Hero is either able to go without breathing for extended periods of time or even at all.

Variant Cost:

- +1 PP for 1 hour
- +2 PP for 1 day
- +3 PP for 1 week
- +4 PP no need to breathe

Eating: Having this Variant allows the Hero to reduce the need for consumption or even go totally without eating, drinking and excreting. For every 2 meals the Hero is required to eat he will (on average) have to excrete at least once.

Type A: 1 meal and 20 ounces of water a day OR the ability to eat any type of food.

Mod Cost: +1 PP

Type B: 1 meal and 20 ounces of water a week OR the ability to eat anything except a poisonous material.

Mod Cost: +2 PP

Type C: Cannot eat or drink (and no need to).

Mod Cost: +3 PP

Type D: No need to eat or drink (but can if he wishes to).

Mod Cost: +4 PP

Pressure: With this Variant a Hero can survive in pressures (or lack thereof) that would kill a normal person. This will also protect him from drastic changes to and from those pressures. The Hero will have to pay for each extreme individually.

Type A: Will allow the Hero to exist comfortably in either 2289 lbs/in² or 7.235 lbs/in²

better holds, more efficient running and so on. See Variant descriptions for the different systems for extra limbs.

Mod Cost: +1 PP

Power Cost: See Variants

The Hero could survive in one mile of ocean depth or .5 of a normal atmosphere.

Type B: Will allow the Hero to exist comfortably in either 11,445 lbs/in² or 1.47 lbs/in²

Mod Cost: +2 PP

The Hero will be comfortable in five miles of ocean depth or .1 of a normal atmosphere (some moons).

Type C: Will allow the Hero to exist comfortably in either 0 lbs/in² or 57,225 lbs/in².

Mod Cost: +3 PP

The Hero will be comfortable in no atmosphere (outer space, Luna, an asteroid) or the equivalent of 25 miles of ocean depth (jumpin' Jesus on a rubber crutch).

Type D: Will allow the Hero to exist comfortably in a Black hole.

Mod Cost: +10 PP

This is a totally optional Variant and requires the Director's approval.

Temperature: Removed. Use the Defense Power – Immunity.

Sorry folks we had to do this to keep things balanced.

Limbs

Range: No

Visible: Yes

Description: A Hero with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or even extra legs.

System: Extra Limbs by default have no effect on combat, but can be modified to give extra attacks,

Choose one or more of these Variants:

Appendage: This is a generic extra body part and would cover things like eyestalks, antennae or any other sick and twisted thing not covered by the other Variants. By default, it gives the Hero no advantage but is a great place to store powers for effect. In some cases (like antennae) the Hero will get a pair for the cost of 1 limb.

Variant Cost: +1 PP

Extra Arm: The Hero will gain an extra arm and he will receive +1 on his Climb AV and Martial Arts holds per extra arm, so long as they are being used to aid.

Variant Cost: +2 PP per arm

*If Tripod, a three legged, three armed mutant, wants to fire three handguns at once then he would be at -6 to the primary hand due to the two extra actions he is trying to perform in the same phase. The second and third gun would be at -9 for off-hand. But he purchases 2 levels of Ambidexterity to offset each additional hand, so he would only be at a -6 for each Handgun AV for the additional actions. This screams of a **Fists of Fuzion** remedy.*



Extra Legs: One extra leg is just stupid (think about how dumb our friend Tripod looks). But if a Player is dead set on his Hero having an

odd leg, it will reduce his knockback 1 level per extra leg and will give him +1 Defense verses throws per extra leg.

Buying legs in pairs is another story altogether. For a pair of legs the Hero will halve his Endurance use while running and add 2 to his Move for Cruise and Sprint calculations. More then 4 legs will only give the Hero the knockback and throw defense bonus along with the 2 points of Move and half Endurance use bonus.

Variant Cost:

- +1 PP per leg
- +1 PP per extra pair after the first pair

Centipede buys 5 pairs of extra legs. This would cost him +6 PP (+2 PP for the first pair and +4 PP for the extra 4 pairs). He will be at – 10 to Knockback and Throws and will add 2 to his Move and halve Endurance use while running. It will also make him a very creepy opponent!

Note: The Knockback bonus can be removed if the Target is lifted completely off all of his feet before the attack strikes.

Hardpoint: This is not an extra limb but is a place for one to go. The Hero will have the Hardpoint on a specified location on his body and must purchase extra limbs to attach to it. Additionally, any limb that is to be used in a Hardpoint must have a Socket Mod attached to it. Hardpoints can be just about anywhere on the Hero but are stationary and also Visible by default. A Hardpoint can also be placed on or at the base of a normal limb to allow the Hero to exchange his normal limbs (one cyberleg for another). This is at no additional cost.

If the Player wants his Hero to have extra limbs that he can change out, then he needs to purchase them as such.

Variant Cost: +1 PP per Hardpoint

Pig Iron is a full borg and has Hardpoints on all of his normal limbs (+4 PP). He has 2 sets of cyberarms he can trade off with his standard set. He had to purchase all four arms (+8 PP). He also has 1 extra set of cyberlegs (+2 PP) that he can switch out. He had to buy sockets

for each of these limbs as well (+6 PP).

Tail: There are four types of tails. The Player must choose one of these types when taking this Variant for his Hero.

Sea: This tail is designed to help the Hero while in the water. It is usually very large so it can displace large amounts of water at a time. Allow the Hero to also use Cruise and Sprint while in the water. He may also strike an opponent with the limb as he would an arm or leg.

Variant Cost: +2 PP

Balance: This type of tail will give the Hero incredible balance while running and jumping. The tail will give him the seamless movement of a predator. It will keep him low allowing him to make faster turns while running and will keep him balanced during great leaps and aid in his landings. The same tail constructed for flying would allow the Hero to make sharper maneuvers while in flight. While in motion the Hero will subtract 2 Difficulty Levels from any maneuvering rolls to include Acrobatic or Gymnastic feats.

Variant Cost: +2 PP

Swatting: A Hero with this type of tail is able to swat at those annoying flies that chew on his ass while he is trying to eat his grass. Sort of a joke power but you never know who is coming to the gaming table.

Variant Cost: +1 OP

Prehensile: This type of tail pretty much gives the Hero an extra arm. Use the rules for extra arms to determine the effects. For an additional point, the tail will also act as a Balance Tail and endue the same benefits.

Variant Cost:

- +2 PP
- +1 PP for Balance

Tentacle: This is an appendage that is boneless and may have suction cups on the under side. Normally out of water a tentacle is

useless but for our heroes we'll forget that pesky rule of physics. A tentacle is only partially prehensile and will not be very useful at doing articulate motions like pushing buttons or pulling triggers (maybe with a Hard Difficulty Level). But they are great for striking Targets and will receive +2 AV and +1 Strength on all grappling maneuvers (you should design a maneuver for this – **Fists of Fuzion**). The Hero can have a single thick tentacle or a tentacle cluster. Tentacles can automatically stretch to twice their original length. The cost is per tentacle or tentacle cluster.

Variant Cost: +2 PP

Wings: There are three forms of wings. The different types and their descriptions are below. Wings are always bought in pairs and the costs reflect a pair.

Flight: A pair of wings will that allow a Hero to fly a distance equal to his move, run or sprint and will use Endurance in the same way. The Hero will also be able to glide (as in the power Gliding) and use the wings as weapons to strike his opponents or block their attacks (**Fists of Fuzion**). The Hero will only be able to increase his speed by increasing his Move or by descending during a Glide. If the Player wants his Hero to be able to fly at incredible speeds, he should buy the power flying and/or gliding.

The wingspan (tip to tip) should be equal to the Hero's pound weight x 1.2 inches. Thus, a 200-pound man would need a wingspan of 250 inches (that's about 20 feet or 10' per wing). This is still not enough length in the real world to allow a creature of that weight to fly but we'll let that slide (damn physics).

Variant Cost: +3 PP

Limb: These wings function only to aid in balance and can be used to block and strike. They will add +2 to any AV involving balance.

Variant Cost: +1 PP

Water: These are only effective under water and are used to move quickly. This

can also be used to simulate fins. Having this Variant will allow the Hero to use Cruise and Sprint underwater.

Variant Cost: +2 PP

These Mods may be attached to any extra limb:

Conceal: This is a limb that tucks away. When not in use it disappears and will not even show up on x-rays. This can occur by several means to include shifting into a normal limb. The Player must purchase this per limb or pair depending on original power. Remember that clothes do not change with the limb automatically, so he must make provisions for that. **Add cost for OCP calculation.**

Mod Cost: +2 PP

Endurance Cost: 1 per OCP to Activate

Socket: The limb (or pair) has a Socket at the base. This will allow the limb to be attached via a Harpoint. Any limb the Hero has with a Socket can go into any Harpoint on his body.

A socket could also be attached to a normal limb, allowing the Hero to detach it from a Harpoint and switch it out for another. This is handy if he gets his lower leg blown off and has an extra leg at home. It is mostly popular for cyberlimbs containing different hardware.

Add cost for OCP calculation.

Mod Cost: +1 PP

Mass Control

Range: No

Visible: See Variants

Note: This is the replacement for Growth, Shrinking and Density Increase and adds the power, Density Decrease. We found that buying levels of any of these made things really difficult. When adding the levels together, the player had to raise several stats and lower others. We felt it to be a very bulky system. Growth, Shrinking and Density Increase no longer affect stats. All they provide is a change in mass.

Yes, it would change your stats but we felt that you should have the control over what changes are made. It gives the power more control and allows the Player more flexibility to make the Hero he really wants. The best way to use this power is in a *Morphing Pool*. Players should buy the desired effect and then buy the stats to what levels he is comfortable with. He still saves points because a *Morphing Pool* inherently does that. We hope Players like this change; it has worked nicely for us. Additionally, Players may want to consult Hell's Cookbook for a more in-depth look at Terminal Velocity, as it will probably come into play with Heroes who have modified densities.

Description: With this power, the Hero is able to alter his mass. This can involve size, density or both. It will allow the Hero to shift this variable up and/or down.

System: The Player will purchase one or more Variants to determine what his Hero is capable of. The changes are discussed as a per Power Level basis. The Player may choose more than one Variant (see each Variant for the system rules). This power is heavily geared towards using a *Morphing Pool* and each Variant will provide suggested modifications (but are not required by any means).

Power Cost: See Variants

Endurance Cost: 2 per OCP

Growth: The Hero will increase his height one half of his normal size per Power Level. The Hero will also double his weight per Power Level. These numbers are constant and not really accurate in the real world (this is done for ease of game play). This is a visible power.

Pool Suggestions: Add to any of the Physique stats. Subtract from any of the

Agility Stats to include an Ev modifier (see Stat Powers).

Variant Cost: +1 PP per Power Level

A 6 foot 200 pound guy will grow 3 feet and 100 pounds every Power Level.

Shrinking: The Hero can decrease his height and weight by one fifth of his normal per Power Level. At the 5th Power Level the Hero can be 1-3" tall with a negligible weight. At the 6th Power Level he becomes too small for standard rules. See, **It's a small world** (Hell's Cookbook) for rules regarding this size. This is a visible power.

Pool Suggestions: Add any Agility Stats and Ev and subtract from any of the Physique Stats.

The same 6 foot 200 lb. person would become 3' and would weigh 80 lbs. at the 3rd Power Level of Shrinking.

Variant Cost: +1 PP per Power Level

Density Increase: With this Variant the Hero actually causes his body to take on more mass without changing shape or size. Increase by 100% per level. This is not a visible power.

Pool Suggestions: Subtract from any of the Agility Stats and Ev. Add to any of the Physique Stats.

Variant Cost: +1 PP per Power Level

Gristle is one tough fucker. One of his many toughening agents is the ability to increase his density. He has 4 levels of Density Increase. Before his power was activated he weighed 240 lbs. While his power is active (in his case it's always on) he will weigh 960 lbs.

Density Decrease: A Hero with this form of Mass Control can lower his mass without affecting his size or shape. Reduce by one fifth per Power Level. At Power Level 5 he becomes near weightless and may not reduce any further. At this point he simply floats in place and can be carried away with a breeze. The Hero could feather fall off a cliff by giving himself just enough weight to fall slowly. There are no rules for negative density. This is not a

visible power.

Pool Suggestions: Lower any Physique Stat and raise and Agility Stat, Initiative and Ev.

Variant Cost: +1 PP per Power Level

One of the key factors that allow birds to fly is their lower density value. Their bones are hollow and this lowers their weight ratio considerably. The drawback is that they are more fragile then other creatures the same size.

Pop Off

Range: No

Visible: Yes

Description: The Hero is able to detach and reattach parts of his body. This must be done by the Hero and not by a Target. If a guy cuts the Hero's head off, the Hero would probably die.

System: It normally takes one phase to detach and one phase to reattach a body part. If used as part of an attack, the separation phase can be considered as a Quick Draw and will be modified as such. If using **Fists of Fuzion**, the modifier Draw can be used when constructing a maneuver with this power. Generally the Hero can do this at certain joints along the body. These will be the major joints; knuckles, wrists, elbows, hip, knee, ankle, waist, torso and once in the neck. The Hero will also maintain control over these parts so long as they are within melee range. For greater distances the Player will need to purchase a Range Dial modifier. If the Hero wishes to accurately move the parts though, he will need to see the part in question. Unless the Mod *Flight* is attached to the power, the body parts are restricted to their own mobility. A hand could walk around like *Thing from the Adam's Family* or an arm could be drug by its fingers.

Add all costs (base cost and Mods) to determine OCP.

Power Cost: +4 PP

Endurance Cost:

- 1 to detach
- 5 to reattach

The followings Mods should help your Heroes along the way:

Combine: The Hero can attach the parts together to make them more useful. In this way, he can make little flesh robots from his parts.

Mod Cost: +1 PP

Put an eye on the end of a finger on the hand so that the eye can move around. Stick an ear on the hand and the Hero can also hear what's going on near his finger puppet.

Flight: Okay it's cheesy but we've all seen it in comics before. This allows the Hero to have his detached parts fly and hover. They could even strike at opponents with the same Strength as the Hero. If the Player wants this power to work on limbs that have not been intentionally detached by the Hero then he may do this at an additional cost. Furthermore, Players can purchase this Mod without purchasing any other Mods for Pop-Off. Speed of flight is equal to the Heroes Move variables (Stroll, Cruise and Sprint) and will be modified accordingly.

Mod Cost:

- +2 PP for intentional
- +3 PP for unintentional

Endurance Cost: 2 per phase + Move

Senses: This is much like Sense - Leave but the Hero actually leaves a sensing organ behind, like an ear or an eye. If the Hero shuts out the sense (closes his eye or cups his ear) then he will be able to perceive what is going on at the other location. This mod gives the sense Range (10 Hexes) but can be increased with Range Dial. The Hero can move the organ around to get a better angle but cannot perform actual movement, like to cross the room (for that you will need to make a little flesh robot).

Mod Cost: +2 PP



Fuck you both, my Hero can turn into a rock with a 500-mile diameter. The presence of my gravity alone could wipe out all life on Earth.

You get the idea!

For turning into complex machinery the Hero must have the Mod - Parts and must be intricately familiar with it. Without the Mod - Parts, he can only form into an object with no moving parts. This may involve a Tech Skill (whichever qualifies) difficulty roll in addition to a UP - Shifting roll. If the Hero does this and is successful then he could also take on the abilities of that machine without having those powers.

If Jarro were to transform into a .44 magnum and succeeded on his Weapon Tech and UP - Shifting rolls then he would actually be a .44 magnum, right down to the last screw. So, it would only seem reasonable that another person could put .44 magnum bullets into the cylinder and kill people.

Yep, he would need bullets! Or else Jarro would be losing valuable material as parts of his body flew out of the end of the barrel and other parts were exploding to produce energy.

The Player could also option to buy Wounding and would not need to make any Weapon Tech roll whatsoever. It would not matter whether the parts really worked or not, he has Wounding, so it works.

And the same goes for vehicles. Without purchasing the power of Flight, the Hero could still shift into a fully functional jet but would need to be fueled to work properly.

Again, if the Hero had Flight as a power, then fuel would not be necessary. He would burn his own Endurance as his fuel source.

Item: For every Power Level, the Hero can turn into one item of his choice.

Variant Cost: +3 PP per Power Level

Such as a lamp, a sword or a gun.

Shifting

Range: No

Visible: Yes

Description: With this power a Hero is capable of changing his form.

This is another of the morphing powers that is screaming for a Morphing Pool. It is **strongly** suggested that Players purchase a morphing pool for most of these Variants.

System: There are several Variants to choose from and each Variant will allow the Hero to morph in different ways.

Power Cost: See Variants

Endurance Cost: 2 per OCP per shift

The following Variants may be chosen for Shifting.

Artifact: This will allow the Hero to become an item. To include things like a statue, a sword, a car or any other inanimate object. For weapons, the base damage will be equal to the weapon's natural damage; however, the Hero can add his Strength to the wielder's Strength as his action for the phase. The Hero can also use other powers from this form.

The Director may really want to consider Mass Control for things like swords and cars but it is not required. However, in games where it is not required a munchkin can really play havoc.

My Hero can transform into Aircraft Carrier.

Well, my Hero can turn into the Great Wall of China.

Group: For every Power Level, the Hero can transform into any item within a specified group.

Variant Cost: +5 PP per Power Level

Such as guns, melee weapons or furniture.

Unlimited: The Hero can transform into any inanimate object.

Variant Cost: +12 PP

The Following Mods may be added to any Artifact – Shifting power.

Parts: The Hero is able to turn objects that are made up of many parts. See the Artifact description for rules governing this Mod.

Mod Cost: +1:4

Animation: The Hero can become self animated in this form (he will get his normal Move). This is not necessary for vehicles but is intended for things that are not built for movement (like a chain or a Barbie doll).

Mod Cost: -1 MA

A Hero using this for a car would actually takes steps using the tires (very odd looking).

ID: This is the ability to take the form of someone else. At the first Power Level, the Hero is able to take the visual identity of a Target. At the second Power Level he can assume his voice pattern, heat signature, fingerprints, and retina pattern. At the third Power Level mannerisms, pheromone scent and DNA sequence. For an additional cost, the Hero can store ID's for latter use. The Hero must make a Disguise skill roll (or UP - Shifting, it's up to the Director) verses any Target's perception when trying to deceive them. For every Power Level add 2 to the disguise roll. The Hero must also make skin-to-skin contact or purchase a Range Dial Modifier. The Hero may look at a picture and gain a person's ID but only up to the first

Power Level.

Mind Control - Scan is a nice addition to this power.

Variant Cost: +2 PP per Power Level

Storage: The Hero may store a Target's ID for later use. This is for an unlimited length of time and must be successfully pulled off before it can be put into storage. The Hero will be able to store 1 ID per Power Level. Add to cost for OCP calculation.

Mod Cost: +1 per Power Level

Being: This is the ability to take the form of beings other than specific humans. This would include plants, animals (including a totally random human form and insects). Mass changes should be bought with Mass Control but it is not necessary (without mass control a Hero could turn into a miniature rhino or a giant roach). Any natural abilities need not be purchased.

Claws would come with a tiger but only do damage equal to half of the Hero's strength in KD. A Hero unable to find food could turn into a bush and gain sustenance from the sun.

Mythical creatures, such as dragons could also be assumed but will not receive mystical powers unless purchased separately (like fire breath). The Player must choose the form or groups of forms his Hero can change into.

This is not the same as ID and will not disguise the Hero into a specific creature. The Hero could combine ID with Species to turn into a specific cat however.

Single: This Variant will allow the Hero to transform into any one type of animal (including random human), plant or insect.

Variant Cost: +1 PP per Power Level

This generally refers to a specific Family. For example: Lion, Dog, or Black Widow.

Group: This Variant allows the Hero to transform into any group of animals, plants or insects.

Hero should have these specified in a Morphing Pool if the Player wants him to be able to do such things.

Variant Cost: +3 PP per Power Level

Power Cost: +1 PP per Power Level

This generally refers to a specific Species. For example: Feline, Lupine or Arachnid.

Players may wish to purchase the power Flex along with this power.

Broad: This variation allows the Hero to shift into any type of Animal, Insect or Plant.

Variant Cost: +7 PP per Power Level

All: This variation allows the Hero to shift into any type of living being.

Variant Cost: +15 PP per Power Level

The following Mod may be added to any Shifting power:

Communication: This Mod allows the Hero to communicate using his own language and voice while in his altered form. **Add for OCP calculation.**

Mod Cost: +1 PP

Limited Shift: The Player may also option for a limited shifting capability. This will mean that he can only change a body part (like his arm or head). The Player should specify which body part during power purchase. The most number of purchasable parts is 4.

Mod Cost:

- -1:2 for one part
- +1 MA per additional

Stretching

Range: No **Visible:** Yes

Description: A Hero with this power can stretch parts of his body allowing him to attack at range and reach for things at long distance. Each limb will gain this ability, as will the torso and neck.

System: The Hero can stretch his limbs 2 hexes per Power Level. This will not increase any movement, movement abilities or powers. The

Spore

Range: No **Visible:** Yes

Description: The Hero can literally create clones of himself.

System: By activating the power, the Hero will be able to summon up 1 new clone from himself. This process takes time to complete. See the beginning description for Morphing Powers and the Mod Instant Change for the rules on morphing time.

The Clone: The clone will be an exact duplicate of the Hero with up to the second memories and emotions and will be a 100% copy of the Hero, with the same goals and objectives. Upon separation, however, the clone will begin a process of self-awareness. This could lead to a clone wanting to stay separate.

Self-Awareness: The clone and the host must agree on the rejoining or it will not occur. Thus, the Hero cannot make his clone rejoin unless the clone wants to. If the clone cannot be convinced to rejoin, it's usually best to take him out. Clones will inevitably create **big** problems for the Hero. Every day the clone is separated from the host body the Director must make a fortune roll (1d10). For every 1 that is accumulated the clone will become more resistant to return to the host's form. Increase the difficulty 1 step for every 1 rolled. However, every 10 will bring the clone back to his senses, stepping down 1 notch. If the process steps above a 5 then the clone is lost forever and will never voluntarily return.

Rejoining: When a clone rejoins the host damaged he will inflict half of his damage to the Hero and will not be able to be spored again until the Hero has healed all of those Hits. The clone will also loose all of his own identity. All of his experiences and gained knowledge will be passed onto the host. If a clone should die, the host will permanently

lose the points he spent on him. The Player can buy another clone but the Power Points he spent on the lost clone are gone forever. It takes as much time to rejoin a clone as it does to spawn one.

As for clothes and items it is up to the Director. He may wish to allow anything that is not a power item. He might just allow clothes. It is also his privilege to have the clone appear butt ass naked. Any clone that is put in suspended animation will not make the self-awareness rolls during his stay in the suspension. Furthermore, clones do not have the power Spore but they can purchase it anytime they build up enough points. This is important because a Hero could be killed and have a clone survive. The clone has every power and stat that the Host had except for Spore but through time he could save enough points to purchase that power.

To make a clone the Player needs to total the Hero's Power Points. This means stats, skills and perks as well. If the Player includes power items in this cost then the clone will get those items as well. Additionally, the Player should not include the cost for this power in the mix. All clones cost the same amount and the Player can purchase as many as he wishes.

Power Cost: +1 PP per 10 TCP
Endurance Cost: 1 per TCP of clone

Check out this rather cool and yet quite grotesque Mod:

Zombies: The Hero can create non-returnable semi-functional servants. These servants, once ejected, cannot return to the host. The Hero will not lose points for a lost Zombie Clone, as the Zombie Clone cannot return anyway. These Zombies lack the ability to disobey the host, as they are mere shadows of him. Zombies degenerate at a rate of 5 PP per day. As they degenerate they begin to decompose and whither into oblivion. This process is often painful and disorienting. The cost is extra (+) if this is an additional power and is retributive (-) if it is the only way the Hero can Spore.

Mod Cost: ±1:3

Buddy

Range: No

Visible: Yes

Note: This is not a Morphing Power but with nowhere else to put it, this seemed as good as anywhere else.

Description: The Hero has some sort of sidekick that aids him in his endeavors.

System: Buddy's cost works the same as Spore but the Hero cannot spawn or assimilate the Buddy. Additionally, the buddy can be (and generally is) completely different from the Hero but can never be more than 75% of his TCP. Additionally, a Buddy can be an animal of some kind or even a robot. Buddies are loyal and are generally played by the same Player

Replacement: In the event that a familiar or sidekick dies or leaves, the Player will set the points aside for a time period. At the Directors discretion, the Player may replace the Buddy at the same cost as before or may upgrade at that time (not over 75% of the Hero's TCP). This time period should be based on the event of loss. If the Hero just lets his Buddy die then he should suffer for a (long) while. If it was just due to bad dice rolls, error in judgment or dumb luck then it should be a short period of time. A good Player will introduce a period of mourning. The Buddy is just that, his Buddy.

Power Cost: +1 PP per 10 TCP

Familiars: These are Buddies that are not normally sentient. To talk with the Buddy the Hero must have an adequate communication power or give the Buddy a power to communicate with the Hero. The Buddy could have People Speak (a reversal of Creature Speak) and must have at least a 1 in Intelligence to hold a conversation with the Hero.

Variant Cost: See power cost

Side Kick: These are apprentices to the Hero and will follow him as a mentor. At times, the sidekick can become jealous or pissed off at the Hero but he will always come around eventually.

Variant Cost: See power cost

COMMUNICATION POWERS

These powers are used to communicate in supernatural ways, maybe over long distances or perhaps through a TV. It might be holographic or in a dream.

Broadcasting

Range: Yes

Visible: No

Description: This is the ability to contact another individual by non-conventional means. This includes radio, laser, microwave, telepathic or even mystical communication.

System: *Skill AV + d10 vs. Difficulty*

The Player declares the Target that he wishes his Hero to make contact with. His roll will be compared against a Competent Difficulty. The skill can vary depending on the FX. Radio signals might use the skill *Communications* while a magic FX might require a *UP-Skill*.

Frequency: The Hero must know the Target's signature. To do this he must attain physical contact or be told the frequency (depends on the FX) and state that he is reading the Target's signature. The Hero can only hold a certain number of signatures at any given time. Standard radio, television, police bands and the like are part of a network grid and the Hero will be able to tune to any of those he wishes at no additional cost (if his FX is electromagnetic wave resonance). The Target must be within range and must be willing to receive the signal. Again, this will depend on the FX of the power.

Link: A Hero can make direct contact with multiple Targets. It is difficult and will raise his Difficulty Number (not level) by one per extra Target. This will allow the Hero to talk with multiple Targets at a time. They, however, will not be able to talk to one another directly.

The Hero can make open contact with Multiple Targets and allow them to talk to one another directly, instead of the Hero having to repeat everything (Party Line!). This raises the Difficulty Number (not level) by two per extra Target.

Damian has Telepathy and wishes to engage a team link with his fellow cast members. He attempts to add three Targets (four Targets in

all). His Difficulty is 18 (Competent Difficulty of 12 + (3 people x 2).

Range: As stated in the Title Bar, Broadcasting is Ranged. As usual, this is 10 hexes and can be modified using the Range Dial - Add. Unless otherwise specified (Linear Mod or Indirect Power Modifier or both) all broadcasts are radial and go out into all directions. This means that anyone within this sphere has the opportunity to hear the broadcast.

Snooping: To snoop in on a broadcast, the Target must have the same FX, be within the Broadcasting range and make a UP-Power skill roll against a Competent Difficulty. The skill that the Target will use for this will vary as well, depending on the FX. This is a point that the Director and the Player need to address before the power is used. If the Target makes the roll, he could listen to any message intended for another Target.

The Hero could option to make the message heard by anyone who also has broadcasting or is a Target with a signature or is tuned into that frequency, by giving his ping a wide range signature. This is a one way signal. For a Target to respond he will need have Broadcasting and be within his own range. The signal may still be scrambled but anyone with the proper facilities to hear the signal will. They may not understand it but they will hear it.

Damian gets into a jam and decides to make an open call to any other Telepath for help. He has a one-mile range and bursts forth with a broad range distress signal. Anyone with Broadcasting and the Telepathy FX could hear Damian's cry for help. William, an acquaintance of his hears the cry and springs into action. He only has the base range so he cannot let Damian know that help is on the way.

Please understand that we did not mean to make this power so complicated but it now covers every type long-range communication to include thoughts, audio and video (with the proper Mod). This includes radios, TV, telepathy, telephones and so on and can be used in conjunction with the Item Generator to create cell phones, communication satellites, short wave radios and even psionic communicators.

Power Cost: +3 PP

Endurance Cost: 1 per TCP

The Following Mods will come in quite handy:

around them).

"Yes my master..."

De-Scramble: By adding this modifier, the Hero is able to make it easier to tune into other broadcasts not intended for him. For every Power Level, subtract one Difficulty Level to the roll. **Add for OCP cost calculation.**

Mod Cost: +1 PP per Power Level

Linear: This type of signal travels straight to its Target. Snoopers must be between the Hero and the Target to tap into the signal.

Mod Cost: +1:4

Record: With this Mod, the Hero can record a Broadcast on a variety of substances to be viewed at a later time. This substance will depend greatly on the FX of the power and can be triggered just about anyway the Hero and Director sees fit (depending on the FX). For an additional cost the Hero could specify a special condition. These could be, play only once or play every hour, play extremely loud and so on.

Mod Cost:

- +1:4
- -1 MA for programmable

Scramble: By adding this Mod, the Hero is able to make it harder for anyone other than the intended Target(s) to tune into his broadcasts. For every Power Level, add one Difficulty Level to the roll. **Add for OCP cost calculation.**

Mod Cost: +1 PP per Power Level

Video: This Mod will allow a Hero to add an image to his broadcast. The Hero can choose how many Targets can see his image but he must choose at least one.

Mod Cost: +1:3

For a telepathic signal the Hero will see holographic images of the Target's location around him as if he were standing with the Target. He will be oblivious to the world around his physical self. Or, the Hero may retain his worldly awareness but will only be able to see and hear his Target(s) (not the environment

Creature Speak

Range: No

Visible: No

Description: This power allows the Hero to speak with living beings other than humans.

System: Animals, however, are quite stupid compared to humans and the Hero must accept that the animal will only understand basic conversation and will know practically nothing of the human world. A person's name would only be known if the animal were familiar with that person. The animal would not know where someone has gone or what he said.

A dog could tell the Hero that 6 humans came in and killed his master and that they had their faces covered with red and black stripes.

When purchasing Variants the Player will choose Kingdom, Class or Species. While there are many more classifications we have boiled it down to three to keep it simple.

Power Cost: See Variants

Choose from these Variants:

Kingdom: The Player must choose from either the Animalia (Animal Kingdom) or Plantae (Plant Kingdom) and will be able to speak to any creature belonging to that Kingdom (or both). Monera, Protista and Fungi are not included within this power because it is debatable that they contain any capacity for the storage of knowledge whatsoever. It is also kind of hokey for a Hero to get info from a Mushroom (visions and a wild evening yes, but useful information, no). The Director can of course allow these groups as well. For every Power Level, the Hero will be able to speak to any creature in the specified Kingdom.

Variant Cost: +11 PP per Power Level

Class: The Player must choose from one of several Classes of creatures belonging to the desired Kingdom he wishes to work with. The Hero may speak to any creature in the specified Class. For every Power Level, the

Hero will be able to speak to any creature in the specified Class.

Variant Cost: +5 PP per Power Level

Some examples from the Animal Kingdom would include: Birds, Fish, Reptiles, Insects and Mammals

Species: The Player must first choose from the many Species of creatures belonging to the desired Kingdom and Class he wishes to work with. For every Power Level, the Hero will be able to speak to any creature in the specified Species.

Variant Cost: +2 PP per Power Level

Some examples would include: Canine (Fox, Wolf, Domestic Dog), Feline (Tiger, Lion, Lynx, Domestic Cat), Equine (Zebra, Horse, Donkey), Shark (Shark, Ray), Oak, Fern and Arachnid (Ticks, Spiders, Scorpions)

Specific: This is one particular creature that the Hero is able to talk with. For every Power Level the Hero will be able to speak with one specific being.

Variant Cost: +1 PP per Power Level

Kingdom			
Class		Class	
Species	Species	Species	Species

Additional Notes:

Using this power along with Mind Control, a Hero could control creatures. Unless plants can move on their own, the Hero will need to use Animate to make the plants do things for him. Also, a Hero may wish to buy Summon to get the creatures to come to him, as they generally tend to run away from humans.

If this is not how you would like to run your campaign you could assume the Doctor Dolittle scenario and run the animals like people. They would love Lassie and Rin Tin Tin. They might admire the Crocodile Hunter for his contributions to the animal kingdom. An Owl may even wish to engage you in a game of chess.

If the Hero has Broadcasting along with this power, he will be able to do this at a range and in silence.

Dead Speak

Range: No

Visible: No

Description: The ability to communicate with the dead.

System: Skill AV + d10 vs. Difficulty

The dead continue to have imprints of their soul left within them. By using this power, the Hero is able to activate that imprint. The imprint has a Will of 1 and is easily manipulated. It will remember only important or pivotal events and information of its former life as the mundane details have faded away with the release of the soul. Time is not an issue. The condition of the body is. The head is the most important piece though. If the head is in good condition, it will know about 80% of the important events pertaining to its former life. The most important events go last.

Power Cost: +4 PP

Endurance Cost: 10 to engage the corpse

Additional Notes:

Using this power along with Mind Control, a Hero could control the dead. Unless the corpse can move on its own the Hero will need to use Animate to make the dead do things for him. Also, a Hero may wish to buy Summon to get the cadavers to come to him, as they generally tend to lie around rotting.

If the Hero has Broadcasting along with this power, he will be able to do this at a range and in silence.

If the Hero had this and Creature Speak he could talk to dead animals or trees (okay, so I'm getting' silly).

Interface

Range: No

Visible: No

This power is to be used with R. Talsorian's Cyber Punk net running rules. To use this power, you will need a copy of Cyber Punk and will have to understand net running.

Description: Using this power will allow the Hero to access the net and net run. It can also be used with the Item Generator to create cyber decks and main frames.

System: The Hero can basically use his brain (nature's first and still most powerful computer) as

his deck, storing programs and information in his own brain cells. We only use a small portion of our brain as it is anyway. The Hero will need to acquire programs the normal way (buying, stealing or writing). He will then need to make a connection with a deck, load the programs into the deck and then copy the programs from the deck to his brain. These programs will now be implanted into his brain and he will be able to use them any time he needs to. He also will not need interface plugs, connecting instead with brain waves.

The Hero will have several advantages over other net runners. The first being that standard anti-personnel programs that have to go through a cyber deck (like Brainwipe, Zombie, Liche and Firestarter) will not affect him whatsoever. There is no deck or wiring to run the current. On the down side, the Hero is not all-powerful. Some Anti-Personnel shit will still affect the Hero. Programs like Spazz (can be reproduced by rapidly flashing lights) and Glue will work just fine. All Anti-IC programs will have an effect on the Hero considering the fact that he is still using programs.

This power can be used to build cyber decks. Using the Item Generator a Hero could place this power within an item. He will, of course, lose the benefits of being separate from the deck. The power is written for heroes without a cyber deck, for use with a deck you will have to make a few allowances and assumptions. This should be no problem and should integrate quite seamlessly.

Add all Sector costs to determine OCP.

Power Cost: See Sectors
Endurance Cost: 1 per OCP

The following Sectors must be purchased for the power to work:

Data Walls: The default strength of a Data Wall is equal to the Hero's Will. For every Power Level, the Hero can increase the strength of the Data Wall by one point.

Sector Cost: +1 PP per Power Level

A Cyber Deck, by default, has no will. It can only use its Data Wall strength for defense.

Memory: For every Power Level, the Hero will gain 10 Memory Units.

Sector Cost: +1 PP per Power Level

Programs: This Sector will allow the Hero to use programs in the Net. Directors should approve the amount of programs the Hero can run at one time. The Hero will be able to run one program at a time per Power Level.

Sector Cost: +2 PP per Power Level

With this Sector, a hero could run several programs at a time. He could be Invisible, with Armor and hurl multiple Killers at a time. This may seem to be a very powerful ability but don't forget, the Director can always send several opponents at a time or use an AI if the Hero is just rolling over every system he has. And there are always others out there with this ability.

"These Fuckin' Net Mechs are pissin' me off. They roll right in, all armored up, flinging killers left an' right. Half of 'em are invisible, usein' three and four programs at a time. Hell, we sent some of our meanest shit at 'em and boink! They just keep going like it was nothin'. I think were gonna hafta' git a Net Mech of our own or we're not gonna' be in business much longer."

The following Mods may come in handy during game play:

Skillz: This is a powerful addition to the Runners arsenal of abilities. With this Mod, the Hero can use any skill or power he has that resembles a program. The Hero achieves the Skillz effect by studying programming code and developing routines that will allow him to translate any of his skills into programs on the fly. The Hero can use his skills at a strength equal to his level. He is, however, limited to the average of his UP – Interface and Programming skill levels.

Mod Cost: +5 PP

Our Hero ReBoot is what is known as a Net Mech. He is able to Net Run without the need of a deck. Reboot also has Interface and has purchased the Mod Skillz. His level in UP – Interface is 6 and his programming level is 8.

He has the skill Handgun at level 4. He could use a Killer routine without having a killer program. The strength of the routine would be a 4. It has the potential of being a Killer 7 (the average of the two skills) but his handgun level holds him back to a 4.

Speed: By purchasing this Mod the Hero is able to enhance the speed of his connection. Add one to the speed per Power Level.

Mod Cost: +1 PP per Power Level

Mega Phone

Range: No **Visible:** Yes*

* The visibility is actually auditable with the Power Modifier - Exuberant.

Description: This allows the Hero to be heard over a significant body of noise.

System: The Hero will project his voice at about 120 Decibels. This is the volume of an Airplane taking off at 200 ft. It is also 10 dB lower than the pain threshold for humans and 3 dB higher than a Disco at full tilt.

While this power does no damage, it could be linked with Wounding, which would increase the decibels by 10 for each DC of SDm. This power will also add +3 to an intimidation roll and even interrogation rolls for you sick bastards out there. Players may also want to consider attaching Muting to this power to deafen their targets.

Power Cost: +2 PP
Endurance Cost: 5 per use

Sensory

Range: No **Visible:** No

Description: The Hero is able to communicate through a sense rather than by speaking or using sign language (or Broadcasting).

System: The Hero needs to have sensory contact to establish the communication. It could be through a gaze, a touch or even a scent. Hearing is already taken. The Hero may use one sense per Power Level. The senses must be defined at purchase.

Power Cost: +1 PP per Power Level

Pete touches Jenna and at that moment she is

silently instructed to meet him in the bedroom greased up and ready for action.

Spirit Talk

Range: No **Visible:** No

Description: The Hero is able to communicate with spirits.

System: The Hero will not be able to see the spirits or to call forth a certain one (those are additional powers) but he is able to talk with those within the area. They will generally answer because, well, because they're usually quite fucking bored.

Power Cost: +2 PP
Endurance Cost: 5 per use

Summoning

Range: Yes* **Visible:** No

* The range is actually limitless. It will be calculated into the difficulty for abundance.

Description: This is the ability to bring forth that which the Hero desires.

System: The power creates a force between the two drawing them together. Events will actually unfold to cause them to reach one another. It does, however, take time for these things to arrive to the Hero. The more time the Hero has, the better things he can get. There are several factors in summoning. They are *Abundance*, *Value* and *Time*. Yes, size is not a factor this time. These are all rated on a 1 to 5 scale. This power is not intended to be combat oriented. It works best as a "down time" power.

Abundance: Reflects how many of the specified things are in the area at any given time.

Task	Description	Examples
1	Always there without fail	Cards in a casino, pussy in a whorehouse
2	Probably there but not necessarily	Flares on a boat, gun in a bar, Bible in a motel room
3	Probably not there but possible	Lion in a dessert, Fuzion books at the retailer
4	If it's there, it was put there against reason	A nice quiche at a Hell's Angels meet, a Daemon in a church
5	Not a fucking chance in the world....	Bill Gates in a crack house hanging wit da homies or The Hope Diamond in my pocket

Value: Is a measure of how many points or dollars the Hero would have to spend to get his own normally. This can be a variable of how important it is at the moment if the Player has been giving the Director a hard time.

Task	Description	Examples
1	Basically worthless in the scheme of things	A cigarette or cigar, a rat, a quarter, stick of gum, Classic Fuzion Martial Arts Plug-in
2	Somewhat valuable or Mildly Powerful	Rolex, wild dog, magic potion, assault rifle, sheriff, Porno Star
3	Very Valuable or Powerful	Tiger or Lion, Lamborghini, enchanted item, the Mayor, a Super Model
4	Exceptionally Valuable or Very Powerful	Cruise ship, prototype technology, herd of elephants, a Congressman
5	Priceless or Exceptionally Powerful	Thor's hammer, Hope Diamond, this Plug-in, the highest official of a country

Time: Is a direct measure of how long it will take for the summoned item or being to show up. This is where the super part of the power really comes into play. Realistically, it would take forever for most of this shit to show up but that is not much fun is it? So we turn the reality two notches to fun for this modifier.

Task	Description	Examples
1	One week	7 days
2	One day	24 hours
3	One hour	60 minutes
4	One minute	60 seconds
5	One phase	3 seconds

Now, add all of the Task Numbers together and that is the Power Level the Hero would have to be, to pull off this stunt. Add all costs to determine OCP (OCP = TCP).

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per level played

So if Tarzan were to summon a heard of elephants (4) while he was in the jungle (2) and he needed them within a minute (4), he would need a Power Level 10 Summoning - Living

Choose from the following Variants to design the power:

Living: By calling out, the Hero can summon living creatures to his location. This is not going to allow the Hero to control these creatures only summon them so he may want

make provisions for dangerous creatures like Lions or Daemons. A Ward or control power may be a good idea. The initial cost will allow to Hero to summon semi intelligent creatures like dogs, cats and hippies.

Variant Cost: +5 PP

Item: The Hero is able cause items to gravitate towards him.

Let's say your playing cards and you need that Ace to win the game.

Variant Cost: +3 PP

The following Mods may be added to either Variant:

Mystical: This is useful for such things as fairies, dragons, daemons, spirits, magic items and so on.

Mod Cost: +3 PP

People: Intelligent sentient creatures

Mod Cost: +2 PP

This would include most humans

Weaving

Range: Yes

Visible: No

Description: This is the ability to send messages through dream state. The Hero is able to contact a sleeping Target that is in dream state and interact with him.

System: *UP-Weaving roll + Power Level + Will vs. Target's Resistance + UP-Weaving + Power Level*

Dreamstate: Both the Hero and the Target must be asleep and within the power's range. Entering a dream requires no roll. Moving around and interacting within a Target's dream also requires no roll. The Hero may stay within the Target's dream and undetected until he tries to alter the dreamstate or attack the Target.

Combat: Should the Hero wish to change the dreamstate or attack the Target then combat will begin. The Target may or may not know

that his mind is being invaded. Role-play and the Target's past experiences will determine this. If the Target knows of this ability or has experienced it before then there's a good chance he'll know what's up.

Alter: Any Weaver may alter the dreamstate. It will require a difficulty roll to be determined by the Director (the more drastic the change, the harder the roll). Unless the Target is a Weaver, he cannot change the dreamstate but he can resist. Use the formula under System to determine the result.

Roll: If the Hero engages in combat while in the dream world, then combat will ensue as normal. Both parties can use any skill as normal and weapons that they are intimately familiar with can make an appearance (even for non-Weavers). Powers are always available. Damage by a weaver will reflect on the Target's physical body. Non-weavers cannot harm a physical form from the dreamstate. If a non-weaver delivers a fatal blow to a Weaver, then the Weaver will lose touch with the dream state for a minimum of one day. He will then roll 1d10. Square the sum and this will be how many extra days before he can return.

Waking Up: If the Target wakes up, then the dreamstate collapses and the Hero is kicked out. The Target is able to wake up himself if he is able to realize that his mind is being invaded. The Hero can resist this by forcing the Target to remain asleep. Use the System formula in reverse to determine the outcome.

Weaving is especially good for leaving suggestions while Targets sleep. Players who wish to do so should purchase the power Mind Control.

Now, where did I put my red and black striped sweater?

Power Cost:

- +5 PP
- +1 PP per Power Level



SKILL POWERS

These are powers based on skills and do things that people usually use a tool and a skill to do. They still need the skill but the power replaces the tool. There are no UP skills to purchase with these powers, just use the Base Skill as specified in the power.

These powers can tend to get kind of weird and Directors should feel free to disallow any of them unless Players can come up with a really good reason for having the power. Otherwise, we think they make a neat addition.

Alchemy

Range: No

Visible: Yes

Description: This is the ability to transform one material into another.

System: *Skill AV + d10 vs. Difficulty*

The Hero can take any non-living material and transform it into any other non-living material. His success will be determined by a skill roll verses a difficulty based on the *Element Type*, the *Amount* of material and it's *Organic* nature. The base Difficulty Level is Competent.

Amount: The Player will have two choices for determining the Amount value. Being that weight and size do not always work the same as far as game mechanics go, we provide two different ways of calculating the Amount value.

Size: For every cubic inch raise the Difficulty Value (not the Level) by 1.

Weight: For every ounce raise the Difficulty Value (not the Level) by 1.

Element Type: The types of elements are not exactly defined. It is up to interpretation and ultimately the Director will make the call. Silk and Cotton would be the same type as would Copper and Iron. Neither Copper nor Iron would be considered the same type as Silk or Cotton. The Director might want to use a Periodic Table or just set a value that he feels comfortable with (and be fair Mr. Director).

If the Hero wishes to transform the object from one type of element to another then add another Difficulty Level per step.

Organic: To alter an objects organic nature (to or from) the Player will add 1 to the Difficulty Level. The Hero cannot create or destroy life with this power. The organic object must already be dead to be transformed into an inorganic object and inorganic objects will only be converted into dead organic objects.

Organics include such things as: Cotton, Silk, Bees Wax, Wood, Ivory or anything else that was once living or a byproduct of a living being.

Base Skill: Alchemy. This skill is only used with this power. Without the power, the Player is never able to get it to work even though he understands all of the concepts.

Power Cost: +5 PP

Endurance Cost: 5 per Difficulty Level

Turning 6 cubic inches of steel (a sword blade) into 6 cubic inches of silver (for use against a Werewolf) would require a roll of 18.

*Base Difficulty: Competent (12)
Amount: 6 cubic inches (+6 Difficulty Value)
Element Type: Same (+0 Difficulty Levels)*

To turn a 3 ounce wooden figurine into an ivory figurine would require a roll of 18.

*Base Difficulty: Competent (12)
Amount: 3 ounces (+3 Difficulty Value)
Element Type: 1 Step (+1 Difficulty Level)*

To turn a finger bone (about 1 cubic inch) into a gold finger bone it would require a roll of 20.

*Base Difficulty: Competent (12)
Amount: 1 cubic inch (+1 Difficulty Value)
Element Type: 2 Steps (+1 Difficulty Level)
Organic: (+1 Difficulty Level)*

Bonding

Range: No

Visible: Yes

Description: With this power the Hero is able to cause two objects to stick together by touching the adjoining portions.

System: *AV + d10 + PL vs. Difficulty or DV + d10*
The Hero can cause objects to become bonded together.

To do this, the Hero will have to determine Bonding Type and assign two substances that he wishes to bond together. To successfully Bond two materials, they must be in contact for an entire phase. If this occurs then the Hero can bond up to 4 square inches of material together that phase. This can be spread out any way the Player sees fit but is usually used in a 1" linear path (a weld). The Player will make his Hero's skill roll and compare that against the defined difficulty. The number of success the Hero gains will determine the Bonding Value. Bonding Value will be a measure of how much Strength is required to pull the two components apart. The Hero may increase the amount of square inches by as much Bonding Value as he sacrifices. Thus, -2 to his Bonding Value will give him an additional 2 square inches.

If the Hero is using this against a resisting Target (a person), the Difficulty will be modified. The Target will get his Resistance or his personnel SDF (depends on FX). To make the attack he will first have to score a successful hold. The following phase he must retain the hold and will then make the Bonding roll. He could perform this in one phase by using **Fists of Fuzion** and designing a Hold maneuver and attaching the power Bonding. If Bonding is modified with the Range Dial, then the Target must either be immobile or the Hero will have to forfeit initiative.

Anyone with this power may also un-bond materials in the same fashion. This would include welds, adhesives and magical bonds. It is mostly effective against bonds made with this power. It will completely depend on the FX and the Director on what will qualify. The difficulty will be based on the original Bonding score (what the other guy rolled).

Add all costs to determine OCP (OCP = TCP).

Base Skill: Chemistry, Physics or Meta-Physics

Power Cost: +1 PP per Power Level Endurance Cost: 5 per Difficulty Level

Choose at least one of the following Variants:

Magnetic: The two objects stick together. A person simply needs to pull them apart to separate them. This is a Competent (12) Difficulty task.

Variant Cost: +3 PP

Molecular: This is a rather nasty type of bond. This type actually welds the two substances together. Upon pulling the two components apart, they will suffer 3 points of Killing Damage (KDm) per point of Bonding Value established. Only the weaker of the two will suffer this damage however, as the stronger substance will remain with bits of the weaker still attached. This is a Heroic (15) Difficulty task.

Variant Cost: +3 PP

The following Mod may be used on either Variant:

Sustain: This will cause a more permanent bond. If the Hero puts the two objects back in contact with each other they will rejoin. The effects will wear off by the next scene. Add one level to the Difficulty.

Mod Cost: +3 PP

Jack "the Atom Smasher" has a Bonding Power Level of 5. He also has a 5 Intellect and is level 5 in Chemistry. He is trying to escape from a nasty band of Arasaka Security Agents. Leaping from the stairwell he slams the door tight, yanks his glove off and goes to work on the door. Jack is going for a Molecular Bond. This is a Difficulty 15 roll. He starts with a 15 and rolls an eight. It will take an 8 Strength to open the door. Several agents pulling at once should do the trick but this will give Jack the time he needs to slip off into the darkness.

If Jack also had Sustain, then every time the door was shut, it would require an 8 Strength to open it again. If Jack needed to get back through the door (he doesn't have an 8 Strength) he could use his power to reverse the effects.

The duration can be increased using the Duration or Permanency Power Modifiers.

Boom

Range: No

Visible: No

Description: The Hero is able touch off explosives without a detonator. He can cause anything that has explosive properties to go off at his whim.

System: *AV + d10 + Power Level vs. Difficulty*

The less explosive a substance is the higher the difficulty will be. Feel free to add modifiers to the

difficulty for things like rain and low oxygen. Sorry Directors, this is going to be your call and allowing this power at all is entirely up to you.

Base Skill: Demolitions or Chemistry.

Power Cost:

- +5 PP for initial power
- +1 PP per Power Level

Endurance Cost: 5 per Difficulty Level

Gasoline would have a low difficulty, perhaps a Heroic roll. Oil, while flammable, is not very explosive so that might be a Legendary roll.

Click

Range: Yes

Visible: No

Description: The Hero can record perceptions that he can later transfer to a permanent, sharable medium.

System: The Player can purchase the power to record any sensory perception (including Power Senses). He is also able to transfer these perceptions to a permanent medium. He could also combine this power with Broadcasting and share it with others. The Player needs to determine the FX and sense(s) that the power is going to utilize.

Audio: The Hero is able to record sounds that can either be dubbed onto magnetic tape or downloaded onto an optical storage device (CD). The Hero could even dump this information onto a computer via a computer link. This depends on the FX. The Hero can store 15 minutes worth of information per Storage Space (or 15 megs of compressed data).

Touch, Scent & Taste: This is kind of hard to imagine but it is possible. How much can be stored, and what the Hero is able to dump the information onto is up to the Player and Director (you're on your own).

Video: The Hero can record images. He is able to transfer these images onto photosensitive paper, regular paper or even magnetic tape. He could even download it via a computer link; how this is done will all depend on the FX. Each Storage Space can hold 15 megs worth of images. This is at a maximum of 1600 ppi. The Hero is able to

adjust the resolution, picture size, number of pictures or length of video per Storage Space.

The Hero will be able record one Storage Space worth of information per Power Level.

Base Skill: Photography, Chemistry or Multimedia (Depends on FX)

Power Cost: +1 PP per Power Level

Endurance Cost: 1 per Power Level

Cure

Range: No

Visible: Yes

Description: Using this power the Hero is able to heal the body of diseases, paralysis, blindness and even to regenerate lost body parts.

System: The Hero directs the body on how to fix it's self. This often means reprogramming the body to do things it's no longer meant to do, such as, grow spinal tissue or to grow new eyes. Any disease that the Hero knows the cure for can be cured in the Target (or the Hero if he uses it on himself). The Hero will set the fix in motion and does not need to remain for it to take effect.

The healing process generally takes some time. For a person to re-grow eyes might only take a week or so but an arm would probably take about a month. There are no set numbers to the amount of time it takes a person to regenerate a lost body part but assume a limb would be a month and base everything else off of that. For diseases, assume 1 week to be fully cured and double the time for advanced or critical stages. The Director will double the time again for severely degenerative diseases such as Ebola.

There is usually no roll for this power. The level of Medicine (First Aid or Paramedic) generally determines what the Hero is capable doing and the power lets him do it without the use of medicines or tools.

Base Skill: Medicine.

Power Cost: +4 PP

Endurance Cost: 10 per use

Efficiency

Range: No

Visible: No

Description: The Hero has the ability to complete skill tasks at incredible speeds.

System: The Hero is able to finish a skill task in half the time it would normally take (non-combat skills). This is not due to lighting speed but rather the ability observe patterns in tasks and he is able to use his time to 100% efficiency.

Base Skill: Any non-combat skill.

Power Cost: +5 PP

"Well, I set up the network, reconfigured the plotter, developed all of the profiles, organized the subroutines, wrote a few macros, made coffee and cleaned my workspace. What should I do after lunch?"

Fixit

Range: No

Visible: No

Description: This power will allow the Hero to do Carpentry and Mechanical work without tools.

System: The Hero cannot generate parts but he can do any activity that would normally require a tool to do. Drive nails with his fists, twist off bolts with his bare hands, cut wire with his fingers (careful, fingers are not insulated) or even saw through wood with his arm. Power tools or tools that require chemicals, like a sandblaster, do not fall under this power. The Hero should determine what form of tools he is planning to use. A Hero might have Carpentry abilities but it might not translate over to Mechanic abilities.

Base Skills: any form of repair skill

Power Cost: +3 PP

Endurance Cost: 3 per use

The Director may require the Player choose a category of tools like carpentry, mechanic or machinist. Or, he may allow the hero to simulate any tool he has intimate knowledge of.

If the Player wants to do damage, he should purchase a Power Pool and be required to include Wounding.

I-Map

Range: No

Visible: No

Description: This power allows the Hero to become a living GPS receiver. He doesn't really receive signals that pinpoint his location but you'd swear he does.

System: The Hero has a perfect sense of spatial awareness when it comes to navigating the globe. The power will only work on one planet per purchase so if dimension or planet hopping is on the Heroes agenda this should be taken into consideration. For every Power Level the Hero purchases, lower any navigation rolls by 1 Difficulty Level.

Base Skill: Navigation

Power Cost:

- +1 PP per Power Level
- +1 PP per Planet or
- +5 PP for any Planet

Endurance Cost: 3 per use

Entering a specific point in the Amazon and exiting a specific point on the other side without a map or compass would be a Legendary roll. With 3 levels of I-Map it would only require a Competent roll.

Opensesme

Range: No

Visible: No

Description: The Hero is able to pick locks without the need of a lock pick set.

System: *AV + d10 vs. Difficulty*

The Hero is able to use this power in place of a lock picking set. How the Hero does this is up to the Player. Perhaps he "asks" the lock to open. Maybe he is using some sort of mystical ability that allows him to alter reality (the guy never locked it) or perhaps a very intricate Telekinesis stunt.

Base Skill: Pick Lock

Power Cost: +3 PP

Endurance Cost: 2 per difficulty

Ping

Range: Yes

Visible: Yes

Description: This power allows a Hero to make things he is actively looking for to glow.

System: *AV + 10 vs. Difficulty*

This power can be used to find anything within sight. The Player must declare what it is his Hero is looking for before sending out the ping. This is a specific declaration. The Player can't say, "I'm looking for any clues." He must specify what he is looking for. "I'm looking for traps down the hallway", however, is specific enough.

The Hero must make a Perception roll. Every Power Level will lower the Difficulty Level by 1. If used against an Invisible Target or object, it will lower the Invisibilities Power Level by one for every Power Level used in the Ping.

Base Skill: Perception

Power Cost: +1 PP per Power Level

Endurance Cost: 2 per Power Level

A needle in a haystack would be an Exceptionally Heroic Difficulty. But if the Hero has 4 levels of Ping, he would roll against an Incredible Difficulty.

Another example would be against an Invisible Target. If the Target had Invisibility that was giving him +6 the same Hero would only be at a -2 to Perception when using Ping.

Red Cross

Range: No

Visible: Yes

Description: This power will effectively replace a first aid kit.

System: *Skill AV + 10 vs. Difficulty*

The Hero can stop bleeding, stitch cuts, splint bones and treat shock. He can basically do first aid without needing a kit.

The Hero is unable to provide any form of disinfectant, pain relief or accelerated healing of any kind. Additionally, no splints, bandages or any other foreign objects will appear.

Base Skill: First Aid

Power Cost: +3 PP

Endurance Cost: 3 per use

Scribe

Range: No

Visible: Yes

Description: The Hero can write on any surface with his finger.

System: The Hero is able to draw on any surface with his finger (or whatever). The material will be permanently marred with the message or image. This power basically replaces the need for ink, paint, brushes, pens, etc. While it is a very effective method of leaving messages behind, it can be a great tool for the graffiti or Tattoo artist as well.

Pen: The scoring point can be as wide as the drawing appendage (finger width) and as deep as 5mm.

Surface: The smoother the surface, the easier the difficulty (sorry Directors, it's your call).

Removing a scribed work requires removing the entire depth of the area it has penetrated but is otherwise permanent. Time and the elements will not fade the scribe's work but if the deterioration destroyed the surface then the art would be disrupted as well.

Base Skill: Drafting, Art, Penmanship, Tattooing...

Power Cost: +1 PP

Endurance Cost: 2 per use

Speak

Range: No

Visible: No

Description: This power makes the Hero a living translator.

System: *AV + 10 vs. Difficulty*

The Hero can decipher, speak and read and write any language he is exposed to. The amount of time and or material will modify the difficulty. The normal difficulty is based on a week's exposure or 400 pages of text. The difficulty goes up one level as per timetable step or per 25 pages less. The minimum amount of time is 1 hour and the minimum amount of pages is 25. The Director is free to modify difficulty for more or less difficult languages.

Base Skill: Linguistics

Power Cost: +3 PP

Thatsme

Range: No **Visible:** Yes

Description: The Hero is able to alter printed images to make them look like someone else and alter the content of a document to reflect his desire.

System: *AV + 10 vs. Difficulty*

This is usually done with a swipe of the hand. The Director will decide the difficulty for a given document based on its complexity.

To fabricate a new version the Hero will have to know what the document should look like and what information it should contain. It's best to have an example to work from.

Base Skill: Forging

Power Cost: +3 PP
Endurance Cost: 5 points per document

Add the following Mod for additional mayhem:

Thatsgreen: This Mod allows the Hero to do the same effect with money.

Base Skill: Counterfeiting

Mod Cost: +3 PP
Endurance Cost: Same

Vroom

Range: No **Visible:** No

Description: This is hot wiring and it can be done with any type of vehicle.

System: *AV + 10 vs. Difficulty*

The vehicle will work as though the right key was inserted and the starting ritual was successfully completed. The more complex a vehicle is, the higher the difficulty will be. A motorcycle would be a Competent Difficulty and an alien craft would be Legendary (or higher). The Director can make adjustments for the Hero's familiarity with the vehicle type, security systems or any support skills he may have like mechanical repair.

Base Skill: Security Systems

Power Cost: +3 PP
Endurance Cost: 6 per use

Whatswrong

Range: No **Visible:** No

Description: This power is divided into 3 Variants that will allow the Hero to determine exactly what is wrong with a Target physically, mentally or spiritually.

System: *AV + 10 vs. Difficulty*

The Hero will need to make the Variant skill roll to determine what is wrong with the Target. To determine difficulty the Director may wish to use the damage level, Power Level or the success roll (in the case of mind control or reprogramming).

Power Cost: +2 PP
Endurance Cost: 10 per use

Choose from the following Variants:

Mental: This variant will allow the Hero to determine if the Target has any form of mental disorders or if he has any form of psychic damage or alteration, brain washing or if he is currently under any form of mind control.

Base Skill: Psychiatry

Variant Cost: +3 PP

Mystical: This Variant allows Hero to see if the Target is under any form of mystical sickness, possession or perhaps a curse.

Base Skill: Occult

Variant Cost: +3 PP

Physical: This Variant will allow a Hero to determine if a Target is suffering from a form of illness, poison or trauma occurring from normal real world injuries and what the extent of these complications are.

This is without the use of instruments, tests or surgery. The Hero simply takes one phase to observe his target (touch may be required) and if he makes his roll then he will instantly know the answer he seeks.

Base Skill: Medicine

Variant Cost: +2 PP

STATISTIC POWERS

These are powers that are directly related to the Hero's statistics. As has been stated over and over again, any stat that goes over 7 is a super stat. Any secondary stat that goes over a value allowed by a normal stat is also supernatural. A stat does not have to exceed 7 to be considered super. Any stat that is added from a power should be considered a super stat as well. Some powers are also stat driven and are listed below.

Players may purchase negative stat values to redeem points. This is VERY useful in Morphing Pools, Designing Items (Strength Requirement or accuracy modifiers for weapons) and so on. You'll just have to be creative. Retribution points hold the same value as additional points.

If the Hero built a sword that had a Strength Requirement of 2, then he would apply a -2 Strength value to it and would receive 4 points back for the cost.

A Player could even slap on a negative modifier to his Hero to show an old injury. He could then save the points up to buy off the impairment and then would be able to find that one specialist who was able to fix his ailment. If the Player buys negative stats and claims it's injury related he couldn't go pay a doctor to fix it. It will be assumed that he has a rare condition that no one knows how to fix. Once he pays off the points then it is assumed that he finally found a doctor that can cure him.

Primary

Range: No **Visible:** No

Description: The Hero may obtain additional primary statistic points as a power.

System: Any statistic going over seven is also considered a power for humans. This should keep things completely balanced across the board. If your Hero transforms into an alternate identity to assume his powers (like The Incredible Hulk or Mighty Man) you should build a Morphing Pool for this alternate form. You should also download the Morph-Hero Sheet (Hell's Cookbook).

For power stats it will cost double the normal points to raise the stat. This could be for stats that kick-in only when the Hero assumes his identity or it could be for stats that exceed 7. So, a Hero who

has a 9 in Strength has a Super Strength of +2. But a Hero who turns into a Werewolf and goes from a 5 Strength to a 7 Strength also has a Super Strength of +2. So they both pay the same amount of points for that strength even though the Hero with the 9 Strength is getting a better deal. For every Power Level the Hero will gain 1 point of Primary Stat.

Power Cost: +1 PP per Power Level

Endurance Cost: As per normal

Yeah, yeah it's not a fair exchange but it is consistent, relative and it allows the Adjustment Powers to work properly. If you don't like this then ask the Director to change it or don't make up that kind of Hero. I guess it depends on whether you're a bean counter or not (Role Player vs. Roll Player). Besides, this situation usually occurs within a Morphing Pool and those points are cheaper anyway.

Secondary

Range: No **Visible:** No

Description: These are the stats that are normally dependent on their primary counterparts and most Primary Stats have several Secondary Stats attached to them. This power will allow the Player to raise a secondary stat beyond its Primary counter parts limitations.

System: By purchasing these as powers, the Hero is able to raise a Secondary Stat independently of the Primary Stat and of the other Secondary Stats associated with that Primary Stat. It's best (more cost effective) to enhance Secondary Stats once the Hero has reached super Primary Stat status. Otherwise he might as well raise the Primary Stat.

Power Cost: +1 PP per Power Level

Endurance Cost: As per normal

See the following Variants for more detail:

Evasion (Ev): While not derived from a primary stat, Heroes can have an enhanced Ev. This modifier will be added any time Ev is used. See **Fists of Fuzion** for an in depth look into how Ev is beneficial and where it can most strategically be applied. The Hero will receive 1 additional point of Ev per Power Level.

Variant Cost: +1 PP per Power Level

Luck: With this modifier the Hero will gain extra points of luck. This modifier is 200% cost effective! The Hero will receive 1 additional Luck point per Power Level

Variant Cost: +1 PP per Power Level

Hits: This modifier will add points to the Hero's existing Hits. The Hero will receive 5 additional Hits per Power Level.

Variant Cost: +1 PP per Power Level

Humanity: With this modifier the Hero will gain extra points of Humanity. Cannot be obtained through Instant Gratification. The Hero will receive 10 additional Humanity per Power Level.

Variant Cost: +1 PP per Power Level

Speed: With this modifier the Hero is able to increase his Speed stat. The Hero will receive 1 additional point of Speed per Power Level.

Variant Cost: +2 PP per Power Level

Stun: This modifier will add points to the Hero's existing Stun stat. The Hero will receive 5 additional Stun per Power Level.

Variant Cost: +1 PP per Power Level

Recovery: This modifier will add points to the Hero's existing Recovery stat. The Hero will receive 1 additional Recovery per Power Level.

Variant Cost: +2 PP per Power Level

Resistance: This modifier will add points to the Hero's existing Resistance. The Hero will receive 3 additional Resistance per Power Level.

Variant Cost: +1 PP per Power Level

Stun Defense (SDf): This modifier will add points to the Hero's existing SDf stat. The Hero will receive 2 additional SDf per Power Level.

Variant Cost: +1 PP per Power Level

Eidetic Memory

Range: No

Visible: No

Description: Heroes with this power have an incredible power of recall.

System: The Player may write anything on paper or take notes at any time even if his Hero is in a straight jacket and blindfolded. Anything the Player has written on the paper may be used at his leisure for game play. Furthermore, if the Director passes out any handouts, the Player may keep any page that he has looked at for further gaming. Directors do not have to remind the Player of anything he has not written down. Nor does he have to remind him to check his notes.

Power Cost: +3 PP per Power Level

Immortality

Range: No

Visible: No

Description: With this power the Hero is able to extend his living potential incredibly.

System: There are two levels of Immortality. The Hero will age to adulthood as normal and at some point in his adult life the effects of his power will kick in.

Power Cost: See Variants

Choose one of the following Variants:

Immortal: The Hero will live until he is killed by something, thus he is still able to die from disease, poison and injury.

Variant Cost: +5 PP

Long Lived: A long-lived Hero will quadruple his normal life span (about 300-400 years).

Variant Cost: +3 PP

The following Mod may be added to either Variant:

Parasite: This Mod is intended to simulate beings that must feed on the living such as Vampires, Windigo, Zombies and Revenants to maintain their immortality. This usually involves such things as blood, flesh and souls.

It should involve something out of the ordinary and completely socially unacceptable.

bones. The Hero will still only take 2x his Body in hits to that limb as the limb still only has that much to offer.

Mod Cost: -2 PP

Power Cost: +4 PP

Sorry, you can't use Steak as your parasitic feeding, although you could specify fresh cow blood.

Perfect Timing

Range: No

Visible: No

Description: Heroes with this ability have an incredible sense of timing.

System: There are many facets of what this power is capable of. The biggest advantages will be seen whenever movement is involved.

The Hero has an uncanny ability to hit moving Targets with stunning accuracy. He can negate 1 point of modifier per Power Level when trying to hit moving Targets. This is only going to negate moving Target modifiers.

If he makes a successful Area Knowledge roll (difficulty to be determined by the task) he can precisely predict the time it will take to cross town at any given time of the day.

For every Power Level, the Hero will subtract 1 from any personnel movement modifier (but only the modifier) or 1 level of difficulty for any maneuver involving a moving base or landing.

Power Cost: +2 PP per Power Level

Tuff Bone

Range: No

Visible: No

This power only works if you are using the *Hit 'Im Where it Counts* section from **Fists of Fuzion**.

Description: This power will make the Hero's bones incredibly strong and very resistant to breaking.

System: Normally a Hero who takes 2x his Body in Hits to a limb has a broken bone. With Tuff Bone, it becomes nearly impossible to break bones. The Hero can take 4x his Body to a bone before it breaks. This means that a Target will nearly have to kill the Hero to break one of his



SENSE POWERS

These are powers based on the senses. Some of them aid the current senses while others give the Heroes extra senses to perceive the world around them. In the real world we work with five senses. For the purpose of game play, we are only working with four. The senses of *Smell* and *Taste* are so closely related that we are going to treat it as one as far as powers are concerned.

Enhanced Perception

Range: Yes

Visible: No

Description: The Hero has a sense or sense group that is exceptionally keen.

System: This is a Power that can be used for any Sense or Sense Group. It can even modify the senses in the *Other* group. For every Power Level the Hero will get +2 to any *Perception* roll made while this power is in effect for any Sense or Sense Group it is attached to.

If a Player wants to redeem points for his Hero he can reverse points and bonuses per Power Level.

Power Cost:

- +1 PP per Power Level for One Sense.
- +2 PP per Power Level for Each Sense Group
- +2 PP per Power Level for All Senses
- +4 PP per Power Level for All Sense Groups

While not Variants, each group below has particular rules that will aid Directors and the Cast to use these powers most efficiently.

Sight: Enhanced Sight would mostly be for long distance and would improve the Hero's vision rating. Perhaps the Player would add 10 to the 20/20 equation per Power Level. Thus, a Power Level 2 would give a Hero 40/20 sight. He would be able to see at 40 feet what a normal person sees at 20 feet; thus, he would have x2 vision.

Ratings are usually subtracted from the second number in the real world but for a superhero setting we need a broader range of numbers, hence the system we propose.

Hearing: Enhanced Hearing would help the Hero to focus on particular sounds amidst other noise. Thus, it would help him filter out background noises and concentrate on one particular set of sounds. Additionally, it will aid him in hearing faint or distant sounds. This ability does not allow the Hero to hear frequencies that a normal human cannot, that is a different enhancement. To put this to a science would require going into decibels and frequency bandwidths along with variables for distortion. Thus, to keep game play fun and exciting this is going to be a Directors call for difficulty. One option might be, to treat it the same as vision. Thus, a Hero with 60/20 hearing could hear something at 60 feet that he would normally need to be 20 feet to hear.

Don't you hear it! It sounds just like Cobra scales scraping across rock! Oh, Shit!!!! I hate snakes man! I reeeaaally fuckin' hate snakes!

Touch: This is a tough enhancement to use and explain. It will basically allow a Hero to decipher more minute differences in texture. He will be able to determine things like grain, etching, scratches, impurities on a surface, bullet rifling, residual finger prints and so on. Again we would be forced use a great deal of scientific data to put this to real numbers. In order to keep game play fun and exciting this is going to be a Directors call for difficulty.

Smell & Taste: The Hero will be able to determine the different composites (ingredients) of a particular mixture. With practice he could taste or smell a soup and recite the ingredients and portions with amazing accuracy (use the skill Cooking or UP – Enhanced Taste in addition to Perception). He could even smell or taste chemicals or poisons to determine what they are (Chemistry and or Pharmacology). This will also allow him to distinguish different scents that each individual carries with him. For purposes of tracking, add the bonus to all Tracking rolls as well.

Everyone could smell the faint cigar scent but only Logan knew the brand. It was the fat man's favorite and he knew just where to find him.

Hmmmm....this smells like.....oil! Mazola to be exact. This can only mean one thing! NAKED TWISTER!!!

Lock-On

Range: Yes

Visible: No

Description: This power can be used with any Targeting sense and allows the Hero to tag a Target with an invisible tracer.

System: See Variants for the system rules.

Power Cost: See Variants

Endurance Cost: 2 per phase

The following Variants may be purchased for Lock-On:

Target: The Hero must spend 1 phase to establish a *lock* on his Target. To do this, he must be able to observe his Target with a Targeting sense and may not perform an aggressive action during that phase. After he establishes the *lock-on*, he will receive +1 to his AV per Power Level on all actions with that Target. He must observe the Target at all times or the lock will be broken. The lock is, however, strong enough to go through heavy but not total cover. If the Hero has a power like *Infrared Vision* or *N-Ray Vision* this power will work hand-in-hand with that sense.

Variant Cost: +1 PP per Power Level

Tracer: The Hero spends a phase to establish a *lock* on his Target. Once this is done, he will be able to know exactly where the Target is in relation to himself at all times during the scene. It gives no bonus to-hit but will make it impossible for the Target to hide from him or to sneak up on him during the incident. He may purchase more than one Target at a time but must lock on each Target separately. The Hero may have an established Lock-On to one Target per Power Level at any given time.

Variant Cost: +1 PP per Power Level

Remote

Range: Yes

Visible: No

Description: Buy purchasing this power for a sense, the Hero is able to leave one or more of his senses behind in a certain location.

System: If a Target is being spied on with this power then he can make a *Perception* roll to detect it. Start at a legendary difficulty. "Ever get the feeling someone's watching you?" If the Target has Detection – X, whereas X is a power FX (psionic, magic, technology), and it so happens that it is the same FX the Hero is using then the Target will be able to subtract one difficulty level per Power Level of Detection.

The Hero must close out the sense(s) in his current location to use the one(s) he has left behind.

Power Cost:

- +2 PP per sense
- +4 PP per sense group

Endurance Cost: 2 per phase

Spatial Awareness

Range: Yes

Visible: No

Description: The Hero is able to determine the exact distance between himself and all objects within his sensory perception.

System: The Hero is able to distinguish exact distances using a Targeting Sense. He could look at a circle and determine the circumference and area of the circle. In addition, he could determine the volume of a space he was occupying (but only within enclosed areas). The Director may place restrictions on this as he feels the necessity to do so.

Power Cost: +3 PP

Most Directors would agree that the Hero couldn't look through a telescope and give you the circumference of a planet he was viewing.

Additionally, the Hero could not look up at the sky and determine the distance to outer space.

Targeting Sense

Range: Yes

Visible: No

Description: The Hero can use a non-Targeting sense (like smell or hearing) as a Targeting sense to locate Targets.

System: Targeting Sense can be bought with any normal or special sense and will allow the Hero to use that sense to exactly locate a Target.

Power Cost:

- +2 PP per sense
- +3 PP per sense group

Daredummy has his hearing as a Targeting Sense. The bad guys turn the lights out on him leaving everyone is in the dark. Daredummy can use his hearing to locate and beat up the baddies.

Range

Range: Yes (Duh)

Visible: No

Description: This power allows a Hero to use a non-ranged sense at a range.

System: For the most part this power will only be used for touch being that sight, hearing and smell are already ranged and that taste has been linked to smell. This could possibly be added to some of the *Other* senses.

Power Cost: +1 PP per sense

A Hero that has this for his sense of touch would be able to feel objects at range.

Sense Groups

The following powers fall under their sensory groups and are dependant upon that sensory organ to function to be of use.

Sight

Range: Yes

Visible: No

Description: These are special powers based on Sight Group.

System: If a Hero loses his sight (someone cuts out his eyes or something) then he will also lose any power gained within this group. Additionally, any power within this group could be used in a cyber optic. See the individual Variants for a more

in depth description of how the powers work.

Power Cost: See Variants

Choose from the following Variants for Sight:

360-Degree Vision: The Hero can make a Perception check against any point around him and has the ability to see in all directions.

Variant Cost: +2 PP

Broadcast Sight: The Hero is able to pick up video signals sent through the airwaves. Like wireless videophones and television signals.

Variant Cost: +1 PP

COT: The Hero is able to see around corners without actually exposing any vital portions of the body. The sense must have a permanent location (hand is a good place, or foot for looking up dresses) and it will work as though there is another eye on that part of the body (there can be but it is not necessary).

Variant Cost: +1 PP

Dark Vision: The Hero can see in total darkness as though it were normal daylight. This is a supernatural power and anyone taking this power will have to have a supernatural FX (like Magic).

Variant Cost: +2 PP

Infrared Vision: The Hero can see heat patterns and traces and will have normal Perception checks while in the dark. However, he can only perceive differences in heat. If the temperature was 98.6 degrees then the Hero might have a hell of a time determining where people were. Cold objects will be very dark while hot things may be blindingly bright.

Variant Cost: +1 PP

Low Light Vision: The Hero can use smaller amounts of light to see. A star filled sky would allow the Hero to see as if it were daytime, while a full moon would be like a cloudless day at noon. A penlight or glow stick would work like a 150-watt bulb. The LCD lights from all the equipment in an entertainment stand would

be enough to remove all vision penalties in a standard size room. This power does come with one side effect built-in. A bright light will blind the Hero for one turn while he turns off the power and adjusts. All Muting attacks that are based on a bright flash will work at double strength.

Variant Cost: +1 PP

Damper: This Mod will keep the Hero from being blinded by a sudden burst of light, and will remove the x2 effect of muting attacks. **Add cost for OCP calculation.**

Mod Cost: +1 PP

Microscopic/Telescopic Vision: The Hero can view objects at $10^{\text{Power Level}}$ x magnification. This is far too much of a magnification for everyday or combat use. Players buying this power should research to find out what they could see at different magnifications.

Variant Cost: +1 PP per Power Level

A Power Level of 4 would give the Hero x10,000 magnification.

Motion Sight: The Hero is able to view things by motion rather than visible light. In the darkest night he could see people moving about. If they stop moving, however, they disappear. The Hero will only be able to make out their rough size and shape so determining identity could be a problem.

Variant Cost: +2 PP

Penetrating Vision: The Hero can make normal sight Perception checks through opaque materials. This power is purchased in Power Levels. For every Power Level, your Hero will receive two Penetration Points for seeing through objects. Penetration Points will be divided into two categories, Depth and Density. The division is dynamic so it works like real life. The less dense something is, the further your Hero will be able to see through it. For Depth, 1 Penetration Point equals up to one inch. For Density use the Material Chart provided.

Density	Material
1	Loose Debris
2	Drywall / Dirt / Flesh / Cloth
3	Wood / Plastic / Ceramic
4	Stone / Metal
5+	Abnormally created materials

Variant Cost: +1 PP per Power Level

The Hero has Penetrating Vision at a Power Level of 4. This means that he could see through 4 inches of loose debris or 1 inch of granite without penalty.

Range Finder: The Hero is able to determine the exact distance objects are from him. He can also adjust for range much better. Halve any range modifiers when using this power.

Variant Cost: +1 PP

Scanner Vision: The Hero is a living spectrometer. He sends out different types of waves (radio, micro, light, etc). These signals will either be absorbed or reflected by the material at differing rates depending on their molecular structure. The rate at which and amount of each is measured and the Hero perceives the world as defined materials rather than just colors. He can tell what things are hot, what is emitting radiation, densities of materials and so on. He should be required to make skill rolls to accurately determine some substances (chemistry, biology, etc.).

Variant Cost: +5 PP

A prime example is Jordi for all you Star Trek fans.

This would also include any deep space telescope used to look at stars and search for other planets.

True Sight: This is the ability to see one's true form. If the Target is a type of undead then the Hero will see a corpse. Should the Target be a shape shifter the Hero would see both the animal form and human form. An elemental will appear as his true element and an immortal will appear as a highlighted being. This appearance is in addition to what everyone else is seeing. The Hero will lower the difficulty 1 level per Power Level when encountering illusions and the Power Modifier

Masking. True Sight will not help see invisible object or traps.

Variant Cost: +3 PP per Power Level

Ultraviolet Vision: The Hero sees at night as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in cave) then the Hero gains no advantage.

Variant Cost: +1 PP

Hearing

Range: Yes

Visible: No

Description: These are special powers based on the Hearing Group.

System: If a Hero loses his hearing (someone blows out his eardrums or something) then he will also lose any power gained within this group. Additionally, any power within this group could be used in a cyber audio. See the individual Variants for a more in depth description on how the powers work.

Power Cost: See Variants

Endurance Cost: See Variants

Choose from the following Variants for Hearing:

Active Sonar: The Hero emits a high-frequency sound that bounces off nearby objects and returns to him. This allows the Hero to sense these objects, and can compensate for normal blindness. However, the Hero cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Active Sonar is a Targeting sense.

Variant Cost: +3 PP

Endurance Cost: 3 per phase

Broadcast Hearing: The Hero can hear up and down AM, FM, Wireless Telephone, Police Band and television audio communications bands (see Broadcasting for a more intricate version of this power).

Variant Cost: +2 PP

Isolate: The Hero is able to Target one source of sound and isolate it from the surrounding sounds. This sound will be heard as though there was no other sound being made. The Hero will lower the difficulty one level per Power Level for this purpose and this power works best when combined with Enhanced Perception (Hearing).

Variant Cost: +1 PP per Power Level

Enhanced Hearing will allow you to do the same thing but this add-on will give your Hero an unbelievable ability to hear one sound over another.

Trembler: With this Mod the Hero can hear vibrations on an object as sound. This is useful for listening to a conversation on the other side of a pain glass by targeting the glass rather than the air it's self. Or by placing his ear to the ground, the Hero could hear a conversation in another room as the sound in the other room struck the floor.

Variant Cost: +1 PP

Ultrasonic Hearing: The Hero can hear very high and very low frequency sounds (including Active sonar).

Variant Cost: +1 PP

Smell / Taste

Range: Yes

Visible: No

Description: These are special powers based on the Smell/Taste Group.

System: If a Hero loses his Smell or Taste (someone blows his nose off or chops out his tongue) then he will also lose any power gained within this group. Different than the other groups, Smell and Taste have been linked together; mainly because without one the other is not much good. See the individual Variants for a more in depth description how the powers work.

Power Cost: See Variants

Choose from the following Variants for Smell / Taste:

Pheromone: The Hero is able to sense a Target's emotional state by inhaling his pheromones. The only difficulty would be for things like abundant numbers of people, excessive fumes or strong winds. This power will not allow your Hero to detect lies. Lying is not an emotion. He could detect nervousness and could maybe detect spikes in his nervousness but that could mean a lot of things. Additionally, a Hero could begin to decipher individuals by their pheromone signature.

Variant Cost: +2 PP

Tracking: The Hero can track someone or something by scent with a successful smell/taste Perception check and the skill *Tracking*. This Variant works hand in hand with Enhanced Perception (Smell/Taste) and will lower the difficulty for scent tracking by one level per Power Level.

Variant Cost: +1 PP per Power Level

Other

These powers are not derived from or related to the five (four) basic senses and will not be considered as part of any sense group. They will be treated as individual powers in and of their selves. They are still sense powers and can still be Muted. To Mute these powers out, the Hero would need to specify the Power in particular.

Detection

Range: Yes **Visible:** No

Description: The Hero is able detect a certain type of effect, material or situation.

System: *Awareness AV + d10 vs. Difficulty*

The Director needs to apply a difficulty number to this effect, material or situation based on its Power Level, abundance or pureness and the Hero will have to beat this number with a *Perception* roll. This is not based on any sense in particular and can work with any one of them. It can also work all by it's self allowing the Hero to "feel" it's presence. The Hero can detect one effect, material or situation per power level.

Power Cost: +2 PP per Power Level
Endurance Cost: 2 per Phase

Things that could be detected are as follows but not limited to: Sin, Virtue, traps, spirits, gold, water, and magic.

Danger, enemies, clues and Invisible Targets are not in this power's realm.

Sense Power

Range: Yes **Visible:** No

Description: The Hero can tell what type of power a Target has (Wounding, Teleport, etc) and what type of FX it uses (Cyber, Magic, Elemental).

System: *Awareness AV + d10 vs. Difficulty*

The TCP of the Target's Power will determine the difficulty. The more powerful the Target, the lower the difficulty. Start with a Legendary Difficulty and subtract 1 point (not level) for every TCP of the Target Power. If the Target has a very common FX, such as Psionic, then subtract 1 Difficulty Level in addition to any other modifiers. If the Target has an exceptionally rare form of FX, such as Elemental then add 1 Difficulty Level in addition to any other modifiers.

Power Cost: +4 PP

Endurance Cost: 4 per phase

Visions

Range: No **Visible:** No

Description: With this power the Hero is able to see events from the past.

System: *Willpower + Power Level + d10 vs. difficulty*

When emotional events happen there are always resonant traces left behind. They are not always clear and quite often reflect what the Target perceived rather than what really happened. The amount of time that has past verses the drama of the incident will determine what the Hero is able to get from the images.

Power Cost: +1 PP per Power Level

Endurance Cost: 1 Point / Power Level / phase

The following rules will be used to determine difficulty:

Item: The Hero can read images left behind by the Target and gain information about him and his personality. The amount of time the Target

possessed the item and his affinity for it will influence the amount of information the Hero is able to receive.

Difficulty	Time Possessed / Intimacy
Competent	Years to lifetime / Obsessed
Heroic	Several Years / Fond of
Incredible	Several Months / Liked
Legendary	A few days / Ambiguous
Super Heroic	Picked up / Disliked

Place: This is a broader reading and will generally reveal information of memorable events in a given location rather than personal information.

Difficulty	Time Passed
Competent	Today
Heroic	Several Days ago
Incredible	Several Months
Legendary	Several Years
Super Heroic	Hundreds of Years
Comp. Heroic	Thousands of Years Ago
Excp. Heroic	Millions of Years Ago
Incr. Heroic	Billions of Years Ago

Difficulty	Event
-3 Levels	World Event (The Deluge)
-2 Levels	Large Scale Event (War)
-1 Level	Massive Emotional Event
none	Emotional Event
+1 Level	Completely Uneventful



MANIPULATION POWERS

These are powers that are often associated with either changing, controlling, altering or manifesting objects or events.

Animation

Range: No

Visible: No

Description: This is the ability to jam stats, powers and skills into inanimate objects and give them life and/or abilities.

System: *UP - Animate Control + Presence + d10 vs. Difficulty*

The Hero must take a full phase to allocate the Animation points to his Animate. He may have more than one Animate at a time but must animate them in separate phases (he can make one Animate per phase). The Director might allow the Hero to attach *Area Effect* so that the Hero may animate several objects at a time (one phase). Otherwise *Area Effect* has no other bonus to this power.

A Hero with only 10 Animation points could not put 10 points into each object in his Area Effect, that would be way too powerful.

When animating more than one object at a time, each object should have at least 1 point of Willpower. Otherwise the Hero will need to control them directly. This is where a skill roll becomes necessary. Every action the Animate makes will require a UP-Animate Control roll by the Hero. The difficulty will be Competent. For every additional Animate he is trying to control, raise the Difficulty Level by 1 for all Animates acting that phase.

Grondex has three Animates under his control. He did not allocate Willpower to any of them. He has all of them attack the Emerald Knight. Grondex will need to first make a UP – Animate Control roll. This will be against a Legendary Difficulty (Competent + 2 Difficulty Levels). If he fails the roll then his Animates will not be able to attack that phase. If he succeeds then he will need to roll each Animates attack.

The Animate is under the Hero's absolute control as long as the Hero is active and the Animate is given only a few Will and Intelligence points. If the Animate has a significant amount of *Willpower* (equal to or higher than the Hero's) it may, with

some convincing, turn on its master or try to escape. This power has no duration and so long as the Hero leaves the Animation Points allocated, the Animate will remain active. The Hero will not be allowed to use the allocated Animation Points for any other animations. The Player will purchase a number of Animation Points that his Hero can allocate into animated objects. These points leave the Hero and enter the Animate and will return at the Player's whim (unanimating the object) or when it is reduced to zero hits, whichever comes first. One advantage that Animates gain over living beings is that they do not suffer Pain Modifiers.

If a Target also has Animation and wishes to take control then things get sticky. Here's where Willpower really comes into play. The Target must allocate more Willpower than the Player has. The Target must beat the Hero in allocated Willpower to gain control of the Animate. The Animate will now obey the Target and act with a Willpower of 1. This process can go back and forth.

It should be decided before the purchase of the power whether the Animate becomes inactive upon the Hero's death. It is ultimately up to the Director but makes no difference either way. For every Power Level, the Hero is able to allocate 5 Animation Points.

The following stat descriptions are given as they apply to Animates.

- Intelligence - The ability to reason, solve problems and use skills.
- Willpower - The ability to act without direct control from the Hero. A high Willpower can make the Animate dangerous because it will begin to gain self-awareness.
- Technique - Allows the Animate to make articulate movements like holding a weapon or turning a door handle.
- Reflexes – Allows the Animate to make use of hand-eye coordination.
- Dexterity - Allows the Animate to perform articulated movements of the body. To include any skill with Dexterity as the base stat.
- Constitution - For structural integrity. While Animates are generally immune to Poisons and Disease, giving an Animate Constitution will provide it with SDF and Endurance. Any

Animate that has articulate movement needs to have at least 1 point of Constitution because it must also keep track of Endurance.

- **Body** - What keeps the Animate active. 1 point is required for any Animate that is given movement. The amount of Hits and Stun reflect the strength of the animation, not the material.

A solid metal statue is extremely durable. It would take a block of C4 to destroy it. Giving a statue Movement would be very nasty indeed. Too nasty for balanced game play. Thus, the Hero will need to give the Animate the Body Stat. The Animate's Hits and Stun will be derived from the Body score and this will be the damage needed to stop it. The same statue with a 1 Body would only be able to take 5 Hits before it lost its animation. The statue would be barely scuffed but would stop moving.

- **Move** - Grants the Animate movement.
- **Skills** - 1 point per 3 levels for any skill the Hero knows but not above his level.
- **Power** - 1 Animation Point per Power Point. The Director may require the Hero to already have the power in question but it is not necessary (depends on the Player's merit).

Power Cost: +1 PP per Power Level
Endurance Cost: 1 per OCP

Choose from the following Mods to enhance the variety of the Hero's animations:

Endue: This is a limiting Mod that will cause the Hero to be unable to allocate points to Movement, Intelligence and Willpower. The item will have to remain stationary or gain movement from an outside source.

Variant Cost: -1:4

Why? It allows Heroes to allocate powers and stats into items without having the Fantasia aspect. It's great for making temporary magic items.

Phantom: With this Mod, the Hero will be able to animate Illusions with stat points. He will be able to give them solidity by adding *Strength* and *Body*. This will allow the illusion to become

more real than ever and will raise the difficulty of the detection by one level. The Hero must make provisions for the Phantoms realness by allocating enough points.

A bridge better be strong enough to hold the Targets or they will still fall in the water.

The down side of making Phantoms is that they have both weaknesses as well. If the Target disbelieves the Phantom, it will dissipate. If the Target destroys the Hits of the Phantom, it will dissipate.

Being that the Hero knows the bridge is an Illusion he will not be able to cross it.

Heroes must have the power *Illusions* and make a successful play with the Illusion in addition to the allocation of the Animation Points.

Variant Cost: +1:4

Control

Range: No

Visible: No

Description: The Hero will be able to animate volumes of a substance to bide his will.

System: *UP Control AV + d10 vs. Difficulty*

The Hero is able to move and form substances in any direction or simple shape he desires. Complex shapes could be accomplished at a much harder Difficulty Level (or by purchasing Fine Control) to be set by the Director. The Player must choose the substance his Hero has control over (earth, water, sand...). For every Power Level, the Hero can move 1 Cargo Point worth of that material.

Power Cost: +2 PP per Power Level
Endurance Cost: 2 per Power Level

There are several effects that can be achieved when using this power. Below are a few rules on how to handle these effects.

Engulfing: This is the act of burring a Target with the material in question. Assume that the Target would have to deliver 6 SDm per Power Level to escape. To increase this effectiveness the Player should link *Entangle* to reflect the re-solidification of the material (and to keep things fair).

A level 6 Earth Wave, 634 pounds of earth, would only trap the Target for 36 points of SDm. The substance will have no form of natural protection and every point of SDm delivered will subtract from it's holding value.

Pounding: By slamming the substance into a Target, the Hero is able to deliver damage as per a Wounding Attack. Treat the number of Cargo Points as Strength for the substance. This can either be SDm or KDm depending on the shape and material of the substance. KDm will of course be equal to half of the Cargo Points being used. It should be noted that this power is not Ranged by default.

Six Cargo points of an Earth Wave would do 6 DC SDm if it hit the Target. The same number of Cargo points of an Earth Spike would do 3 DC KDm.

Sliding: The material can cover up to 1 hex per Power Level per phase and the Hero can use this as a form of travel if he desires. The material can only travel as per its normal setting. Thus, only air can fly around without a tether but for air to go under water or underground it would need the tether. Earth would need a tether to rise into the air as would water. A tether is a column at least half the diameter of the head of the material that touches its source. This is great for using water and sand columns or earth waves.

The same Power Level 6 Earth Wave would allow the Hero to surf along the ground with a Move of 6.

Think, Iceman!

Structures: In some cases the Hero would be able to erect makeshift structures, such as, walls, stairs, ramps or even bridges. These structures would have the same strength as noted for Engulfing.

Toughness: Should the Hero wish to use a material that is very tough, like a building wall, he needs to make the substance a suspended solid (small floating pieces). To do this he is going to have to account for material toughness. The Director should require the Player to link Wounding to his Control. Thus, he will destroy the substance's rigidity allowing it to be manipulated.

Change Environment

Range: Yes

Visible: No

Description: With this power the Hero can make changes to the surrounding environment. The Hero could make it rain, snow, sleet or even raise or lower the wind speed, the temperature or visibility due to fog or rain.

System: For every Power Level, the Hero can affect a Target's appropriate power for 1 PP and impair or unimpair by 1 point of Modifier. The power only affects one Target by default and Area Effect is a **very** common modifier. This power is very flexible and will need some creativity to be used to its full effect. Abilities such as flight could be possible but very difficult to control. For every Power Level award the Hero 1 Cargo Point. All flying people, including the Hero, will be treated as though they were in a Sprint for dodging

By making it rain the Hero could impair all Targets by 1 per Power Level due to sight and slipperiness. He would also lower a Wall of Fire's power by 1 PP.

With gusts of wind the Hero could lower a Target's Move by 1 (per Power Level) or increase another Target's Move by 1 (per Power Level).

This is yet another power that Players and Directors will have to be creative with and tolerant with each other. The Director may require the Player to make a Multipower Pool to gain any extra abilities (such as flight) and this is a reasonable request.

Power Cost: +1 PP per Power Level of effect

Endurance Cost: 2 per PP

Density Shift

Range: No

Visible: No

Description: The Hero is able to shift the density of inanimate objects to increase or decrease the hardness of objects. This will allow him to cause things to be easier or harder to break.

System: For every Power Level, the Hero can shift 1 Cargo Point of material 1 Power Level of Armor or Hits. The volume and the level of shift are not interchangeable. Just because the Hero has a tiny diamond does not mean he gets to shift its density way down.

If the Hero has 3 levels of Density Shift he may only shift the density (KdF or Hits) of an object 3 levels no matter how much or how little of the object there is.

Hardened (as in the Power Modifier) objects require the Hero to use two levels per level of shift.

Organics are not really intended for this power. This power is intended to be used on objects rather than people. The Director should decide this before the power is purchased.

Power Cost: +1 PP Power Level
Endurance Cost: 2 per Power Level

Fortune

Range: No **Visible:** No

Description: The Hero is able to affect probability. This can be on him or others and can be beneficial or detrimental.

System: For every Power Level there will be a +1 or -1 to every roll made by the Target for the phase.

There are only two known defense for Fortune. The first is to counter it with the opposite type of Fortune and the other is to use the power *Dampen* (Adjustment Powers). The Player must purchase the pluses and minuses separately. The same points cannot be used to subtract and add.

Power Cost: See Variants
Endurance Cost: 1 per PP

Mr. 13 has the ability to bring bad luck to anyone who comes too close to him. He has Fortune at Power Level 6 but can only use it as a negative modifier on others.

Talisman, 13's archrival has the same power but he gains the modifier as a bonus to his actions.

Choose from the following Variants:

Self: The Hero Targets himself and will gain the effect on every roll he makes. This can be used without an additional action penalty.

Variant Cost: +2 PP per Power Level

Other: The Hero chooses a Target other than himself and he will gain the effect on every roll he makes that phase. The Player must account for initiative but there is no to-hit roll and this is considered a primary action. The Hero will have to assume a secondary action penalty (-3) for any additional actions that phase.

Variant Cost: +3 PP per Power Level

Gravity Manipulation

Range: No **Visible:** No

Description: This is a very specific power used solely for affecting gravity. The Hero gains the ability to modify gravity for short periods of time.

System: All of these powers are measured in Power Levels and each Power Level represents 1 Cargo Point. See the Cargo Point Chart in the first chapter of this guide.

Power Cost: See Variants
Endurance Cost: 1 per PP

Choose from the following Variants:

Bend: The Hero is able to warp gravity like a wave of water. It allows him to move gravity in any direction as it affects him. This would allow him to run along walls and ceilings as he would on the ground. The Hero could literally run up the side of a building.

Variant Cost: +1 PP per Power Level

Trinity uses bend to run along walls during combat to disorient her opponents and to gain a better fighting position.

Decrease: The Hero is able to lower the effects of gravity on him. For every Power Level the Hero can diminish the effects of gravity for one Cargo Point. If the Hero is able to completely remove the effects of gravity he will begin to levitate (this is not flight). The only direction the Hero can go is away from the greatest effective gravity source. For every Power Level above his weight he can move a rate of 1 hex per phase. Also, if the Hero reduces half of his gravity he can double his jump distance. As for falling damage, reduce the damage by the Hero's relative weight. For

damage, see *Terminal Velocity* in Hell's Cookbook. Remember to calculate this in if you use it in conjunction with flight and are trying to reach escape velocity.

Variant Cost: +1 PP per Power Level

Thus, if a falling Hero could reduce 90% of his weight through Gravity Manipulation, then he would only take 10% of the damage.

Increase: By purchasing this Variant the Hero is able to increase his relative weight by boosting his relative gravity. The result is that he will receive +1 KB resistance per level. He will also increase 1 Cargo Point of relative weight per level.

Variant Cost: +1 PP per Power Level

Healing

Range: No

Visible: No

Description: The Hero will be able to heal various ailments to the body. This power can be used to rapidly heal just about any kind of damage or malfunction to the body.

System: See the following Variants for their system descriptions.

Power Cost: See Variants

Endurance Cost: See Variants

Choose from the following Variants:

Mend: The Hero is able to heal broken bones, repair torn and crushed tissue, seal and disinfect wounds, repair burns, etc. With this Variant the Hero is able to heal Hits rapidly but cannot replace lost parts. Granted, if a Hero loses a chunk of flesh from his side, that will be replaced but a hand will not be re-grown. Any part that would naturally grow back, will and any part that would not, will seal up as it naturally would. This type of healing is for Hits only. Upon activation the Target will heal his recovery in Hits in one day. This rate can be increased for additional points. The Player must decide whether this power is going to be used on others or his Hero. If he wishes to use the power for both then he must pay the initial cost twice (8 PP) but only has to pay the time table cost once. The Endurance cost is to

be paid by the Target (which can be the Hero). Additionally, the Hero must reapply the power upon the next opportunity or the Target will not receive any additional Recoveries until his next normal period.

For the first Power Level the Hero will heal his Recovery in one day (as opposed to one week). The Hero can speed the Recovery Rate one step up the Time Table per additional Power Level

Variant Cost:

- +4 PP for initial power
- +2 PP per Power Level

Endurance Cost: 1 per OCP

Killverine has a super-healing factor. He represents this by buying Mend with six steps up the timetable. Every round (12 seconds) he will regain his Recovery in Hits. But it will cost him 16 points of Endurance every time he recovers these hits.

The Missionary has Mend with two steps up the Time Table. He can heal others and him self. This cost him a total of 12 points. Four points for him self, four points for others and four points for the two steps up the Time Table. He may heal himself or the Target every hour.

Purge: The Hero is able to stop the effects of poisons and to purge them from the body. This is to include any drug, chemical or radiation. The Hero can counteract the Power Toxin on a Power Level vs. Toxin Strength task. For every Power Level, lower the Toxin Strength by two points

Variant Cost: +1PP per 2 Power Levels

Endurance Cost: 1 per OCP

The Cobra has injected The Mongoose with a Strength 10 Toxin. The Mongoose has 4 Power Levels of Purge. He activates the Purge. He will only suffer a Strength 6 Toxin effect.

Resurrection: The Hero is able to allow healing to occur even after the Target is dead. This Variant can work with regular Healing or any of the Healing Power Variants.

This can be very tricky because if the soul has moved on and the body becomes living then any free soul could jump into the body and you don't know what your going to get. Treat the healing the same but triple the time. And of course the dead body does not pay the Endurance until he comes to life.

Variant Cost: +6PP

The Missionary is a Knight of the Sentinel Order and has the ability to resurrect the dead. He is also able to communicate with and see spirits. He finds the dead body of his comrade Long Bow. He activates his Spirit Vision and sees that Long Bow's spirit is still present. Using his Spirit Talk, he lets him know to stick around and performs the Resurrection. The Target will now begin to heal at one third the rate. The Missionary may heal him every three hours (see the example above for Mend) until he reaches the negative value of his Hits. At this point his body will spring back to life and will begin to heal at a normal rate.

Regeneration: The Hero is able to heal lost tissue that he would normally not be able to re-grow. Things like eyes, hands, arms and legs. Use the chart below to figure out the amount of time it will take to recover these parts. Multiple levels of time modification can be bought. Additionally, the regeneration of multiple parts can be done simultaneously. The Player must decide whether this power is going to be used on others or his Hero. If he wishes to use the power for both then he must pay the initial cost twice (6 PP) but only has to pay the time increase cost once.

Time	Body Part
2 Weeks	Arm, Leg or Head
1 Week	Vital Organ (kidney, lung, etc.)
2 Days	Hand, Foot or Severed Spine
1 Day	Eye, Ear, Nose, Penis, Finger

Variant Cost:

- +3 PP for initial power
- +1 PP to halve time (per step)

Seamless: This Variant allows the Hero to heal damage without scarring or disfigurement.

Variant Cost: +2 PP

Treatment: This power will allow the Hero to heal diseases. This can include any form of disease from AIDS to Leprosy to Cancer to the Common Rhino Virus. The amount of time it takes is relative to the stage of the disease. It will only take a few days for someone in the early development stages but could take weeks for someone at the brink of death or at the most advanced stages of the disease. A full recovery means that the Target will no longer have the disease nor any sign that he ever had it in the first place. Even signs of Elephantitis would shrink up and disappear. Regeneration would have to be used to replace any lost body parts though. As with all other Healing powers, the Hero must purchase the power for him self and for others separately. There are three variations to choose from and the Player must purchase each separately.

Variant Cost: See Variations

Endurance Cost: 20 per treatment

Mystical: The Hero is able to treat for Magical conditions such as curses. There are a few mystical diseases and parasites that a Hero could catch that this power would also cover.

Variant Cost: +2 PP

Natural: The Hero is able to treat for Natural conditions; basically anything on earth today. It could even cover alien diseases, bacteria and parasites so long as they were natural conditions (non-mystical).

Variant Cost: +2 PP

Psionic: The Hero is able to treat for Psionic conditions. Mostly for counteracting the effects of Mind Control / Kill. This power cannot be used to wipe out reprogramming or restore any lost/erased memories.

Variant Cost: +2 PP

Illusions

Range: Yes

Visible: No*

*The Illusions are visible but the caster is not apparent.

Description: This power allows the Hero to generate non-existent entities, situations and environments that appear to be real. The purpose of an illusion is to mislead those who witness it.

System: *UP – Illusions + Power Level + Difficulty vs. Target's Perception + d10*

Illusions generally only effect one Target and one sense but can be bought to affect more. The size of an illusion is not a set thing but the Director may wish to base the maximum size on the Power Level of the Hero playing it. Illusions work so long as the Target fails his *Perception* roll. An Illusion is vicious in that it works off of believability. The more believable the Illusion the harder the chance the Target will have of perceiving it as such. The Director will assign the difficulty rating based on this concept and then add the Hero's Power Level and Skill Level to it. A Competent Roll (12) would become 18 if a Hero with 3 Power Levels and 3 Skill Levels played it.

Illusions cannot do any harm and have no physical reality. An illusionary bridge will only get you into the river no matter how hard you believe in it. If Players wish illusions to have physical ability then see the power Animation - Phantom for rules to this effect.

Power Cost: See Variants

Endurance Cost: See Variants

Doug is expecting Anna to show up for a late night rendezvous at his apartment. James intercepts Anna and sends an Illusion - AI - Relative - 4 Senses of Anna to meet Doug. Only Doug can see her and so long as believes that it is Anna she will continue to entertain Doug. He will see what he wants to see and she will interact with him the way he expects her to. So if he expects them to have a fight she will fight with him and even leave if he expects her to. His mind will actually fight to believe that she is real. Let's face it, we naturally expect realism and we will even make excuses to explain how unnatural things could be real. However, the illusion has real world obstacles that it must overcome. If Doug believes that Anna would walk out after a fight without shutting the door then when James went to go through the open door that's not really open, he would bust his head on the closed door. This would lower the difficulty quite a bit. Illusions also don't kick in until

the Target sees the Illusion. James couldn't send the Illusion across town in a cab and the Illusion can't ring the doorbell, but if James threw a rock at the window and then hid when Doug looked out the window he would see Anna. This might raise his suspicions (why didn't see just ring the doorbell?) but she might just be trying to be cute.

At any rate, illusions can be complicated and this is going to mean some work for the Director and the Player alike, so be prepared for some disagreements. Illusions can be worth the trouble as you can well imagine.

Choose from the following Variants for your Hero's Illusions:

AI: The Illusion can work on it's own and needs no control by the Hero. The Hero simply declares his intent with the Illusion and sends it on its way. There are two types of AI's, Direct and Relative. The Player can use either type and doesn't have to buy them separately. The Hero must be within sight of the Target to activate the Illusion but once in play, the Hero can simply forget about it (fire and forget). Even if the Hero is killed or goes to sleep. The Illusion is in the Target's mind and will stay as long as he expects it to. So, if it attacks him and he shoots it in the head and the Target thinks that that would kill it (the Illusion), it dies. The Hero can't even turn it off. However, if the Target goes to sleep, the Illusion will dissipate.

Direct: This type has a purpose implanted within it and is less believable. It will still feed off of the Target's belief but will have it's own agenda as well. Thus, the Difficulty Level will be 1 level lower for the Target to detect this type Illusion. If the Hero is present he can change the agenda of the Illusion should he need to do so but will pay Endurance for every change.

Relative: This is a subtler version of the Illusion. It will have no agenda of its own and will do and say whatever the Target expects it to do. Remember that the Illusion will do what the Target expects it to do not what the Target wishes it would do. There is a big difference.

If the Target believes that the Illusion of the beautiful girl will blow him in the back of the cab, then she will. But, if he really thinks that she'll just sit and talk with him

then no matter how much he wishes it to be so all he'll get is some imaginary conversation and probably a ride to an institution by the cab driver who can't see his female companion.

Variant Cost: +3 PP per Power Level
End Cost: 3 per Power Level to activate

Puppet: The Hero must be present of the Illusion's surroundings and must concentrate on controlling the Illusion or it will dissipate. It will not be obvious that the Hero is controlling the Illusion but he will seem quite occupied. The Illusion will only react if the Hero is able to react for it. Thus, if the Target talks to the Illusion and the Hero does not hear him, the Illusion will not respond.

Variant Cost: +1 PP per Power Level
End Cost: 3 per Power Level to activate

The following Mods will come in handy during game play:

Landscape: This form of Illusion is designed to work on a larger scale. Determining difficulty is the same but the scale of the Illusion is much larger. The complexity of a creature is replaced with the complexity of the environment. A house would be as difficult as a person but a full-blown field with mountains, trees and butterflies would very tough. If it were a landscape that the Hero already knew it would be a lot simpler then one he has never seen. Suggesting that the Target is somewhere that he knows would be a minor task. Whereas, a suggestion that he is in a field of paisley with a moon of green cheese floating in the sky would be another story altogether.

Easy - Swapping the Target's apartment with his neighbors. He would walk into the wrong building. This would be a very tough Illusion to see through.

Hard - Putting Central Park in his back yard. The Target knows that Central Park is not supposed to be there but it is at least a real landscape and might confuse him.

Yeah Right! - Putting his house at the top of the beanstalk. There's not a chance in hell that that could even begin to be real. Anyone with

any kind of Perception would see through this with there eyes closed. But a really high level could offset that fact so don't rule it out.

Mod Cost: +1:4

Open: This modifier allows an Illusion to interact with anyone in the area. Anyone who would normally be able to interact with the Illusion is affected. That means that each person gets a Perception roll and anyone succeeding the roll will be able to inform the others that it is an Illusion. This will greatly lower the difficulty for a Perception check by the other Targets. For each person who sees through the Illusion and makes it known to the others, lower the Difficulty Level by 1 for the rest of the group. Even a Super Heroic level Illusion noticed by 5 people would only require an Everyday roll by the other members of the Cast upon being given notice.

Mod Cost: +1:2

Senses: This modifier will allow the Hero to add extra senses to be effected by the Illusion. Each sense must be purchased to be used but the Hero only has to use the senses he wishes. This is dynamic and the Hero can choose any sense at the given time. Thus, he could specify Smell/Taste one time and Hearing another. Being that this is in his mind, the Hero will always affect the entire sense group rather than individual senses.

Mod Cost:

- +1:4 for one extra
- -1 MA for each additional

Manifest

Range: No

Visible: No

Description: This is the ability to generate items or objects from thin air.

System: The Hero either pulls them from another dimension, alters reality (it was always there) or perhaps he simply poofs it into existence. Any item or substance the Hero wishes to generate must be one that he is familiar with.

Power Cost: See Variants
Endurance Cost: 3 per PP

Unless he has used or at least held a light saber he can't just make one poof into his hands.

Choose from the following Variants:

Non-Physical: This includes but is not limited to such things as light, heat or cold. This is merely for comfort. The Hero could generate enough heat to warm the hex. Light would be bright enough to startle and to see the dimensions of a small room but not enough to blind. This is a 1 Hex Area Effect (see Power Modifiers) of coverage. To increase this the Hero may purchase more Area Effect from the Power Modifiers.

Variant Cost: +1 PP per FX

If The Tinkerer wanted to construct a giant spot light to light up an entire mile of area he could add Landscape to the Manifest.

Physical: This would be used for such things as food, water, clothing, and tools. The power is based on Cargo Points. Directors should require Heroes to have this Variant whenever Manifesting any item (powered or not).

Variant Cost: +1 PP per Cargo Point

Powered: To give the item the ability to perform a power the Hero must allocate powers into it. For every Power Level he puts into the item it will gain a Power Point to purchase powers.

Variant Cost: +2 PP per Power Level

This keeps the playing field fair. It is not required for regular items like remote controls or rope. But if the Hero had someone's magical hammer in his possession for a few phases, he could conceivably manifest it at a latter date (you can imagine how unbalancing this could make things). With this modifier he still could so long as he had the points to do it.

The following Mods may be purchased for Manifest:

Xerox: The Hero is able to duplicate a specific existing item. This item must be before him in plain sight. The Hero needs to be able to grasp the item for 2 full phases to establish resonance. If the Hero

has enough available points to generate the item then it is done. The item will be an exact duplicate down to the sub-atomic particles.

Mod Cost: +1:4

"Key Card? No problem luv, I'll just whip one out thin air and we'll be on our way."

"When did you get your hands on one of those?"

"While he was looking at your ass, and probably shagging the bloody hell out of you in his dirty little melon."

"Oh, you are quite the quick thinker luv. Remind me to show you my appreciation tonight. My ass could use a shagging."

Summon: The Hero actually manifests the exact item. The items will basically teleport from their location to the Hero's location. The Hero will have to have enough points to generate the item and the Hero must have established the resonance. Range is not a factor for this power. The item could literally be in another dimension.

Mod Cost: +1:2

Mimic

Range: No

Visible: Yes

Description: The Hero is able to spore a clone from a Target.

System: This clone is a Spore Zombie (see Spore – Zombie) but is under the control of the Hero with the Mimic power. The Hero must have enough PP in the power to generate the host or the power will not work. He will receive 5 PP worth of pool per Power Level. This is an all or nothing power and the Hero cannot make more powerful versions of his Targets. Thus, he must have enough points to create a Zombie of equal level but he cannot put extra points into that Zombie. It will take one full round for the creation to occur and the Target must remain relatively motionless. It will take another full round for the Zombie to become oriented and actually useable. During this time (2 full rounds) the Hero must concentrate on the task at hand. He is the control for the process. If his concentration is compromised at any point during

these two rounds, the Zombie will die.

Power Cost: +1 PP Power Level
Endurance Cost: 2 per Power Level

If the Hero wants to mimic a Target that cost 60 PP to make, he will have to have at least 12 Power Levels invested in Mimic. This will allow him to make one clone of the Target. If the Target was generated with 30 PP, the Hero (with the same 60 points) could make two clones of the Target at a time.

Repulsion

Range: Yes* **Visible:** Yes

* Any Target within visual range.

Description: This is the ability to cause all effected Targets to retreat from the Hero.

System: *Power Level +d10 vs. Willpower + d10*

This effect is radiant and any Target that perceives the Hero and is subject to the FX must make a Willpower check to even perceive the Hero. Every phase the power is in effect, all Targets must compare their Willpower + d10 to the Hero's Power Level +d10. For every point over the Target's Willpower, the Target(s) must retreat 1 hex from the Hero and cannot even look upon his image as it will cause them pain and discomfort. If the Hero has more than 10 hexes of effect then the Targets must retreat from him completely. The Hero can do nothing else while he is activating this power for it takes his full concentration. The effected Targets only have to move 1 hex per phase in retreat.

Power Cost: +1 PP Power Level
Endurance Cost: 3 per Power Level

The following Mod may be added to Repulsion:

Exorcism: This modifier allows the Hero push unwanted souls from a host body or a location (haunting). It is a grueling task and can take days of pounding at the soul. If the Hero can beat the Target's Willpower (invading soul not the hosts) then it is only a matter of time. The host will lose 1 Willpower per day (or less, see below) for every point the Hero beats him by. When the Target runs out of Willpower, it must leave the body. The Hero cannot stop for more than a few minutes at a time or the Target will regain his Willpower point for the day. More than 1 Exorcist can work at the Target but they

generally team up to relieve each other, as this is a relentless task. If this becomes a team effort then take the average of the Power Levels for the entire time.

The Hero can increase the speed of an exorcism by dialing up the Time Chart. For every -1 MA, lower the time intervals by one step.

Mod Cost:

- +1:3
- -1 MA per Time Step

Endurance Cost: All of it, every day

Father Diago is famous for his incredible ability to rid areas and people of unwanted spirits. He is Power Level 10 in Repulsion. He also has Exorcism with 2 Time Steps. If he encounters a Spirit with a 5 Will Power, he could cast him out in 2 hours. Amazing!

Soul Capture

Range: No **Visible:** Yes

Description: The Hero is able to trap recently released souls. These souls can later be used for powering items and are a great bartering currency when dealing with Daemons and other *outer worldly* beings (see **Sons of Fuzion: Crossover** for more on bartering and using souls).

System: *UP – Soul Capture AV + Power Level vs. Difficulty*

The Target must be dead and the soul must still be in the body. This usually means within a few minutes of death. The Hero declares his intent and one full round later the soul is his. Many beings make allegiances with supernatural entities and their guardians are generally there to ensure passage to the next world. They can make it hard for the Hero to complete his task, so the Director may impose a difficulty to the Capture. This will require a UP – Soul Capture skill check (based on Presence). The difficulty of the roll to be set by the Director based on the power of the allegiance.

Power Cost:

- +2 PP for the initial power
- +1 PP per Power Level

Endurance Cost:

- 4 to initiate power
- +2 per Power Level

A good little Christian who goes to church every Sunday and prays before every meal has a free pass to Heaven. There is an Angel sent to him when his time is up and this Angel will escort him to the great beyond. He will also make it difficult for someone else trying to snag this soul for his own uses. This level of dedication (the recently dead guy) would grant him a difficulty of Incredible. That's a high level but this poor schmoe did dedicate his life and promised his soul to an exceptionally powerful god.

Someone like myself is doomed. There wouldn't even need to be a roll. Not even Satan wants me.

As for someone like the Pope, forget it. God himself is coming down to pick him up. You don't stand a fucking chance of getting your grubby little hands on that one.

The following Mod can come in quite handy:

Storage: Any Hero with the power Soul Capture can store one soul. This can be increased at a rate of 2 per Power Level. **Add to power cost for OCP calculation.**

Mod Cost: +1 PP per Power Level of Mod

Lord Golgotha has Soul Capture with the Mod Storage. The Mod's Power Level is 6. This means that he can store 12 souls.

Telekinesis

Range: Yes

Visible: No

Description: A Hero with this power can manipulate objects at a distance and exert Strength at range.

System: *UP – Telekinesis AV vs. Difficulty or Target's DV.*

This will be measured in Cargo Points and can be used to lift and move physical objects. This motion is very crude and to perform articulated tasks like turning a handle or pulling a trigger, the Hero needs to purchase the Power Modifier, Control Dial - Fine Control. There is no action/reaction with this power so a Hero could not use his Telekinesis to grab a moving train and be dragged along.

Damage: The Hero may strike a person with a Telekinetic force. The damage will be the same as the equivalent level of Strength.

Throwing objects at Targets is also quite useful. Use **Fists of Fuzion** to build telekinetic combat maneuvers.

So, Telekinesis can be used to move objects, but at what speed? Use the official Fuzion rules to determine the speed at which an equivalent level of Strength could hurl something. As always, 1 Cargo Point is equivalent to 1 point of Strength.

Power Cost: +2 PP per Power Level

Endurance Cost: 2 per Power Level

The following Mod may be added to Telekinesis:

Reactive: This will allow the power to be reactive with its environment. The Hero could grab onto a moving train and be drug along. He could also grab onto an overhang and pull himself up.

Mod Cost: +1:3

Note:

Despite the belief amongst many Gamers, the term Telekinesis does inherently pertain to Psionics. It is very commonly associated with Psionics for good reason, but should never be considered a Psionic power. This would be a gross misnomer, as the very word has no tie to Psionics in any way. Tele is a prefix meaning "at or to a distance" and kinesis means "movement". So the word Telekinesis means, "Movement of objects at a distance". A person with Psionic Telekinesis could be said to have the ability Psycho-Telekinesis. A person with magical Telekinesis would be said to have the ability Magi-Telekinesis. Furthermore, a person with a tractor beam might be said to have Techno-Telekinesis.

Transmute

Range: No

Visible: No

Description: This power allows the Hero to turn one substance into another.

System: *UP – Transmute AV vs. Target's DV or Difficulty*

The Hero must decide the *FROM* and the *TO* elements upon purchasing the power. For effecting non-living Targets every Power Level will affect one Cargo Point of material. For effecting living



Targets the Hero must have a level higher than the Target's Body. The duration will be 1 step on the time chart for every point above the Target number.

Power Cost: +1 PP per Power Level Endurance Cost: 2 per Power Level
--

Six Power Levels could transmute 6 Cargo Points (800 lbs) of nonliving material for 1 round (12 seconds) or 1 Cargo Point (100 lbs) of material for 20 minutes. The same level of effect could transmute a person with a 3 Body (a mook) into another material (like stone) for 1 minute.

This power is great for simulating Flesh to Stone or Rock to Mud.

Pasta Man can turn flesh into wet noodles. He takes one look at Godzilla and realizes that even if he could convert the Big G into several thousand tons of noodles, he would need a hundred Mighty Mouths to eat it all. All joking aside, he would need to have a PL of at least 35 to affect something that size.

GROUPING POWERS

These are not powers in and of themselves but ways to group powers together or ways to enhance or configure powers with a common denominator. These types of powers would include pools of energy which a group of powers draws from or different power stunts based on the same power.

Cosmic Pool

Range: See Power

Visible: See Power

Description: The Cosmic Pool is the ultimate in raw, godlike power. The Player simply purchases a Power Level and then his Hero can use the points for any power he sees fit.

System: For every Power Level, the Hero will have 1 PP worth of any power in **Power Core**. The Player can literally sit with this plug-in in his lap and pluck any power from it for his Hero's use. The Hero must, of course, have the skill(s) required to use the power(s) or he may find it hard to make any successful rolls. He may not purchase other Pools with these points and he has to pay any Endurance as well.

The Hero can also tack on modifiers to the pool that will affect every power that comes from the pool.

No powers from my ring will work on yellow objects.

The pool only works at nighttime, daytime or during a thunderstorm.

Pool Cost: See Variants

Endurance Cost: Based on power

Choose from the following Variants:

Freeflow: The Hero may choose any power indiscriminately from **Power Core**. This includes any Mod and Modifier as well. It's as if his points were never allocated to anything specific. It takes 1 phase to allocate points and once the points are allocated he may use that (those) power(s) freely until he changes his points.

Variant Cost: +4 PP per Power Level

Theme: For a reduced cost, the Player can pick a theme for his Hero's pool to revolve around. This theme should be somewhat limited for him to get the reduced cost.

Variant Cost: +3 PP per Power Level

Endurance Battery

Range: No

Visible: No

Description: As the name implies, this power group will allow the Hero to store Endurance for a specific use. This is great for simulating a separate power source, like Psi Points, Mana Points or a Techno Power Pack.

System: When the *Endurance Battery* runs out, all powers associated with it cease to work. Much like the batteries in a flashlight. The benefit to an *Endurance Battery* is that it gives the Hero a shitload of Endurance to use at a low cost. Any number of powers can work from one *Endurance Battery*.

This is an Endurance Pool not a Power Pool. It should be designed to reflect a power or group of powers that use a separate and common source of Endurance (energy, power). This pool can be (and frequently is) used in conjunction with Power Pools. This is especially true in the case of magic.

Naturally, powers that fall under this pool must expend Endurance to be included. This can include powers with an Endurance Dial attached to them. The Dial can never be switched to zero however.

Choose from the following Sectors to build your Endurance Battery:

Amount: This is the amount of Endurance points the power has to work from. When these points run out the power will stop working. The Hero will receive 15 points of Endurance per Power Level.

Sector Cost: +1 PP per Power Level

Recharge: Eventually the power source is going to need to be replenished. To do so it will require one of the following Variants.

Sector Cost: See Variants

Self: Just like a Hero, the power will recover the points on it's own. Every four phases the Battery will get it's recovery. If the Battery is not used for a phase it will also gain its recovery. For every Power Level the Battery will recover 6 points of Endurance. Add cost for OCP calculation.

Variant Cost: +1 PP per Power Level

Material: In this type of recovery the Hero needs to obtain a material to refuel his Battery. The Player must decide on a type of material his Hero will need to refuel. It can be anything he wants except maybe for Air (unless it's **huge** amounts). Once exposed to the substance the Hero will gain 18 points of Endurance per phase per Power Level. Add cost for OCP calculation.

The types of substances are broken down into three groups. These groups are as follows:

Rare: This is for rare or socially unacceptable power sources (Blood, Souls, Flesh, etc.)

Variant Cost: +1 PP per PL

Uncommon: This is for uncommon or expensive materials (Animal Blood or Souls, Gold, Diamonds, Etc.)

Variant Cost: +2 PP per PL

Common: This is for common everyday materials (Sunlight, Water, Darkness, Etc.)

Variant Cost: +3 PP per PL

In the case of Vampires their power source could be blood. They need blood to refuel. The Director could allow 1 Pint to supply 18 Endurance points.

"The Windego gain power from eating the flesh of men. They eat the dead, boy.... They'll eat you too if your not careful." In the case of Windego, they must consume human flesh to gain their power. The Director should allow 4 ounces of human flesh to provide a gain of 18 Endurance.

Morphing Pool

Range: See Power

Visible: See Power

Description: The Player will purchase a group of powers and form a package. He will choose a form and when he shifts into that form, he will gain those powers.

System: The Player must first determine what the Hero morphs into. He will then purchase package of powers he will get in that form. He must choose a theme and stick to it when purchasing his powers (werewolves don't generally fly). If it becomes impossible to transition into this altered state then the Hero will not be able to access his powers.

The Player may also form several packages to gain differing effects and may develop a Base Pool that the Hero will gain if he shifts into any of the forms. The power, *Shift* is not required. It is assumed that the Hero gains the shift as part of the setup (a free point, whoohoo!).

As stated earlier, the Player may establish as many shifting pools as he wishes and may even set up a Base pool. Total the point cost spent on any of the pools and the Hero will receive points back for the package based on the type.

This is probably the most common and useful pool you will find. In the long run it makes powers very cost effective. If your Hero is going to have any of the Morphing Powers then a Morphing Pool is highly suggested.

Pool Cost: See Variants

Endurance Cost: Based on power

Standard Pool: The Player chooses something like a Werewolf, Dragon Form or Super Dude shape that his Hero will take. Purchase the powers for that pool and modify the cost.

Mod Cost: -1:3 TCP for Package

Base Pool: The Hero must have more than one Standard Morphing Pool to purchase a Base Pool. The powers that are placed in the Base Pool will be accessible in any of the other Standard Morphing Pools that the Hero has.

Mod Cost: -1:4 TCP for Package

Restrictive Pool: The Hero must have powers in his standard form. The required amount must be at least a third of the Restrictive Pool. He also cannot have a Base Pool. He may only use the powers in the package he shifts into.

Mod Cost: -1:2 TCP for Package

Buddy Black is a werewolf. As such he has several forms; his Near Form, Half Form and Full Form. To save a few points and to tie it all together he purchases the following

Base Pool: -1:4 TCP

- Claws: +2 PP: Melee Wounding (Power Level 1) + Mod / Killing for +1 DC KDm
- Bite: +2 PP: Melee Wounding (Power Level 1) + Mod / Killing for +1 DC KDm
- Fur: +4 PP of Armor (+8 KDf)
- Regeneration: +6 PP of Healing / Mend / Self (one step up the time table)
- +2 PP of Strength (+1 Point of Strength)
- +2 PP of Reflexes (+1 Point of Reflexes)

The TCP is 21 PP but he gets back 6 PP.

Near Form (Standard Pool #1): -1:3 TCP

- +2 PP of Strength (+1 Point of Strength)
- +4 PP of Reflexes (+2 Points of Reflexes)

The TCP is 6 PP but he gets back 2 PP.

Half Form (Standard Pool #2): -1:3 TCP

- Bite: +2 PP: Melee Wounding (Power Level 1) + Mod / Killing for +1 DC KDm
- Fur: +4 PP of Armor (+8 KDf)
- +6 PP of Strength (+3 Points of Strength)

The TCP is 12 PP but he gets back 4 PP.

Full Form (Standard Pool #3): -1:3 TCP

- Bite: +4 PP: Melee Wounding (Power Level 2) + Mod / Killing for +2 DC KDm
- Regeneration: +2 PP of Healing – Mend – Self (1 additional step up time table)
- +6 PP of Move (+3 Points of Move)

The TCP is 12 PP but he gets back 4 PP.

The total cost for Buddy is (21+6+12+12) – (6+2+4+4) or (51) – (16) = 35 PP.

This is what he gets:

Near Form:

Claws: Melee Wounding + Killing (+1 KDm)

Bite: Melee Wounding + Killing (+1 KDm)

Fur: Armor (+8 KDf)

Regeneration: Mend / Self (one step)

+2 Strength

+3 Reflexes

Half Form:

Claws: Melee Wounding + Killing (+1 KDm)

Bite: Melee Wounding + Killing (+2 KDm)

Fur: Armor (+16 KDf)

Regeneration: Mend / Self (one step)

+2 Strength

+1 Reflexes

Full Form:

Claws: Melee Wounding + Killing (+1 KDm)

Bite: Melee Wounding + Killing (+3 KDm)

Fur: Armor (+8 KDf)

Regeneration: Mend / Self (2 steps)

+2 Strength

+1 Reflexes

+3 Move

It takes one phase per 2 TCP (same as morphing) to shift into the form and if the Hero is knocked out he will revert to his natural form. For an extra point the Player can specify that the Hero will not to shift back upon KO. Additionally, the Player can choose for his Hero to have altered DNA upon shift. Thus, if the Hero shifts into a wolf he will be a wolf by all medical means.



Multipower Pool

Range: See Power

Visible: See Power

Description: The Hero will have a pool of points that he may draw from at any given time. He will also allocate powers into the pool that he may spend those points on.

System: The Player must choose a Power Core that his powers stem from. He must also purchase a maximum number of points he can use at a time with those powers. All of the powers in the Core work from the same power source but can deliver different results. If the Core is compromised in anyway (Adjustment powers, perhaps) the power is drawn from the core points that are available to the Hero. If the Core is immobilized by any means the Hero will loose all powers within the pool. On the "up side", powers come a hell of a lot cheaper.

When purchasing a Multipower Pool the Player must determine what his Hero's Power Core is going to be. Is it Elemental Fire, Magic, Psionic, Sin, Virtue, the Force or perhaps Martial Arts (Chi, Ki, Prana)? Whatever, just remember that the Hero can only use the amount of available points and they will be divided into all powers being used that phase.

Next, the Player must purchase the Core Strength. This number will reflect the maximum number of points the Hero can allocate to any power within the Grouping. For every Power Level the Hero will have 1 PP to use for the powers within the pool.

Each power will cost +2 PP to add. The Hero may allocate up to the Core Strength into the power at any given time. He may add any modifiers he wishes and they will affect the point usage. In addition, any modifier that affects the cost of the initial multi-power will affect every power within the power group.

Multipower combinations are **very** common and it only makes sense. The Player saves a fortune in points and it's very logical that several different effects could come from one Power Core. Remember that the Player must buy an individual skill for every sub power in the Multipower. A Hero can't have the skill *Use Multipower*.

Pool Cost:

- +1 PP per Power Level
- +2 PP per additional Power

Endurance Cost: Based on power

Mr. Gray has a Psycho-Telekinetic Multipower Pool with a Core Strength of 10. He can develop any power that was telekinetic in nature within the pool for +2 PP a piece. Thus, if he were to purchase Wounding, it would cost him +2 PP but he could get up to a 10 DC SDm Wounding Attack. He could then spend 2 more PP and get a Super Leap with up to a Power Level of 10. He could then spend 2 more PP and get another Wounding effect but put on the modifier Area Effect – Cone. This is where it gets tricky. He can get up to 10 PP worth of Wounding but he has to account for the Power Modifier cost. The total cannot go over 10 PP. Cone is a +1:2 cost modifier so if you look on the Power Calculator chart you will see that the most Wounding DC he can get is 6 with a modified cost of 3. This will leave him with 1 PP that he could use for Super Leap that phase. So what did he get? He spent 16 PP and got 29 PP worth of powers. Now that's a blue light special if I ever saw one.

Mr. Frost has a 9 PP Cold Multipower. This means that he can assign any power that can be explained by cold generating means into this multipower for 2 additional PP and it will have up to a strength of a 9 PP effect. So, he purchases Wounding (9 DC SDm) for 2 PP, another Wounding with Area Effect - Cone (up to 6 DC and 3 PP for the Cone Effect) for 2 PP and Muting Sight Blizzard Wind (up to a -9 impairment) also for 2 PP. This group of powers would normally have cost him a whopping 27 PP. But, by combining them into a multi-power group he only spent 15 PP. A savings of 12 PP, whatta' bargain.

POWER MODIFIERS

These modifiers can be purchased for any appropriate power to modify its effect so as to vastly broaden the types of powers and strategies available to the Players.

Auto-Fire

Description: Auto-fire causes a power to fire more than once during an attack.

System: See Modifiers for system rules.

Burst: With burst the Player can choose from two different strategies for delivering his Hero's onslaught, Multi or Spray.

Multi: This is a short burst of fire intended for one Target. The Player will purchase the Power Level of this modifier. For every Power Level beyond 1 he will receive a -1 to his AV or +1 to difficulty. On a successful 'hit' the Target will be nailed the Power Level number of times. Every power is considered to be Power Level 1 initially, so PL 1 is free for every power. This might sound nasty but remember the Target gets his armor against each hit separately, and if the Hero misses then all shots miss. Additionally, all rounds go into one area (it matters if you are using **Fists of Fuzion**).

Modifier Cost:

- +1:4 base cost
- -1 MA per Power Level

Endurance Cost: Normal x Power Level

This is great for simulating a three round burst, a flurry of fists or blades or adding it to Shotgun for the double barrel effect.

Tesla has an electric Wounding blast that does 8 DC SDm and this will initially cost him +8 PP. He purchases 2 Power Levels of Auto-fire Multi (this gives him Power Level 3 because PL 1 is always free). This will cost him an extra +4 PP (+1:4, -2 MA = +1:2). When he shoots at a Target he will be at -2 AV but if he hits he will strike with 3 Hits to the same area.

Spray: For hosing down a whole group of people this is a must. This is the classic machinegun attack. The Hero will purchase a Power Level to determine the number of possible hits. For every Power Level, the Hero will receive 3 possible hits. This will give the maximum number of possible hits he can score (and the number of shots fired).

When attacking, the Hero must declare how many degrees his attack is going to encompass. For every 60 degrees (one full hex) he will be at a -2 but for every Power Level he will be at a +1. The Player rolls his Hero's attack vs. the Target's DV(s). The Player divides the number of shots fired by the number of Targets, +1 for every 60 degrees of arc. This number will determine the maximum number possible hits each Target can take. Each Target that did not make his defense roll, is hit by a number of shots equal to the difference of his defense and the Hero's Roll. This number cannot exceed the maximum number of hits allotted to each Target. The areas that the Heroes must account for in regards to the arc (the +1) will be rounds that miss Targets and hit other things like lamps, bottles and electronic panels or any thing else that puts off a crash, splash, sparks or fire.

Auto-fire jumps all over the place so Heroes cannot aim for specific areas and cannot selectively choose certain Targets within their firing area. If the Hero fires into a group of 15 people then every one will be accounted for. The Director may have to make rulings regarding cover and people standing behind other people.

Automatic damage (**A Good Hit is a Good Hit – Fists of Fuzion**) will not be used for this form of Auto-fire. The Hero's good hit will already be accounted for by the number of rounds that strike the target.

Modifier Cost:

- +1:5 for Power Level 1
- -1 MA for each additional PL

Endurance Cost: Normal x Shots Fired

Mark Stone has an H&K G11. This weapon has a 15 round burst value (Power Level 5) and does 5 DC KDm. It

cost him +15 PP, +5 PP for the Wounding Power Level, +5 PP for the Mod Killing and +5 PP for the burst value (5 Power Levels is +1:1 to the OCP). This cost is then modified for being a focus (or built with the Item Generator). This is of course only if you make the guy spend points on a gun he could have bought on the black market.

Mark Stone now has to kill a bunch of people (as he usually does). There are 6 Targets within a 120-degree arc (same as a 2 hex starting point for a cone effect). Mark decides to try to hit them all as they run for cover. He has a Reflex of 5, an Auto-fire Skill level of 8 and a weapon accuracy of +1. This gives him an AV of 14. Now he's firing through 120 degrees of turf so he will be at a -4 to his AV. He is also firing 15 rounds, which will give him a +5. So, his starting AV is 15. He rolls a 5, which gives him a total of 20. There are 6 Targets and 120 degrees of spread. This gives Mark Stone a possible two hits per Target (we rounded) for each person who does not make his evade roll. This sounds very complicated and it is, but it is very realistic. If you want to keep things easy cheesy then simulate a multi-fire attack with Area Effect - Cone.



Shotgun: The Player rolls his attack. Any and all who are caught by the attack must roll to evade. Compare the scores. Each person who is hit shall be struck once per success. This is best used with ranged powers and is exceptional with an Area Effect.

Automatic damage (**A Good Hit is a Good Hit – Fists of Fuzion**) will not be used for this form of Auto-fire because the Hero's good hit will already be accounted for.

Modifier Cost: +1:1
Endurance Cost: Add

P is an inventor for the British Secret Service. He is designing a cigarette pack that will deliver a Wounding Attack of 4 DC KDm (+4 PP for Wounding, +4 PP for Killing Mod). It will also have Area Effect – Cone (+2 PP) and Shotgun (+4 PP). The Total is +14 PP. Very expensive but he can hit any number of Targets in a Cone Effect and for every point he hits each one by he will deliver 4d6 KDm.

Affects Desolid

Description: This is a power modifier that allows a power to affect Targets that are desolid (see Morphing Powers). It can also be bought to affect solids for Hero's that are desolidified when using a certain power.

System: The power will now affect desolids. Powers that do not affect a Target physically should never be considered for this modifier (like Muting). Additionally, desolids can pass through Force Walls and Force Fields. Placing this Modifier on those powers would stop such a thing.

Modifier Cost:
• +1:4 for half effect.
• -2 MA for full effect.
Endurance Cost: Add

Affects Teleporters

Description: Allows a power to affect Teleporters with their power to stop their transit.

System: Teleportation can be done through Force Walls and Force Fields as well as just about any kind of barrier. By adding this Modifier, the power will stop this from happening. The Teleporter will

either land just out side of the structure or will not leave his location (Directors call). This may be added to any appropriate power (Entangle is another good one).

Modifier Cost: +1:4

Area Requirement

Description: The Hero must be in a certain area to invoke and use his power.

System: If the Hero or power effect leaves the area the power will immediately cease to work.

Common: This would reflect very common areas. Areas like: on land, in the woods, under water, in a city.

Modifier Cost: -1:5

General: This Modifier is slightly more restrictive and would include such things as: in a tree, in Miami, on rock.

Modifier Cost: -1:4

Specific: This is a bit more restrictive and would require the Hero to choose a certain geographical location (1 acre).

Modifier Cost: -1:3

Rare: This is the most restrictive version and will require the Hero to be in such locations as: in a vacuum, North Pole, the Oval Office, inside an active volcano. Generally, anywhere it is very difficult for him to get to and has hostile conditions that he cannot easily deal with.

Modifier Cost: -1:2

Area Effect

Description: This is a Power Modifier that allows a power to affect an entire area or group of areas.

System: When using this Modifier for combat powers, remember to consult the official rules for *Area Attack*. However, unless Targets have something to hide behind/under or can travel enough hexes to get out of the blast radius, they

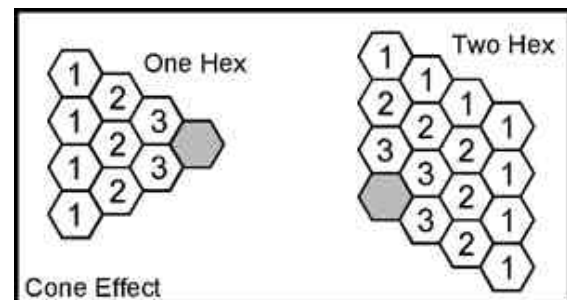
will get no dive for cover roll. As with every Mod or Power Modifier, once the Player purchases this Modifier for a Hero's power, it always happens this way. So, he may wish to consider using it in a Multi-power Pool or attach the Optional Modifier. Player's may also wish to check out the *Power - Immunity*, because if their Hero gets caught in his own power it will affect him just the same. For effects that are of continuing range like Line or Cone, remember to downgrade the effect by 1 PP (the original power's PP) for every hex in distance from the Hero it travels. If the Modifier - *Range* is also in use with Area Effect then the origin of the Area Effect with start at the first point of contact.

Gee Willy Overkill has a wounding attack that does 10 DC KDM (grenade launcher). It has Explosion attached to it and Range. He fires the grenade through the window and into the basement. The explosion effect will start in the basement.

Remember that the power downgrades 1 PP per hex not 1 Power Level per hex. Thus, a 5 DC KDM explosion will have the same radius as a 10 DC SDm explosion.

Choose from the following Modifiers:

Cone: Much like Line, this modifier will allow the power to venture away from the Hero in a linear direction; however, it also grows in width as it does in length. The Player may purchase more than one hex as his starting point. See the diagram below for clarification.



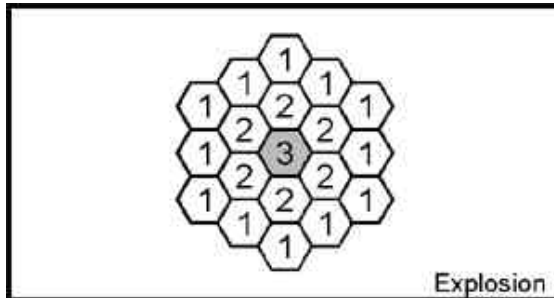
The numbers in the diagram represent PP.

Modifier Cost:

- +1:2 for single hex starting point
- -1 MA for each additional hex

Endurance Cost: Add

Explosion: With this Modifier the effect starts at full power in one hex and radiates out in all directions, continuing outward and engulfing everything within the sphere. The effect will travel 1 hex per Power Level and affects everything indiscriminately within its path.



The numbers in the diagram represent PP.

Modifier Cost: +1:1
Endurance Cost: Add

Hole: This Modifier will cause an explosion to have a safe zone or a *hole* in the center where the Power has no effect (where the Hero is standing). The hole will move with the Hero if the affected area also moves with the Hero.

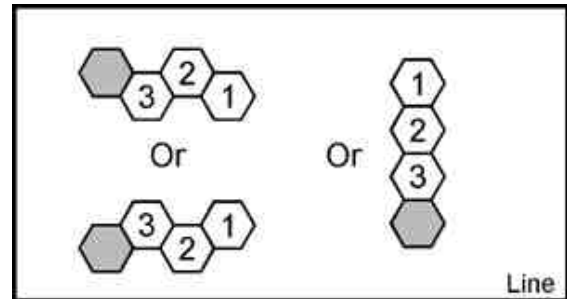
Static: This hole is a certain size and will always be that size every time the power is used.

Modifier Cost: -1 MA
Endurance Cost: Add

Dynamic: This is a hole that can be made any size and shape within the effect. If the effect is continuous then the hole size and shape can change every phase.

Modifier Cost: -2 MA
Endurance Cost: Add

Line: The power will affect every Target within a straight line. If the Line is obstructed by a wall or surface feature (like a hill) and the power cannot penetrate the object, it will go along the path of least resistance. Like maybe up the wall or over the hill. People do not count as obstacles.



The numbers in the diagram represent PP.

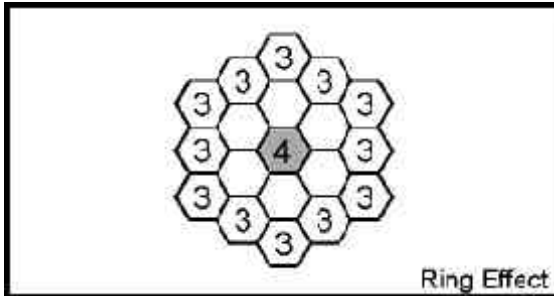
Modifier Cost: +1:3
Endurance Cost: Add

Path: The Hero must be moving to have this effect occur. The effect will follow the Hero and will encompass the entire hex of each hex he passes through.

Modifier Cost: +1:5
Endurance Cost: Add

Tron cycles come to mind.

Ring: This causes the power to form a ring (or sphere) around the Hero with the power effect. No objects within the ring (or sphere) will be affected. Only those passing through the ring (or sphere) or those caught along its circumference will feel the effect. Range is determined by the effect to be applied just as you would for an explosion. There must always be a minimum radius of 1. The further the ring's edge is from the Hero, the weaker it will be. Downgrade the power's effective PP by one point per hex from the Hero starting at the first Hex (do not count the Hero's hex). There is no difference in cost for ring or sphere but the Player must decide when the power is purchased. The ring will be 1 hex high. Additionally, by default the rings radius must be determined upon purchase. A ring effect with a 3 hex radius will always have a 3 hex radius (unless the Player purchases Mobile) and the effect will be 2 PP lower.



The numbers in the diagram represent PP.

Modifier Cost:

- +1:4 for standard ring

Endurance Cost: Add

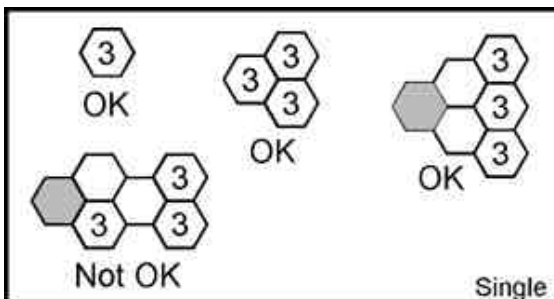
Mobile: Normally a power with the ring effect will always have the same radius but with this Mod the radius can be any distance up to the powers OCP and can vary each time the power is used.

Mod Cost:

- -1 MA

Endurance Cost: Add

Single: The Power will effect 1 entire hex. The Player may buy multiple hexes but these hexes must be adjacent to one another. The Hero will get 1 hex initially (Power Level 1) and 1 additional Hex per Power Level.



The numbers in the diagram represent PP.

Modifier Cost:

- +1:5 for Power Level 1
- -1 MA per additional Power Level

Endurance Cost: Add

The following Mods can be attached to any Area Effect.

Landscape: This is an area affect whose dimensions are large scale. It causes a power to change the dimensions used for hexes. Choose any other form of Area Effect and modify it with this cost and then exchange the 3 foot Hex with the modified size for hex.

Local: The effect will now cover one Acre per hex.

Mod Cost: -1 MA

Endurance Cost: Add

Regional: The effect will now cover one Mile per hex.

Mod Cost: -2 MA

Endurance Cost: Add

Epic: The effect will now cover 100 Miles per hex.

Mod Cost: -3 MA

Endurance Cost: Add

System: The effect will now cover one Astronomical Unit (93,000,000 miles or the distance from the Earth to the Sun) per hex.

Mod Cost: -4 MA

Endurance Cost: Add

Stellar: The effect will now cover Light Years (about 6 trillion miles) for purposes of hexes.

Mod Cost: -5 MA

Endurance Cost: Add

Too powerful? Let's look at it like this:

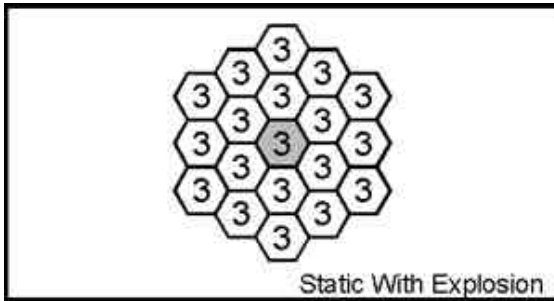
Ra is about unload a whole can of "I'll fuck your ass up" on an army of Set's undead. Ra uses his Sphere of Purification a Wounding Attack of 10 SDm (+10 PP) with the Mod Killing. It has a Range 1000 hexes (+3 PP). It has Area Effect / Explosion (+10 PP this will change so don't add it yet). It also has Area Effect / Landscape / Local (-1 MA changes the

Explosion cost to +20). This blast can be fired from up to 3000 ft away and will deliver an explosion doing 10 DC KDM. This damage will drop 1 DC for every 2 acres it travels through and will travel 20 acres in all directions. This is a diameter of about 8000 feet. Wow, that's something else!! The reality of the situation though is that only someone like Ra can spend those kinds of points indiscriminately. Let's face it, that one power cost him 33 PP and I don't even want to think about the Endurance expenditure.

Why have the power then?

We have included this modifier because it keeps the door open to using Gods, atomic bombs and interstellar vessels. Not to mention weapons like Mass Drivers. The Director should strongly consider allowing Players to even purchase this as a modifier. Perhaps he could force the Hero to purchase additional restrictive modifiers to offset its potency.

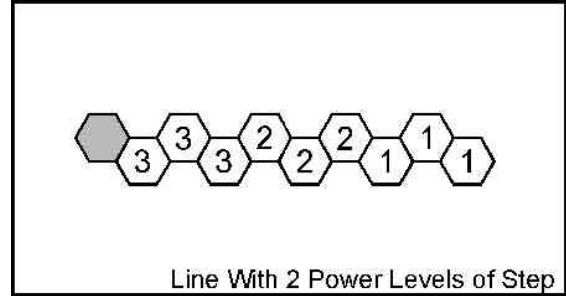
Static: This modifier does not change the range but when applied, the modified effect will not diminish its delivery with distance. Thus, an explosion would do the same damage right to the edge of its blast radius.



The numbers in the diagram represent PP.

Mod Cost: -1 MA
Endurance Cost: Add

Step: For any Area Effect that has a range based on Power Level (like explosion) this modifier increases it's effective range. The effect will travel 1 additional hex for every Power Level.



The numbers in the diagram represent PP.

Mod Cost: -1 MA per Power Level
Endurance Cost: Add

Bane

Description: This is a particularly nasty modifier. Every time the power encounters some type of defense it will modify to pierce that defense in the next phase.

System: Whenever the attack strikes a Targets defenses it will take one phase to adjust. The next attack will cut into the Target's defenses more efficiently. If the Target has defenses vs. this type of attack then it will get to work on them next. This Modifier will also cause the power to adapt to defenses such as Desolidification, Dampening - Shielding and Absorption - Defense. Bane will even dig into natural SDF and reduce it to zero as well. The power will be in effect for the duration of one scene (fight scene). This is a structured progression that works as such:

Hardened – one phase for adjustment - Normal Value – one phase for adjustment - Half Value – one phase for adjustment - No Value

X Tolerant – one phase for adjustment - Normal Value – one phase for adjustment - Half Value – one phase for adjustment - No Value

Immune – one phase for adjustment - Half Value – one phase for adjustment - No Value

Modifier Cost: +2:1
Endurance Cost: Add

Bounce

Description: This Modifier grants a power the ability to bounce off of a surface without effect before striking its Target.

System: The Hero will be able to bounce his power around corners, off ceilings, floors and just about any object. For every Power Level the Hero will be able to make one bounce with his power. Add one Difficulty Level per bounce to the Hero's difficulty (or Target's DV). This is a dynamite way to hit Targets in the back (-3 to DV) while standing in front of them. It is also good for getting attacks around dangerous corners and into foxholes. The number of *bounces* a power can deliver is virtually unlimited. The number of *bounces* required to pull off an effect is up to the Director.

Modifier Cost: +1:3
Endurance Cost: Add

Cargo

Description: This Modifier will allow the Hero to use his power with additional Cargo.

System: For every Power Level the Hero will be able to include 1 Cargo Point worth of material with his power. **Add the cost of this modifier when calculating for OCP.**

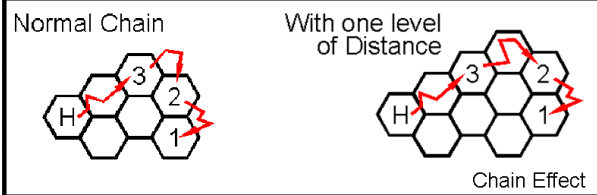
Modifier Cost: +1 PP per Cargo Point
Endurance Cost: Add

Chain

Description: This adder is kind of cool. It causes a power to jump from one Target to another.

System: There are several factors involved in making a power *Chain*. By default, the leaping power will not affect a Target more than once, is indiscriminant as to who it will strike and will only leap to adjacent hexes. The effect will diminish one Power Point (not Power Level) per transition and will continue to leap until it runs out of Targets or out of power, (which ever comes first).

Modifier Cost: +1:3
Endurance Cost: Add



The numbers in the diagram represent PP.

Distance: This is the amount of hexes the power will leap to strike a new Target. The power will jump one hex per Power Level to hit a new Target.

Mod Cost: -1 MA per Power Level
Endurance Cost: Add

Discriminate: The power will only affect Targets of the Hero's choice. There are two levels of this Mod. The first will keep the power from affecting the Hero. The second will keep the power from affecting anyone the Hero does not wish to be affected.

Mod Cost:
• -1 MA for Hero only
• -2 MA for anyone
Endurance Cost: Add

Multi-Pass: The power will continue to leap until it runs out of juice. It will strike Targets regardless of whether they have been struck already or not. It will also strike the closest Target first. It could even bounce between two Targets over and over again, until it ran its course.

Mod Cost: -1 MA
Endurance Cost: Add

Chorus

Description: This modifier allows a Hero to ban together with others to perform a more potent result.

System: There are two variants to Chorus, Cult and Team. Their system descriptions are listed below.

Choose from the following Variants:

Cult: This version does not require the followers to have any powers. The Hero (lead) has to have the power and the followers

merely have to concentrate on the Hero. The level of concentration must be absolute and the followers must be dedicated to the Hero's intent. The Hero will gain +1 PP equal to the square root (round down) of the number of followers. The Hero will need the skill *Power Conductor* and will roll his *Power Conductor* level + his Will against a Competent Difficulty (12). For every point he rolls over the difficulty he will be able to gain 1 point from the Cast. This is of course limited to the number of points the Cast can give him. When adding the gained points to the power, the Hero has to factor in every modifier except Chorus.

Modifier Cost: +1:1
Endurance Cost: Add

Lord D'nkhi is high priest of the Uk'lani cult. They wish to bring about a meteor strike on the town of Salem. Lord D'nkhi has Ranged Wounding at Power Level 7 (+7 PP) with the Mod Killing (+7 PP) and the modifiers Chorus / Cult (+7 PP) and Area Effect – Single - 1 hex and Landscape / Regional (+1:3 or +3 PP). This will allow him to deliver 7 DC KDM to everything within a 1-mile hex (this cost him a total of +24 PP). This is pretty devastating but most buildings should be able to survive with minor damage and anyone inside should be fine. This is where the chorus comes in. Lord D'nkhi is level 8 in Power Conductor. He has managed to suck in 72 followers. This gives him a maximum of 8 extra PP to use. His Will is a 6, his Power Conductor skill level is 8 and he rolls an 8. This gives him a total of 21. This roll will give him a potential of 9 extra points. The number of followers he has will only allow him to get 8 extra points so that is what he gets.

So, what is the end result of all this chanting and casting? He pumps 3 PP into the DC and 3 PP into Killing, giving him 10 DC KDM. He also has to allocate 2 more points to cover the Area Effect. He exacts his revenge on the town of Salem by delivering a blanket of death and destruction across a one-mile radius.

Everything within a one-mile radius will suffer 10 DC KDM. This is enough to destroy most of downtown and kill a great deal of its inhabitants.

Team: One Hero must play the "lead" while the others take the supporting roles. The lead will make the UP – Skill roll and will generally be the highest level. All of the supporting Cast must also have the same power, same FX and same modifiers, especially this one. They do not have to be the same Power Level however nor is there any requirement or limitation to the number of people who can participate. The Power Level used will be equal to the total of all whom are participating. The lead will make his skill roll at a minus equal to the number of supporting Heroes. Additionally, all members of the chorus must use this as their action for the phase.

Modifier Cost: +1:1
Endurance Cost: Add

Charges

Description: This is a limiter that allows a power to only be used a certain number of times.

System: Charges may represent a gun with a limited number of shots, a magic spell that can only be cast a few times a day, and so forth. Each Charge only lasts one phase (or one use). Thus, charges of powers such as Force Field or Armor are of very limited usefulness.

Amount: This is the number of times the power can be used before it needs to be refueled or recharged. This is generally accomplished one of several ways.

Modifier Cost:

- -1:2 for 1
- +1 MA for up to 6
- +2 MA for 7-20
- +3 MA for 21-50
- +4 MA for over 50

Endurance Cost: Same

The number of charges represented in the cost is approximate and can be less. This will be between the Player and the Director. Most players will go for the maximum but in some cases the Director may rule it a smaller number. He could give a bonus to the creation roll if the player is designing a weapon for a few less charges (the Amount from above).

Recovery: There are several different ways to recover the charges so that they may be used again.

Activity: The Hero must perform an action that will replenish his charges. This action must be defined and needs to take a significant amount of time. Not as long as sleep but it could be if the number of charges is high. This might include meditation or study. Assume 1 charge per 10 minutes as a baseline.

Modifier Cost: No Extra

Clips: Each clip holds the number of charges (the Amount from above). The Hero should be allowed to carry as many clips as is logical. A soldier usually carries 6 clips for his rifle. If he were not traveling through the jungle and didn't have to carry all that shit, he might carry as many as 20. The Clips option is purchased to represent that the Hero can carry extra ammo with him. It takes 1 full phase to reload a clip or one charge in a non-clipped weapon (like a bolt action rifle or a double barrel breach loader).

Modifier Cost: +1 MA

A pistol might have a clip limit of 20 but only holds 12. The Hero might be able to get an extended clip at a later time that could give him a few more rounds. The main reason the designer engineered the gun this way was to give him a break on the difficulty roll needed to get the gun built or because he missed his design roll by a few points.

Rest: The Hero needs to get 1 full cycle of sleep to regain his charges. But will gain them all upon awakening.

Modifier Cost: No Extra

Torper: The same as rest except the Hero only receives 1 charge per sleep cycle.

Modifier Cost: -1 MA

Retrievable: This ammo can be picked up and used again.

Modifier Cost: +1 MA

Arrows, bolts, synth-web lines, caltrops and throwing knives are all good examples.

Components

Description: Components are physical objects that the Hero must have to use his power.

System: This generally means that the Hero is going to need one handful of a common material. This material must be on the Hero at the time of use and he must be physically able to access it.

Modifier Cost: -1:5

The following Variants may be used to enhance the Modifier:

Expendable: These types of components are destroyed upon using the power. They generally crumble and turn to dust or dissipate into smoke. In some cases they will just lose their special properties.

Modifier Cost: -1 MA

Internal: This type of component is either injected into or consumed by the Hero. The components effects will last for the entire scene. The component is naturally destroyed during its use and cannot be combined with Expendable. It's important to realize that the component doesn't help anyone other than the Hero. He couldn't give it to someone else and see the same results. His power is triggered by this component.

This is a great way to simulate the Under Dog Power pill or even Marine Boy's water breathing gum.

Modifier Cost: +1 MA

Quantity: This causes the Hero to provide a larger amount of the component as fuel for the power. The amount is measured in Cargo Points. If the Hero wants it to be more than he may, but it will only be for flavor (not points). If

the Hero specifies a living being then he must kill that being just before invoking the power. If the Hero specifies something larger than a car then it is up to the Director to allow Expendable as an additional modifier. The Hero may not use more than one component (per power) if he adds this modifier. Any additional components will be considered part of the Cargo Points. The maximum amount of Cargo Points that may be used for this modifier is 6.

Modifier Cost: -1 MA per 2 Cargo Points

Value: The Hero may increase the value of the required components.

Slightly Valuable: Examples would include: Ivory, gold, Semi-Precious Stones, An animal – lamb, dove or specific insect like a black widow.

Modifier Cost: -1 MA

Very Valuable: Examples would include: A human sacrifice, Precious Stones, Rare or Dangerous Animal, Specifically ornamented object.

Modifier Cost: -2 MA

Exceptionally Valuable: Examples would include: One of a kind artifact, **Power Core**, a nearly extinct animal, an exceptionally expensive item.

Modifier Cost: -3 MA

Range: This allows the Hero to be within the vicinity of the material rather than having it in his possession. If the Player chooses a component that has a value then the Director will decide whether he can purchase Expendable. The Hero should not be allowed to just destroy other people's stuff by invoking his power. It would make the game unbalanced.

Modifier Cost: +1 MA per hex of range

Control

Description: These modifiers affect the control of the power. They can make it better, worse or even uncontrollable. A Player who wishes to make a colorful Hero concept is going to find it hard to stay away from these little gems.

System: *Beat the CV on 2d10*

For powers that are only used when challenged (Armor, Entangle, Super Stat) the Player will only make the Control Roll when the power is challenged. Thus, *Armor* would be tested every time it was struck, not every phase it was on. If a power requires a Control Roll, then the Player will roll 2d10. He will be trying to beat a Control Value (CV). The CV for the following modifiers start at 8.

Use the cost below as the Base Cost for the Variants. Most of them will have modifiers to this cost.

Modifier Cost: -1:4

Ablative: Ablative Powers work fine the first time, but then receive a Control Roll that must be beaten every phase the power is used for the Power to work. With each use of the Ablative Power, the CV increases by 1. Endurance costs are paid whether the Power works or not. If the power fails, the CV still goes up by 1 and the Hero may still try to use it. Ablative Powers return to their starting state by the next scene or under circumstances defined by the Director. The first use will not require a roll. The CV starts at 8 for its second use. The CV will increase to a 9 for the third use. This process will continue until the Player can no longer beat the CV (20). The Player can decrease this effect by raising the usage level. For every extra usage level the Player will stay at each level an extra phase. Thus, for a cost of +1 MA, the first two uses would be without a roll. The next two would be at a CV of 8 and so on.

Modifier Cost:

- -1 MA for Ablative
- -1 MA for every +2 CV base
- +1 MA for rarely used powers
- +1 MA per extra usage level

Activation: A Power with Activation is less reliable than normal, and only works sometimes. The Player makes a Control Roll trying to defeat the power's CV. Control Rolls

must be made every phase the power is in use or tested (see Ablative above), after paying the Endurance cost for the Power. If the Control Roll fails, then the Power doesn't work. This resembles Ablative but the CV never goes up.

Modifier Cost:

- Base Cost
- -1 MA for every +2 CV base
- +1 MA for rarely used powers

The Blink can Teleport but it requires him to make a Control Roll every time he tries. His Base CV is 12. He will have to roll a 13 or better on 2d10 every time he uses his power. If he rolls a 13 or less the power will not work. He has to pay the Endurance cost whether it works or not.

Always On: With this modifier the Hero's power is always on by default. The power stays on even if the Hero goes unconscious and Powers with this Modifier cannot be pushed. But, a Player can buy the power again without this modifier and add the two together by activating the second power. There is no Endurance spent on powers that are always on.

Some powers are not fitting to this modifier and it will be a Directors call whether the Player may purchase the Modifier for the power or not. The cost for Always On powers is subjective. If it truly benefits the Hero to have the power on all the time then it will cost extra (+1:4 for the base cost) but if it is going to be a hardship for the Hero then he will gain retribution for the Modifier (-1:4 for the base cost).

Modifier Cost:

- - for powers of hardship
- + for beneficial powers
- -1 MA for great hardship

Scott has a Ranged Wounding attack that is always on. He has to wear a special type of lenses that are immune to the blast. This blast has an incredible range and does a shitload of damage. The Director allows him to take the Great Hardship bonus. The retribution for this modifier is -1:3 (-1:4 base retribution plus an addition -1 MA for Great Hardship).

Reversible: This option allows the Hero to turn the power off. When doing so, the Hero must pay the Endurance cost the entire time the power is off (even powers like armor) and it requires a slight level of concentration. Falling asleep or being startled could reactivate the power. Use the Endurance Dial modifier to determine the Endurance cost for powers that don't normally have one.

Modifier Cost: +1 MA

Burnout: This modifier requires a Control Roll after the power is used. If the roll fails, then the Power is *burned out* and is unavailable for use until recovered. The recovery will happen after the end of the scene or can be up to the Director.

Modifier Cost:

- -1 MA for every +2 CV base
- +1 MA for rarely used powers

Tin Man has a prototype cyber arm with a plasma blaster built into it. The weapon has a problem with heat dispersal. Every time Tin Man fires the weapon it has a chance of shutting down. The weapon will not reactivate until it has had a significant amount of time to cool off.

Concentrate: A Power with a Concentrate Modifier requires the Hero to concentrate partially or totally on the task of turning on and using the Power. As a result of the concentration, the Hero will be at either half their normal Defense Value (Evasion), or at a DV (Ev) of zero. Once the Hero begins using this Power, they are aware of little to nothing around them. Thus, if their concentration is broken either voluntarily, or by a successful attack against them, the Power turns off and any necessary preparations must be made again.

Modifier Cost:

- -1 MA for ½DV and Ev
- -2 MA for 0 DV and Ev

Fine Control: A Power with Fine Control can be used like a tool. Wounding could be used to carve or shape, heat or cool objects and weld metals. Telekinesis could be used to open doors, tie shoelaces or write a letter. All Fine

Control usage will require a Use Power (UP) roll versus a Difficulty set by the Director. This is unless it is being used against a Target, in which case the Target gets to resist per norm. Complex uses may require the Hero to have an appropriate professional skill as well. Fine Control could even be used to pull off really amazing stunts such as carefully burning all the oxygen out of the room, shooting a hole in a gas tank without igniting the gas, or other dramatically heroic deeds, all with the appropriate Difficulties assigned by the Director. Use the Base Control cost as an adder rather than a minus (+1:4 rather than -1:4).

Modifier Cost: + the Base Control Cost

Jamming: Jamming works much the same way as Burnout, except the Jamming Roll is made before the use and Endurance costs for the Power are still paid.

Modifier Cost:

- -1 MA for Jamming
- -1 MA for every +2 CV base
- +1 MA for rarely used powers

Side Effects: Side Effects cause bad things to happen to the Hero when he uses his Power. The Hero suffers the Side Effects every time the Power is used.

Caustic: The Hero will take 1 Hit and 5 Stun per Power Level of the modifier every time he uses the power. He will have no defense from this damage.

Modifier Cost:

- Base Cost for Power Level 1
- -1 MA per additional Power Level
- +1 MA for rarely used powers

Damage: The Hero will deliver several spots of damage wherever he uses the power. This damage, while superficial leaves behind a serious clue as to who was there. The type of damage should reflect the modified power.

Modifier Cost:

- Base Cost
- -1 MA for serious damage

Hot Foot has a Fire Blast Wounding Attack but it has flames that fly off of it and land nearby causing secondary burns wherever he goes. This is not a problem on the street, as they will harmlessly burn themselves out. But in a house he could cause the whole building to burn down.

The Stranger's dimensional doors warp whatever material they come in contact with. This may not cause him a load of trouble but it will let any enemy of his know where he's been and nobody wants him using those damn things from their house.

Resilient: Resilient Powers do not turn off when the Hero is stunned or unconscious. These powers are not *Always On*, but the Hero must actively turn the power off. Watch out when using heavy Endurance powers with this modifier, a Hero could go unconscious for quite a long time given the right circumstances. Use the Base Control cost as an adder rather than a minus (+1:4 rather than -1:4).

Modifier Cost: + the Base Control Cost

Force Fields, Force Walls and Teleport – Portal are all great examples of when to apply the Power Modifier.

Uncontrollable: Powers with this Modifier are not under the Hero's control. Although the Hero possesses the Power, he cannot consciously turn it on. The Power only works whenever and however the Director chooses. The Director will choose whether he believes this modifier is appropriate to his campaign and whether he feels like dealing with this.

Modifier Cost: -2 MA

Crossover

Description: This modifier will allow a power to cross The Membrane and affect Targets in other dimensions.

System: The Hero will have to be able to observe his Target with a Targeting sense and must specify the dimension he wishes to be able to do this (or may specify *any* for an additional cost). If the Hero specifies The Membrane, he will be able to affect Targets within The Membrane to include ethereal

Targets (such as Ghosts). See Crossover in the **Sons of Fuzion** section for more detail on The Membrane, Ethereal beings and other dimensional matters.

Modifier Cost:

- +1:5 for 1 dimension
- -1 MA for 5 dimensions
- -2 MA for any dimension

Draining

Description: The use of this power causes another power or stat to be lowered.

System: It is a PP per PP exchange and works the same way Adjustment Powers work. The Player specifies which power or stat is to be affected. For every Power Level of Draining that is purchased the Hero will drop his affected power or stat 1 PP. This is of course with no defense. The affected power or stat will return at 1 PP per phase.

Modifier Cost:

- -1:5 for 1 Power Level
- -1 MA each additional Power Level
- +1 MA for rarely used powers

Durable

Description: This modification causes a power to be extremely tough when it comes to adjustments from a Target.

System: This modification is bought for an individual power rather than the entire Hero (as opposed to Power Defense). Subtract the Durability from the Adjustment before applying the Adjustment to the power. The power will have 3 points of defense per Power Level

Modifier Cost: +1 PP per Power Level

Duration

Description: This modifier allows the Player to add a duration effect to a given power.

System: When attached to Attack Powers the Hero will need to score a hit. Once the hit is made, the Hero does not need to roll for the continuing effect on the following phases. All duration effects must have a way to dispel or cancel the effects

that is reasonably common and should be somewhat obvious. This power is not limited to Attack Powers and Players are encouraged to be creative.

For a continuing Fire Blast, the Player would roll to hit. If successful, the Target would take normal damage that phase and would continue to take damage as specified by the type of duration or until the Player could stop, drop and roll to put himself out.

Boost: This modifier will give the power a longer duration. For every Power Level of Boost, the powers duration will be increased by that multiple.

Modifier Cost:

- +1:4 for Power Level 1
- -1 MA each additional Power Level

Endurance Modifier: Add

3 Levels of Boost will increase the duration by x4.

Hazard has a caustic touch. This is a Wounding Attack that has 2 phases of Duration attached to it. This was a +1:2 cost modifier. When his attack lands, the damage will be delivered for two additional phases. So, if his scored 12 points of damage on his hit, it would continue to do 12 points of damage for two more phases.

Continuous: This is a tricky Modifier to work with and will not be the idea choice for many powers. It allows a power to be in effect for longer than usual. In this version, the time is measured on the Time Table. The power will step down once for the first Power Level and will continue to step down once more for every additional Power Level allocated to the Modifier. The Director should take time to consider the ramifications of allowing this Modifier to be attached to any given power and he can make special conditions as he sees fit.

Modifier Cost:

- +1:5 for Power Level 1
- -1 MA each additional Power Level

A perfect use of this power would be Entangle. Normally, the Entangling will stick around until it is removed, destroyed or dissipates through natural causes (like ice). By placing a Duration

on it, the substance will disintegrate on it's own, leaving little to no trace.

By attaching this to Spore Zombies, the Hero could increase their life span. With two Power Levels, his Zombies would deteriorate at rate of 5 PP a day to 5 PP per month.

Wounding is a good example of a power not truly suited for this Modifier. If the wounding attack did 60 points of damage and had a Duration of 1 hour then it would deliver 60 points of damage over that hour. Thus, a Target hit with it would take 1 point of damage every minute.

Interactive: With this version, the Hero has direct control over the powers duration. It turns off when he turns it off. Apply all effects each phase at the same intensity. If the Target dispels the power then the Hero will need to reactivate it to affect the Target any further. Additionally, the Hero needs to pay the Endurance cost each phase.

Modifier Cost: +1:1

Tapering: This modifier will cause a power to continue its effects at a diminishing rate. The power in question will diminish 1 Power Level per phase. In the case of Attack Powers a Target's defenses may or may not help the Target deal with the power each phase. It will depend on the situation and the Director's decision.

Modifier Cost: +1:1

A 6 DC SDm Wounding Attack would do 6 DC on the initial attack. The Hero could then focus on another action the next phase and the Target would take 5 DC the next phase. The Target could kill the Hero in the next phase and would still take 4 DC. And unless he manages to dispel the effect, he will take 3 DC the next phase, then 2 DC and finally 1 DC.

Effect Group

Description: This limitation causes the Hero's power to only effect certain subjects.

System: It's an extremely logical modifier for many powers. A good example would be an EMP burst that would only affect Technology. If the power is

used on any group other than the ones specified, there would be no effect. If the Player purchases more than one group per power, add the MAs to get the modified cost. Thus, if the Player were to purchase *Magic* and *Undead* it would cost him -1:5.

Undead: Only affects creatures that are soulless or have their soul detached from The Gaia or once living creatures that have been animated.

Modifier Cost: -1:3

Magic: Only affects beings, powers or items using *Mana* as a power source. As for magic using people this requirement is not to include Spell Casters (Witches and Warlocks) only True Mages (See the Magic Skin).

Modifier Cost: -1:3

Technology: Only affects objects that rely on machinery or electronic equipment. Like robots, cybernetics, computers, vehicles and the like.

Modifier Cost: -1:4

Inorganics: Only affects non-living tissue. The only thing this power will not work on is living tissue. These materials will also include those that were once alive.

An Oak table would not be affected, as would an ivory necklace. Even a sheet of paper could not be affected.

Modifier Cost: -1:4

Elementals: Only affects the race of creatures known as elementals or items using elemental essence. See **Hell's Cookbook** and **Sons of Fuzion** for explanations of Elementals.

Modifier Cost: -1:2

Psionics: Only works on powers, creatures and items of a psionic nature.

Modifier Cost: -1:3

Sin: Only works on powers, creatures and items that use Sin as their power source. See

Hell's Cookbook for explanations of Sin (you can use the term evil in a pinch).

Modifier Cost: -1:2

Specific: Used to get more specific with the other Effect Groups. The player must be even more specific than the group requires.

Modifier Cost: -1 MA

Damian has a zombie slaying sword that does extra damage against zombies. This is a second Wounding attack linked to the original Wounding Attack of the blade. However the secondary Wounding attack only affects undead and more specifically, only zombies. He will receive a -1:2 retribution for the second Wounding Attack.

Virtue: Only works on powers, creatures and items that use Virtue as their power source. See **Hell's Cookbook** for explanations of Virtue (you can use the term good in a pinch).

Modifier Cost: -1:2

Directors may feel free to modify these costs based on the frequency of their appearance in their campaigns. If the Cast is going to be fighting undead on a regular basis then the Director may reduce the retribution the Hero gets from the Modifier. Additionally, you may use this as a guide to add more Variants to your list. This may be necessary to incorporate creatures or items not found in Dark Millennium.

Endurance Dial

Description: This modifier covers all types of Endurance adjustments.

System: Adjust Endurance expenditure as per Variant description.

On: This modifier causes the power to use Endurance. It also allows the Endurance cost to be escalated. Adding this to a power with no Endurance cost will cause it to use 1 Endurance point per 2 OCP of the power. If the Power Level of this Modifier is increased, then multiply it by the Endurance Cost. Thus, a Power Level 3 will cause the Power to use 3 Endurance points per 2 OCP.

For powers with an Endurance Cost already, you should assume they inherently have the Endurance Dial built into them. The Player will get the base cost back at Power Level 2 and additional points as he progresses up Power Levels.

Modifier Cost:

- -1:3
- -1 MA per Power Level

Grondex is casting his new Fire Ball spell. It uses 4x the normal Endurance. The Player (Mike) chooses to increase the Endurance usage for Wounding. As you know, Wounding uses 1 Endurance per 2 OCP normally. This means that Wounding inherently has Endurance Dial – On at Power Level 1 (it's sort of an invisible modifier until turned up). Mike cranks the dial up 3 more Power Levels to Power Level 4 or 4x Endurance cost. This will give him back -1:1. He gets nothing back for Power Level 1 because the power costs Endurance naturally. So his first retribution is at Power Level 2 and he gets -1:3. By pushing it two more Power Levels he brings it to -1:1.

Off: This modifier causes the power to use no Endurance.

Modifier Cost: +1:3

Half Cost: This modifier causes the power to use 1/2 the normal Endurance.

Modifier Cost: +1:4

Extension

Description: The Hero is able to extend his power to others.

System: This Modifier allows the Hero to extend his powers to another individual. How this occurs depends on the Variant. He may only affect as many Targets as the modified power allows. You should assume that most items already possess this modifier inherently and should not require or allow this modifier to be added to them.

Assimilate: The Hero is able to cause a power that normally only affects him to affect a Target. The Hero pays the Endurance and has full control over the power. If the Extension is

an attack then the Target must be allowed to evade even if he wouldn't really see it (like Shifting).

Modifier Cost: +1:3
Endurance: x2

Lend: The Hero is able to lend the power to a Target to use. The Target has full control of the power and must pay the Endurance cost. The Hero cannot use the Power Points lent to the Target but he may take it back whenever he wishes. Additionally, he still may use whatever power points he has left in the power.

Modifier Cost: +1:4

Dog Fight gives Killverine the power of Flight. Killverine will have to pay the Endurance cost and will be able to fly so long as Dog Fight does not take his power back. Every point that Dog Fight has given Killverine to use for Flight is a point he cannot use for himself.

Share: The Hero is able to allow others to share his power at the same Power Level he is able to use it. He will also retain the power for his own use. All those using the power will pay their own Endurance cost.

Modifier Cost: +1:2

Focus

Description: When making a focus, the Player creates an empowered item.

System: This is used to generate powered items for Heroes to use. If the Hero loses the item he also loses those powers until the item is regained or replaced. Foci are divided into two types:

Attached: An Attached Focus may be removed from a non-resisting Player (unconscious, cooperating, etc.) in one Round. If removing the Focus would cause the Player any Damage (a cybernetic eye, metal skeleton, etc.), then the Focus Modifier should not be taken and the Player needs to purchase the item as a power.

Modifier Cost: -1:2

Grabbable: A Grabbable Focus may be taken away from the Player with a disarm maneuver or a grapple – item maneuver. It can basically be removed in one Phase.

Modifier Cost: Same cost in OP (1/5)

Do not use this in conjunction Item Designer. It is the quick and dirty way to make Focused items and is not compatible with the item designer.

Gestures

Description: This modifier causes the Hero to have to perform a task of some sort to cause the power to work.

System: A Gesture could be hand motions, spoken phrases, stomping his foot on the ground, spinning around, whatever. The gestures must be performed before the power kicks in. If the Hero is struck and damaged before the power goes off then it will be disrupted and will not occur. The Hero may also option to require that the gesture be maintained during the duration of the power. This may only be added if the power has an extended duration (longer than 1 phase). If the Hero is unable to perform the gesture then he will not be able to use the power.

For **Fists of Fuzion** fans: You can use the Gestures and specify Martial Art Maneuver. Then generate maneuvers that have the Advanced Modifier – Power (use the Powers name). Every Maneuver with this power attached to it may use the power whenever the maneuver is performed.

Modifier Cost:

- -1:3
- -1 MA for duration option

Ling Chi has the power Teleport. He attaches Gestures to it and specifies Martial Art Maneuver. Now he builds two Maneuvers.

Long Step Kick: This Maneuver allows him to teleport across the room and land with a kick to the Target.

Shadow Step: This Maneuver allows him to dodge by teleporting to another part of the room.

Hardened

Description: This is a counter measure for Defense Piercing attacks.

System: If the Hero's Defense is hardened and he is struck by a Defense Piercing attack, he will totally ignore the Piercing modifier. If it is an Ignoring attack, the Player may be able to gain half defense value, depending on the type of attack. This is a Director's call.

Modifier Cost: +1:3

Humanity

Description: This modifier causes the power to cost the Hero Humanity to use.

System: Every time the Hero uses the power he will lose Humanity. The Hero will lose 1 point of Humanity per OCP. This Humanity is recovered at the rate equal to the Hero's Will Power per day.

Modifier Cost: -1:3

Indirect

Description: This Modifier allows a power to strike from a source other than the Target.

System: Indirect allows a Power to ignore intervening barriers between the Hero and the Target. This is unless of course there is no opening for the power access to the Target. A lightning bolt from the sky would not have to go through a Force wall between the Hero and the Target. If the same force wall went over the Target's Head, then that would be another story all together. Range penalties apply to the use of an Indirect Power, and are calculated from the Hero to the Target. The Target will get his normal DV against this attack but will suffer an ambush penalty if he is unaware that the Hero can perform this trick. Generally, Indirect Powers always originate in a certain location in relation to the Hero (like the sky, the ground or perhaps electrical wires), and must always Target away from the Hero. For additional cost, the location of this point of origin may vary.

Modifier Cost:

- +1:4 for a fixed point of origin
- -1 MA for variable distance

Knockback Dial

Description: This dial modifies a Wounding attacks knockback effect.

System: See each Modifier for the system rules.

On: This is for high impact powers that do damage with a wholop of a punch. When delivering knockback, multiply the DC by the Power Level for purposes of calculation. The initial cost should be assumed to be Power Level 1.

Wounding should be assumed to already be Power Level 1 and the Player will not begin to pay the cost until he reaches Power Level 2.

Johnny Robo fires a concussion grenade into the room. It does 8 DC SDm. He has also attached Knockback Dial at Power Level 2. Everyone who is hit with this blast will take knockback as if it were from a 16 DC blast.

Sonic attacks, explosions, accelerated kinetic punches would all be good examples.

Modifier Cost:

- +1:4 for Power Level 1
- -1 MA per additional Power Level

Half: This is for low impact powers that do damage that have little punch. Halve the knockback effect.

Lasers, light sabers, or slasher rounds are both good examples for this Modifier.

Modifier Cost: -1:4

Zero: This is for powers that do non-impact damage. There will be no knockback effect for the attack.

Acid, Microwave Laser, Phasers or a Ghost Blade would all be good examples for this Modifier

Modifier Cost: -1:3

Link

Description: This Modifier allows Heroes to join two powers together.

System: There are two ways to do this. The Player can fuse two powers together or assign a secondary effect to another power.

Fuse: By using this option you can cause two separate powers to activate at once. In addition, the Hero will not be penalized for using two maneuvers, as they will be treated as one power. If it's an attack, only one to-hit roll will be needed. If one power is ranged, the other may ride on the carrier power but the Director should be careful not to allow munchkins to use this as a cheaper way to get ranged for another power. These powers are permanently linked together and can never be used separately. Apply the Modifier Cost to the Sum of both powers OCP.

Modifier Cost: +1:3

Carl has the ability to teleport but whenever he does so, he leaves behind a deadly explosion. He has Teleport / Combat: Power Level 2 (+4 PP). He also has Wounding / Power Level 6 (+6 PP) to which he attaches Area Effect / Explosion (+6 PP). He adds the OCPs together (4 + 6 = 10) and applies the Fuse Modifier (+4 PP). The total cost is 20 PP. Now whenever he teleports he leaves an explosion at his point of origin. In this case, the Player could have specified that he wanted the explosion to be at his point of destination (either or).

Secondary Effect: With this modifier, the Hero may link a second power effect to an existing power. These must be two separate powers that have already been purchased. In this process the first effect must succeed for the second effect to occur. This means, penetrating any defenses against the first effect. No roll to hit will be necessary for the second effect to occur and any defenses penetrated by the first effect will not be used against the second effect. The Player can use any two effects, but the effect of the modified power always goes second. Apply the modifier to the linked (secondary) power.

Modifier Cost: +1:4

Location

Description: This Modifier causes a power to come from a specific area.

System: The power originates from a specific location on the Hero's body. If that body part becomes detached, lost or incapacitated then the power will cease to work until that part has been restored.

By default, this is restricted to an individual part and is limited to that part (like the left arm or left eye). For a lower retribution the Player can specify additional parts (like the other arm or eye) and he will be able to use the power so long as any one of the parts is intact.

Modifier Cost:

- -1:3
- +1 MA per additional part

Natural

Description: This adder causes a power to become part of the Hero's natural makeup.

System: The power is no longer treated as a power but as a natural ability. This is important for Adjustment purposes. Anyone trying to adjust the Hero's power will have a difficult time. If the Target has "stats" or if he has "all powers and stats" for his adjustment he might be able to affect the power but this is up to the Director. This modifier should only be used for certain powers. Psionic powers cannot receive this modifier due to the way in which they work. Magic powers are also quite hard to explain as natural (except for some races, like the Fey). It is mostly for powers that are physical in nature. **Add this cost for OCP calculation.**

Modifier Cost: +1 PP per power

Claws would be kind of hard to transfer from a tiger, as would wings from a bird. Even a dragon's fire breath is natural to him.

Powers like Mind Control and Teleport are a little difficult to image as Natural.

Optional

Description: This is a Modifier's Modifier. It allows a Mod or Power Modifier to be optionally used.

System: This of course may only be used on Modifiers that cost at least one point. The Player simply puts an (O) next to any Modifier to indicate that it's optional. The -1 MA is for modifier costs that are linear (as in Modifiers bought per Power Level). The +1 PP is for modifier costs that are static.

Modifier Cost: -1 MA or +1 PP

Permanent

Description: By placing this modifier on a power, the Hero is able to cause the effects of his power to last until a certain condition is met.

Directors should approve the use of this modifier before the Player even thinks about buying it because it can be abused readily.

System: Choose from the Mods below to determine the condition and cost of this modifier. The Target cannot begin to recover from the effect until the situation occurs. Directors should remember that the Target would not necessarily know how to undo the effects and the use of a healer with *Diagnose* might be necessary. The power Healing can undo the effects regardless of the needed material or situation but the difficulty goes up by 4 points per level of commonness.

Very Common: This would be a very common situation that could happen anywhere or anytime.

Modifier Cost: +1:1

Examples would include: water, sunshine, normal healing only, shadows, dirt, fire, and common over the counter drugs.

Rare: These situations are not as commonplace but are also not too hard to come by with a little effort.

Modifier Cost: +2:1

Examples would include: magical healing, exposure to radiation, illegal or prescription drug and expensive or rare material like

diamonds or uranium.

Unique: This is the most devastating form of permanency and is the hardest to cure. The Player will specify a very specific ritual, material or condition that needs to occur before the effects will be lifted. These can be very difficult but not impossible to come by. If it is an event then it must be one that can occur relatively soon (within the next few months) or this modifier will become too unbalancing.

Modifier Cost: +3:1

Examples would include: A ritual that can only be found in an ancient book, sprinkling moon (Luna) rock on the effected area, the willing nuptials of a virgin, kiss from a princess.

Persistent

Description: This modifier will cause a power to attack a certain number of times before fizzling out.

System: The Hero only needs to make the initial attack. If this initial attack is missed then every phase afterward the power will continue to attack the Target until it hits or fizzles out. This will continue until the number of purchased attacks is reached. Once the attack hits it will then cease to attack again (it only hits once). The Hero will not need to pay any attention to the power nor will he spend any additional Endurance for the subsequent rounds.

The power is not smart and it will have to make slightly wide turns, so, should the Target shut a door behind him or turn down a tight corridor then the power will crash into the obstacle. Imagine a heat-seeking missile.

The base cost is for one additional attack. The Player may purchase as many additional attacks as he wishes. Assume the initial cost is Power Level 1.

Modifier Cost:

- +1:3 for Power Level 1
- -1 MA per additional Power Level

Homing: A more deadly version of Persistent. The power in question not only attacks the same Target every phase but it improves its chances of hitting each subsequent phase.

Every time it misses it will add 1 to the next roll and this is a cumulative effect.

Modifier Cost: -1 MA

Raw Dog's Murder Balls do 3 DC KDM and are Persistent for 3 additional attacks. The total cost for the power is +12 PP. The Wounding is Power Level 3 (+3 PP). He also adds the Killing Mod (+3 PP). Persistent at Power Level 3 (+1:3, -2 MA or +1:1 but don't add yet). Now he adds Homing, which further modifies his Persistent cost (+2:1 or +6 PP).

This may sound expensive but the ball will attack for 4 phases (unless it hits sooner) and will get a +1 the next phase every time it misses. So, by the 4th phase the ball will be at +4 to hit.

Piercing

Description: This is a modifier that allows a power effect to cut through the Target's defenses. There are many different forms of piercing effects and they include all forms of defense.

System: The type of piercing is based on the type of effect. Thus, for a Wounding attack, the Piercing would be anti-armor (KDF) and or anti-stun defense (SDF). But for a Muting attack it would be Mute Defense. See the Variants below to better understand how this all works.

Armor Piercing: By adding this modifier, the Player is able to halve the Targets KDF with his attack. This type of Piercing may be attached to any attack that does SDm or KDM.

Modifier Cost: +1:2

This type of effect is for things like Teflon bullets, plasma rounds, master craftsman arrowheads or a master blade.

Armor Ignoring: This is a very rare form of attack. It frequently occurs with supernatural FX but could also be the result of chemical or biological weaponry. The Player must devise a plausible attack FX to justify this form of modifier and one common form of defense that the attack will have no effect against. Zero Knockback goes well with this modifier.

Modifier Cost: +1:1

Lord Paradox is a time manipulator who has a temporal attack blast. The only defense is Longevity (and of course Immortality).

The Wraith has the Hand of Death (a sole sucking touch). He must, however, touch bare skin to bare skin. A thin piece of cloth will stop his attack, but if the Hero's armor is really his skin (even organic steel) he'll be in for a big surprise.

The Human Dynamo use electricity and his Wounding attack is stopped by any non-conductive material, like ceramic, rubber or Plaston (ballistic plastic).

A gas attack is of course stopped by a gas mask or not needing to breathe.

Stun Piercing: This Modifier halves SDF. Often found modifying martial art maneuvers, stun pistols, police quality stun batons, maybe a sonic attack blast or perhaps a crushing telekinesis effect.

Modifier Cost: +1:4

Stun Ignoring: This attack ignores SDF. Just as rare as *Armor Ignoring*, *Stun Ignoring* attacks must be well thought out and must have a common defense that will stop it all together.

For **Fists of Fuzion** fans, this works about the same way as striking a Vital area. The difference is that the Hero doesn't have to hit a specific spot to gain the effect. He can strike his Target anywhere.

Modifier Cost: +1:2

Touch mastery (exotic martial arts maneuvers often involving Chi) whose defense could be any type of armor.

Knockout gas whose defense would be, not having to breathe or self contained breathing.

Again, a sonic attack whose defense would be any form of sound defense like cyber audio level dampers.

Defense Piercing: This is a more powerful version of the modified power. For Mute it may

be that the Hero is using a radioactive burst of light. If he is doing a Mind Control, perhaps his psionic signature is advanced. At any rate, the type of defense it affects is based on the type of attack it's modifying. This modifier can be attached to any attack that has a Defense power for it other than SDf or KDf and will cut that defense value in half.

Modifier Cost: +1:2

Defense Ignoring: Just like Defense Piercing except the Target will receive no defense value verses the attack. Again, any form of ignoring attack must have a common defense type.

Modifier Cost: +1:2

For a Muting Ignoring attack, a pair of reflective sunglasses might do the trick.

For power drain, skin-to-skin might be the way to go.

Power Requirement

Description: This Modifier requires the presence of another power for it to work.

System: The power in question can be required to be used the previous phase, the same phase or during it's duration. It doesn't matter cost wise. If the parental power is neutralized in some fashion then the dependant power will not work.

Modifier Cost: -1:3

The Bullet has a Force Field that is dependant upon his Flight power. He cannot activate his force field unless he is using his Flight power.

Range Dial

Description: This modifier will cover all forms of range modifications for powers.

System: See Modifiers for system descriptions.

Add: This allows the power to affect Targets at a distance. The Base Distance is 10 hexes. This can be modified at an exponential rate. Assume that the Hero is getting 10¹ for the Base Distance. For every additional Power

Level his range will raise the exponent by one.

Powers that are naturally Ranged start at Power Level 1 for no cost.

Mod Cost:

- +1:5 for Power Level 1
- -1 MA per additional Power Level

The Long Ranger (Ha!) has a Wounding Attack that is exceptionally, well, long ranged. He purchases his Ranged Wounding attack at 10 DC SDm. This will cost him 10 PP and will establish this as his OCP and give him a starting range of 10 Hexes. He now purchases Range Dial / Add for his Wounding attack. Currently he has a Range of 10 Hexes (free with his type of Wounding). He decides that 10 Hexes is crap for range so he pumps it up 4 more Power Levels (total of 5 Power Levels). This changes the cost to +1:2 or an additional +5 PP. But this will change his range from 10¹ Hexes (30 feet) to 10⁴ Hexes (300,000ft or about 57 miles). His blast will now travel further than he can possibly see, so he needs to get enhanced vision to take full advantage of his power.

Degenerative: This causes ranged powers that do not normally degenerate over ranged distances to drop by 1 Power Level per Range Class (Power Level not PP). See official Fuzion rules to determine Range Class.

Modifier Cost: -1:3

Double Modifier: The Power doubles all range modifiers to the Hero's AV. Thus, long range has twice the penalty *to-hit* as it normally would.

Modifier Cost: -1:4

No Modifier: The Power will have no range modifier to the Hero's AV.

Modifier Cost: +1:4

No Range: This Modifier causes powers with innate Range to become innately non-ranged.

Modifier Cost: -1:3

Refresh

Description: This Modifier will require the Hero to perform a task each time he wishes to use the power.

System: This task shall take at least 1 Phase (3 seconds) and must be performed uninterrupted. Once the task has been performed he may use the power at any time but once used he must perform the task to use the power again. He cannot save up additional uses for a later time. The Player may increase the time required for the task at one step down the timetable per Power Level. At Power Level 1 it will take 1 phase, at Power Level 2 it will take 1 round and so on.

Modifier Cost:

- -1:4 for Power Level 1
- -1 MA per additional Power Level

Selective

Description: The Hero will be able to choose who is affected by the modified power. It becomes a smart power.

System: The power will only affect those the hero wants it to. This is especially good when attached to area effect and auto fire. The Hero can choose as many exempt Targets as he wishes.

Modifier Cost: +1:3

Situation

Description: This Modifier will cause the power to work better, worse or even not at all when in the presence of certain conditions.

System: Each of these situations must be very specific, somewhat rare and only one situation per power. This modifier is provided to cover just about anything the other requirement modifiers left out so if there is another modifier that fits the bill better, use that one.

*Some examples would include: During a powerful storm, Temperature over 100° F or below 0° F, Hero under **extreme** stress, Hero at death's door, etc. Not stuff like, when the wind blows, after a meal or in the presence of music.*

Double: The power works at twice the Power Level during the situation.

Modifier Cost: +1:4

Half: The power will work at half the Power Level during the situation.

Modifier Cost: -1:4

Null: The power will not work during these conditions.

Modifier Cost: -1:3

Only: The power will only work during these conditions.

Modifier Cost: -1:2

Sticky

Description: Allows a duration power to affect additional Targets who come in contact with the FX.

System: This addition can be added to any power with a duration. Anyone who comes into contact with the power effect will suffer the effects as well for the rest of the duration as though they had been targeted.

Modifier Cost: +1:4

Aggressive: The power is exceptionally mean because it will jump out and strike at anyone who comes within its reach. Any Target that comes within the reach of the effect must evade vs. the original AV of the attack. For every Power Level, the FX may leap one hex to strike at a Target.

Modifier Cost: -1 MA per Power Level

Dark Lord Golgotha has a Living Fire elixir. He hurls it at the center of the room. It explodes for an area effect of 4 DC KDm in one hex. It has a Tapering Duration, Sticky and Aggressive Power Level 2. This means that if anyone comes within 2 hexes of the hex the fire occupies, the fire will reach out and set him ablaze. The Target must dodge an AV equal to the original die throw to avoid a roasting.

Switch

Description: This Modifier is only to be used with other Modifiers. It will only allow certain Modifiers to work at one time.

System: By purchasing Switch the Hero elects to only allow certain modifiers to work in conjunction with one another. It allows the Hero to have multiple Modifiers with a power but will not allow the tagged ones to work at the same time. The Player should indicate all of the Modifiers he wishes to work independently of one another with an (S). Any Modifier with an (S) next to it cannot be used with any other Modifier with an (S) next to it. As such, this Modifier must be applied to at least two Modifiers for a single power. Apply the MA cost to each Modifier Cost.

Modifier Cost: +1 MA

Temporary

Description: This modifier causes powers that normally have a duration to become non-constant.

System: The Hero needs to activate the power each phase.

Modifier Cost: -1:3

Time Dial

Description: These modifiers affect the time aspect of powers. It can be anything from causing powers to take longer than usual to being able to delay their effects.

System: See Modifiers for system rules.

Required: This Modifier will cause the power to only work at a certain time. If that time should pass then the power will instantly shut down.

Common: The power will only work during such events as: Day or Night, Months with an R, Even or Odd Years.

Modifier Cost: -1:4

Restricted: The power will only work during such events as: Certain Hour, Dusk and Dawn, Certain Season.

Modifier Cost: -1:3

Specific: The power will only work during such events as: During Solstice, During a Solar or Lunar Eclipse.

Modifier Cost: -1:2

Restrictive: This Modifier will cause the power to not work at a certain time. If that time should come then the power will instantly shut down.

Common: The power will not work during such events as: Day or Night, Months with an R, Even or Odd Years.

Modifier Cost: -1:2

Restricted: The power will not work during such events as: Certain Hour, Dusk and Dawn, Certain Season.

Modifier Cost: -1:4

Specific: The power will not work during such events as: During the Solstice or During Solar or Lunar Eclipse.

Modifier Cost: -1:6

Trigger: Trigger allows the Hero to set up a Power that will go off when a given circumstance occurs. The trigger could be a switch or a tripwire or even at a certain time. Endurance costs are paid when the Hero sets the Power. The Trigger may be spotted with Perception rolls, unless the Power also has the Invisible Modifier.

Fixed: The Hero must decide on the trigger effect when this modifier is purchased and cannot change it later.

Modifier Cost: +1:5

Flexible: The Hero may choose a different triggering effect every time he uses it.

Modifier Cost: +1:3

Warm-Up: This modifier causes a power to have to warm-up before it can be used. This can either be per scene or per use. In the case of per scene, the Hero should be required to use the power at least once per round. The retributions are based on per use.

Constant: There is no “switch on” phase but the Hero must warm the power up each time he wishes to use it.

Modifier Cost:

- -1:5 one phase warm up
- -1 MA per step down Time Chart
- +1 MA per scene

Switch: The power has to be switched on and requires a warm-up period before it can be used. It takes one phase to turn the power on. The amount of time it takes to warm up is based on the Time Chart and is determined by the Player.

Modifier Cost:

- -1:4 one phase warm up
- -1 MA per step down Time Chart
- +1 MA per scene

Masking: Any power that is Invisible can still be detected by the use of some powers. Additionally, some detection powers can detect inactive powers. This Modifier will increase the difficulty to detect the modified power. For every Power Level add 1 level of difficulty to the detection check. This Modifier is also very good for Morphing Powers.

Modifier Cost: +1 PP per Power Level

Visible: This modifier causes a power that is normally invisible to become visible. This must be to at least one sense.

Modifier Cost: -1:4

Visibility Dial

Description: Some powers have a normally visible effect while others have a normally invisible effect. This modifier will allow the Player to adjust several variables along this theme.

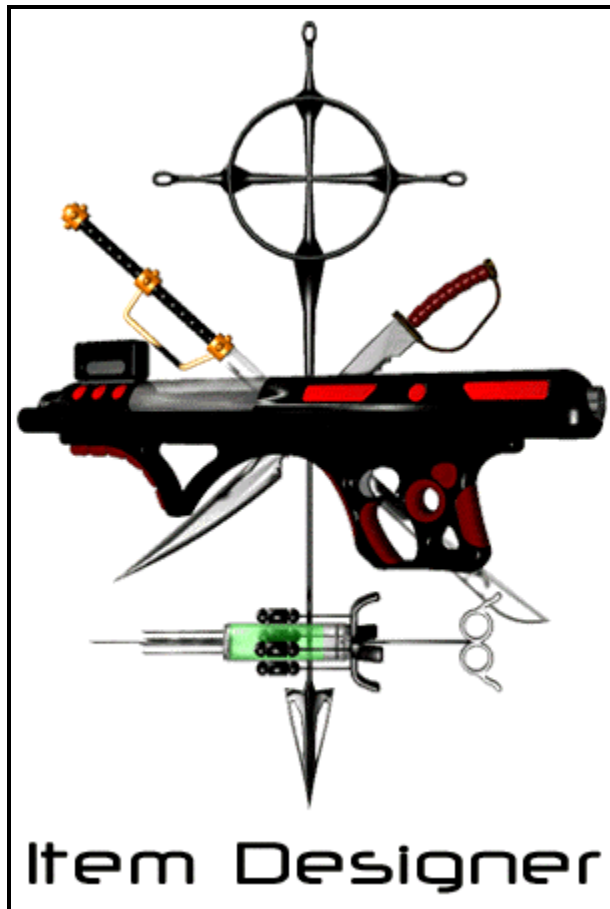
System: If a power is Visible then it can be detected by at least one (usually three) sense.

Exuberant: This causes a power to be extra powerful when it comes to its appearance. Whether it's really loud or very bright or has a powerful smell associated with it.

Modifier Cost: -1:4

Invisible: This modifier causes a power that would normally have a visible effect to not have that effect and in essence is Invisible.

Modifier Cost: +1:4



Getting Started

First of all, items are paid with using option points instead of Power Points. This is for two reasons. The first is that it helps separate super beings from those who wield super items. The second reason is that it gives us more room to play with the numbers.

The term **CR** will make its appearance in this section and will only be used for items designed with the Item Generator. CR stands for Conversion Rate. Each item is different depending on the decisions you make while building it. Thus, not all items will convert at a 1:5, Power Point to Option Point Ratio (1 Power Point per 5 Option Points). An item might convert as 10 Option Points per Power Point, making it vastly cheaper. At any rate, every power starts with a CR of 1. This means that, in the beginning, every item translates at an exchange rate of 1:1. As the item is designed the CR is bound to go up, *the higher the CR, the cheaper the item*.

Confused? Don't worry this is explained in much greater detail in the *Convert* section. This was just to introduce you to the term and its general implications. The key thing to grab from that paragraph was *"the higher the CR, the cheaper the item"*.

Introduction

This Skin will help Players design items more realistically. It will reflect the cost and properties of items of power with a much better degree of accuracy. This is an additional plug-in and by no means needs to be used for creating powered items. If the campaign is lightning fast Kung-Fu action thriller style then this option may cause the game to become too heavy. Players should however experiment with it before making that decision because the item designer has been developed to give a true feel to the items.

It should be noted that we do not intend for you to use this designer for every item the Heroes run into. That would be just plain stupid and completely cumbersome. We only design items that we intend to use again and again or items that need to be clearly defined. For most items, the Director should just wing it. If a Player decides that his Hero is going to pick the dead clean for booty and finds something that he really likes, then the Director might think about generating it with the Item Designer.

There are several key decisions that the Player or Director has to make before designing the item:

Basis: What is it exactly? Is it scientific, magic or organic? Is it a weapon, ammunition, a scroll, a potion, armor or perhaps a tool?

Origin: Where did it come from? Did an old man with a white beard hand it to you, did you build it yourself or perhaps you stole it?

Facilities: How can you get another if you loose or break this one? Did you build it in your shop, steal it from someone else's or find it in an old thrift shore?

So, the first step (obviously) is to determine what your Designing. The next step is to decide where it came from and how to get another one if that one disappears or is destroyed.

The item must be something that can be taken away from the Hero (or Target). Even if you have to knock him out to do it. But it should not involve any skill nor should it take longer then a few

minuets. If the item does not fit these criteria then it is a power not an item.

Cybernetics, for the most part, are powers.

If a Player is making an item that already exists then he should just buy it. In the long run it's generally a lot cheaper. Factories, crew and teams of engineers backed by millions of dollars are generally more efficient and produce items at quite a considerable discount.

If the Hero is making a modification to existing items then that's different all together. The Player can fuse extra stuff into them with the Item Designer. See the section *Retrofitting* for more in-depth information on how this is done.

If Players wish to use this system for designing mecha it will work with some tweaking but it is not the ideal choice. Bubble Gum Crisis, Mekton and the hoards of Plug-in on the net should provide you with a more efficient system. This engine is mostly for Psionic, magic, techno, organic and Super tech items.

A Hero cannot just make an item because he has the points. If he has the skills necessary, the time to invest and the resources available then by all means go to it. But if he does not have these three elements then he is going to have to find someone who does.

Players should only use this engine for designing their own specialized weapons or for modifying their existing ones. If it is an item that they can buy then they should buy it. If it gets lost, they can just buy another one.

Magic

Everybody loves magic items. And hey, why not? You can give them as rewards for services and they make great treasure. Plus, it looks cool when you whip out your flaming sword and wade through a sea of zombies. There's nothing better then a promise of good magic items to get a party of people to risk life and limb to complete your adventure. As for Directors, it is double reward to have an item generator. Not only can you entice Players with magic items you have made up but using this plug-in you can convert modules much more easily.

Technology

Technological items are the most common form of powered items that can be found. Slight advancements in technology are all over the place. With corporations being able to field-test their new toys without much fallout from the police and corporations they are able to advance much more quickly then ever before. So, killing an Arasaka agent who has wandered into the wrong section of the combat zone could easily explain where you got that cool rifle that fires balls of plasma. This will also give the Director the ability to explain why the cops and military aren't just rolled over by the SPBs. If Players want to make their own cybernetics then they can refer to the Cybernetic Skin for rules on how this is done. Mecha and Road Strikes fit this category and you can make them using this system but it is not designed to that end. They do exist in the Dark Millennium (hell, they're all over the place) but this is not the best designer to develop them. See **Hell's Cookbook** for more in-depth information on how Mecha play a part in the world.

Additionally, all weapons and ammunition designed for Dark Millennium will be using Mark Chase's Atomik A.K.E. as a guideline for development. Thus, all of the damage values, AV modifiers and Strength Requirements will match Atomik A.K.E.

Organic

This is the most rare form of item that a Hero can acquire but it does exist. Many corporations have been working on new life forms genetically created to fit specific needs. In addition, many of the "powered" life forms have been summoned from other dimensions and some have been animated by sorcerers. Whether the organic is technological, alien or magical in nature it will still be considered organic for purposes of effect. Thus, if it is destroyed, it is dead.

Make It

Once the Player has chosen what the item is, he must choose what it can do. He will create the item as he would a power. He can choose any power or modifier except Focus (that will be handled during the conversion stage). Focus is for people who do not wish to use the Item Generator for their item. The Player will just spend normally and then total up the points.

Powers: Use the powers from **Power Core** to develop the items abilities. Treat them as normal for function, Endurance Cost, Power Point Cost and Visibility. It's all the same.

Specific: In certain cases, the Player can define that the power only affects the item or the Hero. This Modifier is not going to be used in every case but has its purposes. For a reduced cost the Player can specify that the power will only work on the item or the Hero. This does not always carry the same level of burden so there are versions of this Modifier. Apply the Modifier to the power in question.

Base Modifier Cost: -1:3

Major: Sometimes the Specific Modifier will carry a major burden on the Hero. The retribution for this type is the greatest.

Modifier Cost: Base

Take for example a teleport device that only transports the Hero not the device. This will present a one-way trip and the Hero would have to find his own way back.

Minor: Sometimes the Specific Modifier will not carry much burden on the Hero so the retribution is less.

Modifier Cost: +1 MA

None: Should the modifier pose no burden whatsoever then there is no retribution to the power cost.

Modifier Cost: None

Statistics: Remember to take into account stat requirements and additions. While there is no maximum, the Director must (as always) approve these levels so that they will fit within his campaign.

Statistic modifiers can go either way. If the Item raises a Stat, then anyone who operates the item will gain those Stat Levels. However, an item can also reduce Stat Levels. This is most commonly used to retrieve points back and to simulate the weight or shape of an item. See Statistic Powers for the official rules for usage and cost.

Base Cost: See Power

A prime example of where this already occurs is in melee weapons. It is known as Strength Requirement.

Skills: Items can also have skills built into them. Skills will increase 1 Skill Level per Power Level allocated. The skills and their level must be predefined.

Base Cost: +1 PP per Power Level

This sounds expensive but this level will add to the wielders level no matter how high it goes.

Endurance/Ammo: Some items use Endurance while others do not. If an item has charges and uses no Endurance then it is assumed that the charges are also the items Endurance. If the Player is designing Ammunition then he does not need to worry about Endurance costs being that the weapon will take that into effect.

Ammunition has several special conditions. Endurance and Range are paid for during the weapon construction not the ammo construction. This is unless of course the ammunition affects either of those variables. If this is the case then apply the Modifier cost based on the power cost of the weapon. Furthermore, the ammunition needs to be given some sort of designation like a caliber, gauge or barrel diameter. Thus, other weapons that use the same ammo will be also be able to make use of it.

Hero: The item feeds off of the Hero's Endurance when used. Whatever power is utilized each phase the Hero must pay that power END cost from his own Endurance supply. This is perfectly suited for Melee Weapons.

Ammo: If the item uses ammo for it's power source than use the Modifier Power – Charges.

Battery: Use the Grouping Power Endurance Battery to determine the items power supply.

None: This is for items that require no Endurance to use. The action may still cost Endurance (like swinging a sword) but the items powers will not cost any Endurance to use. Use the Power Modifier - Endurance Dial / None. Do not buy this for ammunition.

Durability

Every item has a level of damage it can take and some items are armored.

Armor: If the item is armor then don't buy an Armor Value for it because it already has one. As for Hits, unless it's powered armor or has other functions there is no need for Hits. Should the armor have other powers (or abilities) then Hits should be purchased. If those Hits are reduced to zero then the other powers will not work until they are repaired. However, the armor will still protect any area that has not been penetrated.

Armor Value: For items that are not armor the Player can purchase an armor value for them. Purchase the Defense Power - Armor as one of the items abilities. The Director may reduce or enhance the cost based on the size of the item. Shields will have 1 to 3 areas (see **Fists of Fuzion** for more information) and a weapon should have 1 or 2, depending on its size. There can (of course) never be less than 1 area.

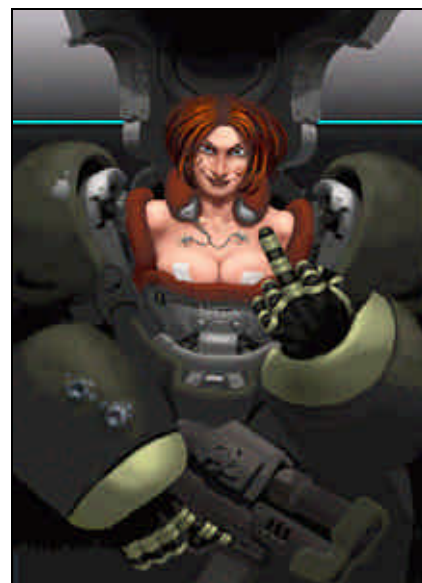
Body: Every item starts with a Body of 1 giving the item 5 Hits. By default, the Item will not have a Stun value and will in essence be immune to SDm but will still suffer 1 Hit per 5 Stun it suffers. Players may raise the number of Hits a weapon can take by purchasing the Statistic Power – Hits.

Stun: Simple items generally don't have a Stun value. Items with a Stun Value are, for the most part, very complex and have many moving parts. If the item is "Stunned" then it means that some of the parts have been jarred loose and need to be repositioned for the item to work properly. This will require no replacement parts or any foreign material other than tools. There are very few items that will bring themselves on-line again and unless the item has some sort of healing ability, it will require the Hero to make a repair roll. Repairing Stun is very simple and can usually be done very quickly.

Much like living beings, an item with Stun can be Stunned for a single phase if it takes 40% of it total Stun in one strike. If the Stun is reduced to zero then the object will stop working and needs to be repaired before it will operate again.

As you may already have guessed, Stun will actually make the item weaker in the long run. However, we cannot deny the fact that it exists and is present in everyday items. Here's the deal, if the item has stun, then the Player will pay half the cost for the Hits and the Stun value will be equal to the Hits.

Players should go to the Repair section before going on to Preliminary Cost. Read that section and return when you understand how items are repaired. You may want to purchase another thing or two before calculating Preliminary Cost.



Preliminary Cost

Now it's time to tally up the cost of the item. Add everything so far to get the Items Preliminary Cost. The Conversion Rate (CR) will further modify this cost. The CR is a measure of the items vulnerabilities. These facets are the key ingredients that differentiate items from innate powers. Besides, they can massively reduce the Final Cost.

Retrofitting and Modules

In some cases, the Hero may be making modifications to an existing item or connecting two items together. This is a bit tricky so you may want to design a few items without Retrofits or Modules before tackling this aspect. Once you are confident that you completely understand the Item Designer, take a whack at it. This could be one of the most flexible and can be the most time consuming and confusing features of the Item Designer but it will allow Players to do some really neat stuff.

The Player will assign Retrofit Ports to both items (the original item and the new item). The term Retrofit Port refers to place on an item that another item can plug into. The Player needs to indicate this in the description because it becomes an integral part of the item.

Mod Ports: These are places on the item that will plug into or will be plugged into by another item. These ports need to be identified in some fashion and will dictate what it can combine with. This is important because if an item has three different ports, with three different designations, then three other items can be combined with it at a time but each item has its own place. The cost for Mod Ports will only be paid if the item needs the port to be filled to work. If the item can work without the port being filled then the Player needs to pay for it.

The Ronin Powered Armor Suit has three Mod Ports. Each port has its own designation and purpose. None of the other modules can be plugged into any of the other ports.

The first is a Weapon Port located on the arm. There are many different weapon modules created for the Ronin Armor and they can only be plugged into the Weapon Port. Thus, the armor can only be outfitted with one mounted

weapon at a time. Neither of these can be used separately from the suit.

The second is an Interface Port located in the helmet. Currently only two modules have been created for this port. There are several others in development. This module needs to be attached to the suit to work.

The third is a Utility Port located on the back. There are two modules currently developed for the Ronin. Neither of these can be used separately from the suit.

The Hero had to build the suit and apply 3 Mod Ports on it. He also had to design all of the plug-in modules and assign one Mod Port on each of them. The three ports on the Armor will cost him .5 CR apiece because the armor will work without the ports being used (empty). However, he will not have to pay any points for the ports on the modules because they will not work without being plugged into the suit.

This may sound like a flaw because the Hero had to build several different items, some at an increased rate, and cannot use them all at once. It does, however, significantly bring down the skill roll needed to build each item and allows him the flexibility to switch out options.

The Player does not need to pay for Mod Ports that have to be filled for the item to work. If the item can work without a port being filled then he needs to pay for it.

Conversion Rate: -.5 for each Port

Retrofitting: Sometimes the Hero will want to modify an existing item. He will need to figure out the original cost of the item. Then he needs to apply his changes and recalculate the cost. Subtract the old cost from the new cost and that is what he must pay.

If the new cost is lower (he makes the item lower powered) then there is no cost. He will not get any points back but will also not have to pay any points, just time and effort. He may need to change the Replacement variable. The repair and the skill roll will be based on the new Total Cost. This way, a Player can't turn a normal rifle into a kick ass rifle if he doesn't have the skill to pull it off.

Furthermore, failing the skill roll will render the item useless (or the modified portion) and the Hero will have to make a repair roll to get it working again. The difficulty for the task should be determined by the Director and is based on the amount the Player missed the design roll.

"I want to enhance the damage of my rifle".

The Player needs to determine the original cost of the rifle. He will make his changes (add to the Wounding DC). He will then need to recalculate the cost of the weapon and will pay the difference of the cost. If this was a store purchased weapon then his Replacement is probably going to change as will his Repair cost. Additionally, he will have to make the skill roll based on the new Total Cost of the item. If he fails the roll then the item becomes useless. He will then need to make a repair roll based on a difficulty set by the Director.

Amount	Conversion Rate
1	+1
3	0
10	-1
50	-2
100	-3
500	-4
1000	-5

This is how Heroes can make things like bombs, potions, arrows, scrolls, bullets and so on. Once the item is used, it becomes unusable or destroyed.

This is not intended for such things as throwing knives unless they explode or shatter upon contact.

Abundance

The Player has already decided what type of item he is making and has defined what its capabilities are but there is another important factor involved. It breaks down into two categories Constant and Consumable.

Constant: These are items that can be used over and over as they do not expire with use. They still have to rely on their Endurance/Ammo and they can still be taken away, broken or stolen.

Conversion Rate: +5

Consumable: These are items that are destroyed or consumed upon use. The item in question will become unusable after the power is activated.

Conversion Rate: +10

Batch: Whenever the Hero uses a consumable item it's destroyed and he has to make a new one. As you may already guess, this could get quite expensive. The answer to that is this little ditty. Every time the Replacement requirement is met, the Hero will gain a batch of the item as the replacement rather than just one. Furthermore, when he first makes the item he will get as many as his Batch specifies.

Accessibility

How easy it for the Hero's toy to be taken, lost or dropped? The Accessibility will reflect the situation that is required to remove the Item from the Hero's possession.

Grabbable: The item is not attached to the body in a way that it cannot be taken in one phase by a Target. In extreme circumstances the item can be jarred loose from the Hero and in the case of a weapon, a Target could disarm the Hero.

Conversion Rate: +0

Attached: The item is attached to the Player and must be removed by a series of actions.

Conversion Rate: -1

Locked: The item must be removed with a cryptic series of actions, like a lock, electronic code or chemical combination.

Conversion Rate: Another -1

Inconspicuous: The item in question does not lead Targets to believe that the item is source of the Players powers. The item will also not appear to have any powers of it's own. This is not a defense against True Sight or Detect.

Conversion Rate: -2

Repair

When an item has been damaged it will cease to function when it's Hits reach zero. The item will not be considered destroyed (beyond any form of repair) until it takes twice its Hits in damage. Armor, on the other hand, will no longer protect the penetrated area (see Hell's Cookbook for a **new** hit location chart). The damage adds up until the item is fixed.

Hits: Repairing Hits almost always requires replacing parts and/or material. The amount of damage done should be a reflection of this. Multiply cost to replace the item with percentage of damage done (Hits or Penetrations) to calculate the cost of repairs.

Stun: If the item has Stun damage, then it should only need a small amount of time, the right tools and a half decent mechanic (or whatever).

Self-Healing: Purchase the Manipulation Power – Mend (Item). By placing the word *Item* in parentheses next to the power, you indicate that the power will only work on the item and cannot be used to heal anything else. This adds a category of healable Targets (Self, Others and now Item). Thus, the Hero could also buy Mend for himself and the item would be able to heal him as well.

Replacement

The Player must decide how the item can be replaced if it is lost, stolen or destroyed.

Irreplaceable: Cannot be replaced. If it is destroyed it is gone forever. If it is lost or taken it must be retrieved to regain it.

Directors can also use this variable when generating items to simulate an item that the Heroes will probably never see again.

This could be a prototype, a magical artifact, long lost technology or an object from a foreign time or dimension.

Conversion Rate: +3

Time / Money: $\$100 \times PC^2 / 1 \text{ day} \times PC$

The Player can use time and or money to replace the item. This is to simulate that he

has to build a new one. The amount of money is $\$100 \times$ the square of the Preliminary Cost for materials. He must also allocate 1 day per point of Preliminary Cost. The Player can option to convert more of the points from one variable to the other. This is permanent though; once the Player builds the item it will always take the same amount of time and money to build another one. The Player must have the ability to build the item himself. In most cases, it means that he built the first one. These numbers are based on Power Points, not option points.

If the Player wants it to take longer and cost less he can convert some (or all) of the cost points into time. So, if John's magic sword normally cost 10 Preliminary Points to make, it would cost him \$10,000 for materials and 10 days to manufacturer. But, he shifts 8 of the money points to time points. Now it will only cost \$400 for materials and will take him 18 days of work.

In some cases, the Player will get a break because of environment. If the Hero traveled to another dimension where magic swords where commonplace then the Director might give him a break on prices. If the Hero is able to recruit proper help, the Director might be compelled to lower the amount of time need to replace the item.

The Player does not have to be the one re-building the item. It can reflect that he has a friend or an organization that will do it for him. He does not need to buy a contact and this person or organization will always do it. The Player can also stock up on the items by spending the money and or time. The Player can halve the amount of time and money variables by doubling the CR cost.

The Player still needs to make one more choice. Whether he or someone else needs to be the one to replace the item. If the Player builds the first one then it should be pretty self-evident. Neither is anymore beneficial then the other. Look at it like this:

Self: The Player can replace the item any time he needs to, so long as he has the time and resources. This means that he can do nothing else (more then a few hours) while he is replacing his item.

Other: The player still needs to supply the money and has to wait the allotted time but he can do other things while his item is being made. The other guy could still be killed and can get busy with other things.

Finally, this variable assumes that the Hero has access to the proper tools and machinery to complete the task. If he built the first one he should still have all the necessary equipment. Should the Hero be without this equipment then the Director may assign a 2 or 3 point multiplier against either or both Time and Money variables.

Conversion Rate: +0

Task: The Player has to choose a task that the Hero must perform to gain a new item. This is a much more vague cost basis and Directors may wish to consider the repercussions of allowing their Players to choose this type of replacement. It breaks down into three categories: Simple, Hard and Extreme. The Player needs to develop this task before game play. The Player knows exactly where the item is, it will be the same exact type of item and he will have full knowledge of the dangers and will know most of the obstacles before him.

Extreme: The Player must complete a task that should take no less than 2 days of time per point of Preliminary Cost. The Hero must perform the task himself and the task should involve danger and or complexity.

Player has to journey to the underworld and pick from the tree of swords, a long and dangerous trek.

The Player must break into Militech laboratories or their secret armory and steal a new one.

Conversion Rate: +3

Hard: The Player must complete a task of difficulty. This should require that he perform an expensive, lengthy or dangerous (a human sacrifice) task. It should involve about 1 day per point of Preliminary Cost of his time and should have an element of danger or complexity.

Conversion Rate: +1

Simple: The Player has to perform a relatively easy task to replace the item. Perhaps he works for an organization that issues them. The cost is only to reputation or hassling.

Conversion Rate: -1

YOU LOST ANOTHER ONE! I hope you know these things don't grow on trees! I want a full report on how you lost it. THEN, I want you to tell the commissioner how your additional overtime efforts will help to repay the costs to the corporation!

If the Hero is put in a position or place where he will not have access to the materials to replace the item then he is shit out of luck.

If the cast gets sent back to the Paleozoic Era then rebuilding a laser gun is going to be a little tough and this is exactly why items are cheaper.

Convert

Now add all of the Conversion Rate values together. Divide the Preliminary Cost by the total Conversion Rate. That's it! The value that you are left with is referred to as Total Cost.

If the math works out easier for you, you may convert to Option Points before dividing.

Build It

To build the item the Hero must now spend money and time along with using the proper facilities and skills. If this is an item for a starting Hero then skip this process. It is assumed that he already did all of this or acquired it from someone who did.

Construction: The Hero must have the skills necessary to adequately build the item. This will be up to the Director it will usually require at least two skills but can be as many as the Director feels is necessary. The Difficulty will be a Competent Difficulty + Total Cost (in PP). The Hero needs to make every roll or the item will not work. Directors may allow the Hero to

keep the rolls that he made and allow him to figure out the rest at another time. In this way, the Hero would not have to make every roll that he was already successful with.

If more then one-person works on a given item then take the highest level of the group. For each person who is equal to or within 1 level of that person add 2 to the roll. For each person who is at least half the level you may add 1. Below half the level will not help at all in large groups. In a small group (say 2-4 total) even those who have no level may add 1 each but only for small groups. This will keep Players from hiring 200 retards to add to his roll. The Director may also lower the time required. For the extra people, maybe he could divide the total time by the total number of people working on the project if a really good success is rolled. This system works best if the highest level is at least a four. If the highest level is below four then the most any help could ever add is 1 point apiece.

Cost: If the Hero is building a new item then he should specify Time/Money for his replacement being that it will not logically fit into any of the other groups. However, he has to do the original design, purchase the proper tools and machinery. The Director should assign a multiplier of 1-5 to the Replacement costs for time and money. A one would represent that the Hero was building something that has already been developed and he has all of the tools and machinery necessary to complete the task. A multiplier of five would indicate that the Hero was making something brand spanking new and that he didn't have the necessary tools or machinery at his disposal to complete the task. Thus, he had to make or purchase them, justifying the advanced cost.

Help: If this is for a large project, then the Hero may need to hire help to get it finished. As discussed earlier, an item can cost up to five times its original value if it's the prototype. The monetary cost and time reflect the Hero's efforts alone. It will cover the facilities and materials necessary to build the item. But it does not cover hiring help. Few Heroes will have all the skills necessary to build very complex items. A powered armor suit will have a difficulty value of at least 20 and will generally require 10 professional level skills. If the Hero wants to hire some engineers,

electricians and welders, then he has to pay extra for them. The Hero should also hire a foreman to handle the help in his absence. A foreman will make sure the men are doing their jobs, getting paid on time and will handle any disputes and schedule changes that come along. If he intends to sell his product he will want to hire a lawyer, marketing expert and a publicist. He may even want to hire an artist at the beginning of the project to help make the design more appetizing. The costs for help are up to the Director and should be a reflection of the helps abilities.

Skill Level	C l a s s			
	Laborer	Tech	Professional	Manager
1	6	-	-	-
2	7	8	-	-
3	8	10	-	-
4	9	11	13	-
5	-	13	15	-
6	-	15	20	30
7	-	20	30	60
8	-	30	60	100
9	-	60	100	200
10	-	100	200	500

This is a quick and dirty chart to give you an idea of cost structure. The numbers represent dollars per hour in today's economy. If you are using a society with a higher level of inflation (the average rate of increase is 4% per year) then you may want to adjust these numbers. In the year 2020, it is estimated that \$100.00 today (2001) will be worth about \$46.00.

The classes are structured pretty logically. Notice that only laborers can be level1 in the skill they will be using. These prices are very close to modern engineering rates. This is of course rough because each discipline makes a different salary range.

Anyway, this is not meant to be taken 100% literally as it could never be this simple. Just use the chart as your guide and wing it as best you can because a few bucks here and there isn't really going to make a big difference.

Wrap Up

Well, there it is! Now your Hero has his item and you know what it can and cannot do and what it's going to take to replace it if it ever gets lost or destroyed.

If this was way too difficult please write us and let us know. We tried to make it as flexible, realistic and sensible as possible.

Stuff

Now that your head is pounding and you still don't have a clue as to how this is done we are providing a few items to get you started and to give you some examples of how this works.

Magic Items

As all good Directors know, magic items are what make the dice go round and round. Everybody loves a good magic item for his troubles. Here are a few to get you started.

Hell Blade

This is weapon used by the Deamonites of Skrem. Skrem is a powerful Demon Lord and equips all of his warriors with his weapon of honor. It has also been known to take other forms as well, such as axes and maces.



Name	Hell Blade	FX	Magic
Description	Demonic Flaming Sword		
Powers/Skills/Stats		Effect	Cost
Armor		20 Kdf	4
Hits		20	4
Stun			0
Endurance		Hero	0
Wounding - Blade		PL 4 (4 DC)	4
Killing		+1:1	4
Wounding - Flame		PL 3 (3 DC)	3
Gestures - Word		-1:3	1
Killing		+1:1	3
Link - Secondary Effect		+1:4	-1
Strength Requirement		-4	-8
Preliminary Cost (PP)			14
Conversion Variables			
Abundance	Constant		5
Accessibility	Grabbable		0
Replacement	Irreplaceable		3
Total Conversion Rate			8
15	Construction Difficulty	Total Cost (OP)	9

Healing Potion

These are indispensable for the cast on a particularly nasty adventure. The Hero simply drinks a dose of the potion (or it can be directly poured on a wound) and he will begin to heal at a rapid rate. A dose is usually enough to fill a shot glass.

Name	Healing Potion	FX	Magic
Description	Rapid Healing Elixir		
Powers/Skills/Stats		Effect	Cost
Mend		PL 5 (5 minutes)	12
Seamless			2
Purge		PL 3 (6 PL)	3
Preliminary Cost (PP)			17
Conversion Variables			
Abundance	Consumable		10
	Batch	10	-1
Accessibility	Grabbable – Inconspicuous		-2
Replacement	Time / Money		0
Total Conversion Rate			7
14	Construction Difficulty	Total Cost (OP)	12

Scroll Of Teleportation

This is an extremely handy item to keep in ones possession. The Hero reads from the scroll and places it upon the ground. The scroll will then transform into a dimensional door that will lead to a desired location (within the range of the spell). This door will remain open until the Hero closes it and anyone who can fit may pass through it. The scroll will not reappear once the door shuts.

Name	Teleportation Scroll	FX	Magic
Description	Rapid Healing Elixir		
Powers/Skills/Stats		Effect	Cost
Teleportation			4
Standard		PL 4 (125mi.)	4
Density Shift		+1:4	2
Gate		+1:4	2
Control - Caustic		PL 3 (3 Hits) -1:2	-4
Control - Damage		-1:4	-2
Preliminary Cost (PP)			6
Conversion Variables			
Abundance	Consumable		10
	Batch	1	1
Accessibility	Grabbable		0
Replacement	Time / Money		0
Total Conversion Rate			11
13	Construction Difficulty	Total Cost (OP)	3

Drugs

Just to show you that **Power Core** and the Item Designer are as flexible as a porn star, we decided to include a popular drug from Cyber Punk.

Black Lace

This is a powerful combat drug used by many mercenaries, corporate enforcers, gang bangers and military personnel (off the records of course).

It comes in small tabs that are equipped with their own small hypo. The Hero simply breaks off the tip and stabs himself in an artery or vein (usually the Aorta or the Jugular). The effects begin to happen immediately. He will gain 3 Stat points each in Strength, Constitution and Body along with all of the Secondary Stats that they are associated with. He will begin to lose 1 Stat point every minute in each Stat. This gives him 3 mad minutes to wreak havoc.

Black Lace does, however, have a side effect. It blocks the neurotransmitters for a short period of time. In the first 2 minutes the Hero will lose 1 point of Reflexes and 2 minutes after that he will lose 1 point of Dexterity. This will continue for a total of 8 minutes and the Hero will lose a total of 2 points of Reflexes and 2 points of Dexterity. After the drugs side effects wear off he will begin to recover at a rate of 1 point of Stat every 20 minutes in the same order he lost them. He will be fully recovered after 160 minutes.

Name	Black Lace	FX	Drug
Description	Liquid Combat Drug		
Powers/Skills/Stats		Effect	Cost
Aid		PL 6	6
Statistic - Secondary		+3 to stats (+1:2)	3
Group – Physique Group		+1:2	3
Prolong – 2 Steps		PL 2 (min) (+1:2)	-3
Toxin – Sub-dermal			0
Strength		PL 4	-3
Intensity		PL 1	-1
Ferocity		PL 2 (min) (+1:4)	2
Recovery		PL 2 (20 min) (-1:4)	-2
Neurotoxin		Ref & Dex (+1:3)	-2
Preliminary Cost (PP)			3
Conversion Variables			
Abundance	Consumable		10
	Batch	50	-2
Accessibility	Grabbable – Inconspicuous		-2
Replacement	Time / Money		0
Total Conversion Rate			6
13	Construction Difficulty	Total Cost (OP)	3

Notice that the Toxin's costs are at an opposite value. This is because the Hero suffers from the use of the item.

If you calculate the cost for replacement, you will find that it will take \$900 and 3 days time to make a batch of 50 vials. This breaks down to \$18 a piece. The street value is roughly twice the cost, so most lace pushers sell a dose anywhere from \$30-\$40 depending on his familiarity with the client, the pureness of his supply and how much he's sitting on at the time.

Ammo

Here is an example of how you can use the Item Designer to make new ammunition. Remember that the ammunition does not use the weapons delivery damage as it's own. Ammo can do more or less but the designer should use the weapons damage as his guide. You should also use Atomik A.X.E. as an additional guideline for ammo construction.

9mm Depleted Uranium Rounds

A devastating little round, designed to stop armor and full borgs. While 9mm rounds are normally completely ineffective against such threats, the Depleted Uranium makes all the difference.

This is a heavy round and requires special propellants to deliver it to the target with the same velocity. As such, it packs one hell of a punch in the same small round. While there is not much change in the initial effects on flesh, the effects on armor can be seen instantly. It tears through armor like a hot knife through butter.

These are most effectively used in weapons with a decent rate of fire. If a Hero hoses down a target with a clip of these, he'll be lucky to remain standing (and in one piece).

The round will do 3 DC KDM and will halve KDF values. Additionally, any round that does not fully penetrate the armor will still crater it and will lower the Armor Value.

Name	9mm DpU Rounds	FX	Ammunition
Description	9mm Depleted Uranium Rounds		
Powers/Skills/Stats		Effect	Cost
Wounding - Ranged		3 DC	3
Killing		KDm (+1:1)	3
Armor Piercing		+1:2	2
Acidic		+1:1	3
Strength Requirement		+2	-4
Preliminary Cost (PP)			7
Conversion Variables			
Abundance	Consumable		10
	Batch	50	-2
Accessibility	Grabbable – Inconspicuous		-2
Replacement	Time / Money		0
Total Conversion Rate			6
13	Construction Difficulty	Total Cost (OP)	6

There are three additional things to consider with DpU ammunition:

- ☠ Its radioactive and long-term exposure can cause cancer and sickness. While the rules do not cover this, it should be a consideration but not a big one (only if the Hero is stirring his coffee with a round or something of that nature).
- ☠ DpU has never been used in an application this small before and is kinda' far-fetched but within reason in a near future setting.
- ☠ It a very heavy round in comparison with normal rounds. The Strength Requirement should reflect this. Modify the weapons normal Strength Requirement with this number (see Hell's Cookbook).

Powered Armor

To show the versatility and sheer power of the Item Designer, we decided to build a suit of powered armor that was modular. This is not a mecha or even a road strike and would more properly be referred to as an exoskeleton. **Power Core** does not cover every aspect of a Powered Armor suits needs but it come so damn close that I think you can improvise when necessary.



Ronin Powered Armor

This is the brainchild of Kyushu Soga of Soga Industries. This is a powered armor suit (exoskeleton) that is extremely flexible in it's ability to adapt to the clients needs.

The suit is worn like a regular suit of armor but is extremely bulky and heavy. It has powered servos at every joint which gives the wearer incredible boosted Strength. These are reactive kinetic servos and will aid the users Strength rather then replace it (stronger user equals stronger suit).

On the back of the suit is a micro power plant that feeds the suit with a constant supply of power. This is one of the smallest cold fusion reactors in use in the world. It will also produce all of the power required by each module as well.

This is the base model and there are several others already available. These include an outer space, deep sea, chemical/biological catastrophe and heavy assault model. Soga Industries is a company dedicated to this singular product. They hold all rights and patents and do not subcontract. They can quickly modify the suits parameters to fit a clients needs so long as they are minor changes to the suits structure. Thus, the Armor Value, Hits, Reactor and Mod Ports must remain as they are. Soga is also very quick to make new Modules.

Name	Standard Ronin Power Armor	FX	Tech
Description	Powered Armor Suit		
Powers/Skills/Stats	Effect	Cost	
Armor (5 areas)	PL 15 - KDf 30	15	
Hits	50	10	
Endurance Bat. (Fusion)	PL 10 (150)	10	
Endurance Recovery	PL3 (18 points Rec)	3	
Strength Bonus	+8	16	
Strength Requirement	-4	-8	
Impaired Dexterity*	-2	-4	
Impaired Reflexes*	-1	-2	
Hardpoints (2)	on the rear torso	2	
Life Support	Breathing (PL 1) hr	1	
360 Degree Vision		2	
Broadcast	EM Bandwidth	3	
Range Dial - Add	PL 5(+1:2) 5.6 mi	2	
Preliminary Cost (PP)			50
Conversion Variables			
Abundance	Constant	5	
Accessibility	Attached	-1	
Replacement	Time / Money	0	
Weapon Port	Right Forearm	-0.5	
Interface Port	Helmet	-0.5	
Utility Port	Upper Center Back	-0.5	
Total Conversion Rate			2.5
32	Construction Difficulty	Total Cost (OP)	100

The suit protects the entire body with 30 KDf. While there are no rules governing how the damage is divvied up between the suit and the Hero once the armor is penetrated, we suggest that you decide this before you use this thing. I would suggest that you keep it simple and state that all of the suit's Hits are in the torso and the suit must be reduced to zero before the Hero takes any damage in that area. If you are not using **Fists of Fuzion** for hit locations then you could say that the suit takes damage before the hero does and it doesn't matter where the suit gets hit.

The micro power plant is a cold fusion generator that puts out 6 points of Endurance per phase and the battery pack can hold a maximum of 90 points of Endurance at any given time.

The Strength Requirement, in this case, represents the weight of the suit. If the power supply is disabled or the suit suffers 50 Hits, the Hero must assume the -4 to his Strength will wearing the suit. The +8 Strength is before the Strength Requirement, so the Hero will only get +4 to his Strength will in the suit. The impaired Dexterity and Reflexes can be removed at an additional cost in the deluxe model.

The Hardpoints are made to accommodate

additional robotic limbs that can be removed and interchanged depending on the job at hand.

The unit carries a 1-hour air supply that is fed through the helmet. This can be instantly accessed in case of emergency.

The helmet has virtual screens built into it and is a fully functional multimedia center, complete with 3d surround sound and unlimited digital virtual screens. The standard unit comes with a sensor band around the entire helmet, which allows the Hero to see in any direction at anytime without the need to move and any view may be displayed on a virtual screen for full time monitoring. Additionally, the sensor band is equipped to handle just about any form electromagnetic wave. This was very forward thinking by Soga because it allows for just about any form of sensory upgrade.

The Weapon Mod Port is located on the right forearm. The Utility Mod Port is located in the upper middle of the back just above the power plant. The Interface Mod Port is located inside the helmet and interfaces directly with the multimedia center.

Ronin Weapon Modules

While there are a shitload of other weapon modules available, here are the four most commonly ordered.

Mini-Gat: This is a tri-barrel gatling gun that makes full use of the armors fusion plant by using laser rather than standard ammunition. The beam is low powered but is an excellent choice for use against infantry.

Name	Ronin Mini-Gat	FX	Technology
Description	Powered Armor Suit Weapon Module		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 15 - KDf 30	3	
Hits	20	4	
Endurance	Ronin Reactor	0	
Strength Requirement	-2	-4	
Wounding - Ranged	PL 6	6	
Killing	+1:1	6	
Range Dial - Add	PL 3 (3,000') +1:4	2	
Auto-Fire – Spray (O) (S)	PL 5 (15 shots) +1:1	6	
Auto-Fire – Multi (O) (S)	PL 2 (3 Shots) +1:2	3	
Preliminary Cost (PP)			26
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Weapon Port	Right Forearm		0
Total Conversion Rate			4
19	Construction Difficulty	Total Cost (OP)	33

The Strength Requirement is only used for the right arm while the Weapon Module is attached.

The laser has three modes of fire. It can fire a normal rate of one per phase. It also has two forms of Burst fire that the Hero can switch between.

The first is a spray that is able to fire 15 shots a round. This rate will deplete the power reserve in 2 phases so use it sparingly. This is an excellent choice for suppressive fire, clearing out a zone and chewing up crowds of people quickly.

The second form is a three round burst. It is an excellent choice for taking out a single target.

The (O) indicates that the Power Modifier is Optional while the (S) indicates that the power is Switched (see the power modifiers Switch and Optional for more clarification). Since both Auto-Fire Modifiers are Optional, the weapon may also be fired in a normal mode. Thus, the weapon can be fired on a single shot mode as well.

Rocket Pack: Following the “enough is enough” trend of weapon design, Soga decided to go with 20mm rather than 40mm when designing the Rocket Pack. 20mm is quite adequate for the desired effect, as 40mm tends to be a bit much on overkill. Why carry all that extra weight? While the Rocket Pack only fires one at a time, it has a substantial clip that can be quickly reloaded. Soga uses an industry standard 20mm rocket size to make this weapon even more universal.

Name	Ronin Rocket Pack	FX	Technology
Description	Ronin Weapon Module – 20mm Rockets		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 15 - KDf 30	3	
Hits	20	4	
Endurance	Charges	0	
Strength Requirement	-2	-4	
Wounding - Ranged	PL 6	6	
Range Dial - Add	PL 3 (3,000') +1:4	2	
Charges	20 - Clips (-1:5)	-2	
Preliminary Cost (PP)			9
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Weapon Port	Right Forearm		0
Total Conversion Rate			4
19	Construction Difficulty	Total Cost (OP)	33

Even though the Rocket Pack will use any industry standard 20mm rocket, here are few designed by Soga Industries.

HEP Rockets: This deadly rocket packs quite a punch. It uses a High Explosive Penetrating round (HEP). This is a shaped charge that craters armor even if it doesn't penetrate it and is an excellent choice for larger targets, like Tanks, Jeeps and other Powered Armor suits.

Name	Ronin HEP Rocket	FX	Ammo
Description	20mm Rocket		
Powers/Skills/Stats		Effect	Cost
Wounding - Ranged		PL 6	6
Acidic		+1:1	6
Killing		+1:1	6
Preliminary Cost (PP)			18
Conversion Variables			
Abundance	Consumable		10
Accessibility	Grabbable		0
Replacement	Time / Money – Batch 50		-2
Total Conversion Rate			8
14	Construction Difficulty	Total Cost (OP)	11

Shredder Rockets: Designed for large numbers of lightly armored Targets, this round excels at decimating small groups of men in a flash. It is a highly explosive round filled with razor sharp bits of Titanium that fly out in all directions.

Name	Ronin Shredder Rocket	FX	Ammo
Description	20mm Rocket		
Powers/Skills/Stats	Effect	Cost	
Wounding - Ranged	PL 5	5	
Armor Piercing	+1:2	3	
Killing	+1:1	5	
Area Effect - Explosion	+1:1	5	
Auto-Fire - Shotgun	+1:1	5	
Preliminary Cost (PP)			23
Conversion Variables			
Abundance	Consumable	10	
Accessibility	Grabbable	0	
Replacement	Time / Money – Batch 50	-2	
Total Conversion Rate			8
15	Construction Difficulty	Total Cost (OP)	14

Shotgun: This is a standard 10ga. Shotgun that has been designed to fit the Ronin Weapon Port. It can use any industry standard 10ga. shell. The clips, however, are proprietary. Therefore, the Ronin Shotgun must use these clips and they cannot be used in any other weapon.

Name	Ronin Shotgun	FX	Technology
Description	Ronin Weapon Module – 10ga. Shotgun		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 15 - KDf 30	3	
Hits	20	4	
Endurance	Charges	0	
Strength Requirement	-2	-4	
Wounding - Ranged	PL 5	5	
Range Dial - Add	PL 2 (300') +1:5	1	
Charges	20 Clips (-1:5)	-1	
Preliminary Cost (PP)			8
Conversion Variables			
Abundance	Constant	5	
Accessibility	Attached	-1	
Replacement	Time / Money	0	
Weapon Port	Right Forearm	0	
Total Conversion Rate			4
14	Construction Difficulty	Total Cost (OP)	10

Even though the Ronin Shotgun will use any industry standard 10ga. round, here are few designed by Soga Industries.

Riot Stoppers: Police around the world love this round. It fires a blast of rubber pellets in a cone away from the Ronin. These little bastards sting like hell and will squelch any mob by the second or third volley.

Name	Riot Stopper 10ga. Shells	FX	Ammo
Description	Soga 10ga. Shotgun Shells		
Powers/Skills/Stats	Effect	Cost	
Wounding - Ranged	PL 5	5	
Auto-fire - Shotgun	+1:1	5	
Area Effect - Cone	+1:2	3	
Preliminary Cost (PP)			13
Conversion Variables			
Abundance	Consumable	10	
Accessibility	Grabbable	0	
Replacement	Time / Money – Batch 50	-2	
Total Conversion Rate			8
14	Construction Difficulty	Total Cost (OP)	8

Heat Wave: In the worst of situations this little round can come in quite handy. This turns any 10ga. into a flamethrower. The shell uses a propane canister and a small battery to generate the flame. The strike of the hammer pushes the canister forward causing it to rupture on a sharp needle at the end of the shell. At that very same moment a contact is made and the battery depletes its reserve causing a spark. One blast and anyone in the room or barricade is on fire. By not using a liquid propellant, you can still save the structure should you decide to.

Name	Heat Wave 10ga. Shells	FX	Ammo
Description	Soga 10ga. Shotgun Shells		
Powers/Skills/Stats	Effect	Cost	
Wounding - Ranged	PL 6	6	
Killing	+1:1	6	
Area Effect - Cone	+1:2	3	
Preliminary Cost (PP)			15
Conversion Variables			
Abundance	Consumable	10	
Accessibility	Grabbable	0	
Replacement	Time / Money – Batch 50	-2	
Total Conversion Rate			8
14	Construction Difficulty	Total Cost (OP)	9

Flame Out Cannon: Most popular amongst fire fighters, the Flame Out Cannon is a great piece of technology. It combines ingenuity with advanced chemical engineering. The weapon fires an 80mm shell into an area and explodes on contact. The explosion literally blows the flame out and releases a fire retardant powder over everything. This powder is non-toxic and biodegradable. This device can be used to make a room safe for several minutes allowing for a temporary escape route. It can also be used to instantly kill a budding fire that would otherwise encompass a large area quickly.

Name	Flame Out Cannon	FX	Technology
Description	Ronin Weapon Module		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 10 - KdF 20	2	
Hits	10	2	
Endurance	Charges	0	
Strength Requirement	-2	-4	
Wounding - Ranged	PL 3	3	
Area Effect - Explosion	+1:1	3	
Charges	1 Clips (-1:3)	-1	
Dampen - Fire	PL 4 (8 PP)	4	
Area Effect - Explosion	+1:1	4	
Prolong	PL 3 (minutes) +1:1	4	
Link: Dampen & Wounding	+1:3 (7)	3	
Preliminary Cost (PP)			20
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Weapon Port	Right Forearm		0
Total Conversion Rate			4
17	Construction Difficulty	Total Cost (OP)	25

Ronin Utility Modules

Soga has developed Utility Modules to fit just about every need imaginable. These range from belt ammo packs to jet packs to storage compartments. The mod port readily accesses most of the suits internal systems and is the most versatile of all of the Ronin's interchangeable parts.

Basic Storage Compartment: This is a storage compartment that snaps into the utility port.

Name	Storage Compartment	FX	Technology
Description	Ronin Utility Module		
Powers/Skills/Stats		Effect	Cost
Armor (1 area)		PL 20 - KDf 40	4
Hits		10	2
Endurance		Charges	0
Strength Requirement		-1	-2
Displacement		1 Pocket	1
Cargo		PL 2 (150 lbs)	2
Portal		PL1 (4' sq)	1
Preliminary Cost (PP)			8
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Utility Port	Upper Middle Back		0
Total Conversion Rate			4
14	Construction Difficulty	Total Cost (OP)	10

Jet Pack: This module snaps into place and uses the Ronin Power Plant to generate Antigravity and Kinetic Wave propulsion. This is the most state of the art piece of commercial equipment in the world. While gravity drives have been around for a couple of years, Kinetic Wave Technology is brand spanking new. Soga Industries is the first company to make use of KinWaT Systems new technological advancements.

This is state of the art so Directors may jack the monetary value by up to 500%.

Name	Ronin Jet Pack	FX	Technology
Description	Ronin Utility Module		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 15 - KDf 30	3	
Hits	20	4	
Endurance	Ronin Reactor	0	
Strength Requirement	-1	-2	
Flight - Propulsion	PL 6 (Move 12)	6	
Endurance Dial - Double	x2 (-1:2)	-3	
Cargo	PL 5 (500 lbs)	5	
Wide Turns	-1:3	-2	
Preliminary Cost (PP)			11
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Utility Port	Upper Middle Back		0
Total Conversion Rate			4
15	Construction Difficulty	Total Cost (OP)	14

Ronin Interface Modules

These modules are inserted within the helmet of the suit. They are quite often very small (no bigger than a pager).

Cyber Deck: This module hooks directly into the multimedia system and allows the Hero to net-run from the safety of his shell.

Use the Cyber Punk 2020 rules for net running when using this module.

Name	Ronin Cyber Deck	FX	Technology
Description	Ronin Interface Module		
Powers/Skills/Stats		Effect	Cost
Armor			
Hits		5	0
Endurance		Ronin Reactor	0
Interface			
Data Walls		PL 8 (+8)	8
Memory		PL 2 (20 MU)	2
Programs		PL 2	2
Speed		PL 4	4
Link Broadcasting & Interface			
Preliminary Cost (PP)			16
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Utility Port	Inside Helmet		0
Total Conversion Rate			4
16	Construction Difficulty	Total Cost (OP)	20

Sensor Pack

Communication and reconnaissance are the most key elements in any hostile (or potentially hostile) situation. The Sensor Pack hooks into the multimedia center and sensor band. The module uses a dynamic wave emitter and can channel hundreds of different frequencies at short range. By bouncing the signals off of objects it can measure the amount of time it takes for the signal to come back. By comparing the time with the strength of the signal, the module can reconstruct the environment in a 360 field around the Hero. This information will not only be transmitted on his virtual screens as visual information but he will also know what materials are present, levels of radiation, presence of toxins and so on.

Name	Ronin Sensor Pack	FX	Technology
Description	Ronin Interface Module		
Powers/Skills/Stats		Effect	Cost
Armor			
Hits		5	0
Endurance		Ronin Reactor	0
Spatial Awareness			3
Enhanced Perception		Sight Group (PL 4)	8
Motion Sight		Sight Group	2
Scanner Vision		Sight Group	5
Enhanced Perception		Hearing Group (PL 2)	4
Isolate		Hearing Group	2
Ultrasonic Hearing		Hearing Group	1
Preliminary Cost (PP)			25
Conversion Variables			
Abundance		Constant	5
Accessibility		Attached	-1
Replacement		Time / Money	0
Utility Port		Inside Helmet	0
Total Conversion Rate			4
18	Construction Difficulty	Total Cost (OP)	31

Ronin Quick-Change Arms

There are several quick-change arms available but none are more popular then the Arc Hand, the Ripper Hand and the Gripper Hand. These arms just pop on and off through the Harpoints located on the Ronin's torso.

Arc Hand

This is a professional good quality arc welder and is equipped to handle any type of welding need. Just about everyone purchases one of these, as its uses always seem to come about. It can be used to repair damaged armor, build temporary shelter, shore up unstable structures or excavations and the list goes on and on. The power comes directly from the Ronin Reactor.

Name	Ronin Arc Hand	FX	Technology
Description	Ronin Quick Change Arm		
Powers/Skills/Stats	Effect	Cost	
Armor (1 area)	PL 10 - KDf 20	2	
Hits	20	4	
Endurance	Ronin Reactor	0	
Extra Limb - Appendage	Socket	2	
Bonding	Molecular	3	
Preliminary Cost (PP)			11
Conversion Variables			
Abundance	Constant	5	
Accessibility	Attached	-1	
Replacement	Time / Money	0	
Utility Port	Inside Helmet	0	
Total Conversion Rate			4
15	Construction Difficulty	Total Cost (OP)	14

Ripper Hand

The second most popular quick-change arm, the Ripper Hand is not only useful but is fun. It has a massively powerful 10" chainsaw blade at the business end. This blade is made of a titanium carbon fiber alloy and is laced with industrial grade diamond chips (it can chew through just about anything). All this durability backed the Ronin's Reactor makes for a cutting tool that can blaze through just about anything. Some clients want it purely for construction purposes, while others use it as defense mechanism and some even use it as a close range melee weapon.

Name	Ronin Ripper Hand	FX	Technology
Description	Ronin Quick Change Arm		
Powers/Skills/Stats		Effect	Cost
Armor (1 area)		PL 10 - KDF 20	2
Hits		20	4
Endurance		Ronin Reactor	0
Extra Limb - Appendage		Socket	2
Wounding - Melee		PL 4	4
Killing		+1:1	4
Acidic		+1:1	4
Preliminary Cost (PP)			20
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Utility Port	Inside Helmet		0
Total Conversion Rate			4
17	Construction Difficulty	Total Cost (OP)	25

Gripper Hand

Nothing beats a third hand when it comes to usefulness. This is an arm with a three fingered hand that the Hero can use for just about anything a normal hand would be used for.

Name	Ronin Gripper Hand	FX	Technology
Description	Ronin Quick Change Arm		
Powers/Skills/Stats		Effect	Cost
Armor (1 area)		PL 10 - KDf 20	2
Hits		20	4
Endurance		Ronin Reactor	0
Extra Limb - Arm		Socket	3
Preliminary Cost (PP)			9
Conversion Variables			
Abundance	Constant		5
Accessibility	Attached		-1
Replacement	Time / Money		0
Utility Port	Inside Helmet		0
Total Conversion Rate			4
14	Construction Difficulty	Total Cost (OP)	11

Again, Soga has many other modules and quick-change arms available, interested parties are urged to call 1-800-555-SOGA for your free catalogue. Or visit www.studio187.com for more information on Soga Industries.

Automated Item Generator

There will be many more items to come in **Sons of Fuzion**. We will also have an item generator available at the home site that will do all your calculations for you. It will look like the one seen in the examples above.



Demons will grant power in exchange for souls.

Battery: Some creatures (races) along with a few humans actually produce Mana from within their bodies. Purchase powers as normal but attach one Endurance Battery to all of these powers. Players can refer to it, as their Mana Pool (or Mana Battery) but it will work exactly the same. This way, they will have charges or uses that they will have to restore.

These *Batteries* need to be cautious. There are several cases of captured Batteries becoming slaves. Living only to power another being.

Conduit: These beings are able to channel Mana directly through their bodies. They need only expend Endurance to perform their powers. Players may simply purchase powers as is, stating Mana as their FX.

Spells: Some beings are able to utilize Mana through rituals. Mana exists in residual amounts in just about everything and even patterns of language and movement can invoke this Mana from the surrounding environment. Beings who use this form of magic are not considered magical themselves but have learned the science behind Mana manifestation. Through carefully practiced rituals these beings are able to summon Mana from the environment and use it to introduce foreign laws of nature.

We have included several pages on spell creation and usage. See Spell Design below for more detail.

Introduction

There are several ways to use **Power Core** to generate magic and we have included three sections that will explain how we intended it to fulfill these roles.

Mana: The term Mana is used with great frequency when discussing magic and refers to the mystical energy that exists between dimensions. This energy helps form The Membrane that separates all dimensions from one another. It is widely known that other dimensions can have different physics. It is written that Mana is what separates these dimensions and laws. It is also written that those who can control Mana can control these laws as well.

True Magic

There are some individuals who are direct sources of Mana. They are literally a conduit for the stuff and can use it readily to suit their needs. There are many ways to simulate this with **Power Core**

Agents: Some beings gain magical powers from other beings. Quite often by championing their causes. This is seen most abundantly through religious practices. Both Virtue and Sin are predominantly used as carriers in this process (see **Hell's Cookbook**). Many times

Magical Items

These are items that either work as a battery for storing Mana or as conduits for accessing Mana directly from the membrane or an outer worldly being.

Use the item designer to create these items. Thus, one could use the Endurance (Mana) Battery or simply let the item work as a conduit, tapping right from the source. See the Item Designer for ideas on how to do this. Also, feel free to combine the Magic Skin with the Cybernetic Skin to make magical cybernetics.

Holy water and blessed crosses are a great way to simulate items that can only harm creatures of Sin. This would be Mana granted from an outer worldly being. With that being the FX, one could say that faith in that being completed the contract and would grant the user the powers while in possession of that item.

Most of all use your imagination. If you want to do things differently then go right ahead. If you think of a better way of doing things then by all means go for it. Just drop us a line and let us know about your cool idea. **Power Core** was designed to be ultra flexible so there may be tons of other ways to do things and that's sort of the point isn't it?

Spell Design

This section is for Players who wish to play Heroes who are not magical beings but have the ability to harness Mana for their use. They rely on ancient words, potions, rituals and components to gain their effect. Unlike traditional powers, spells do not cost any Power Points and the Hero must learn a skill for each spell he intends to cast. The skill roll to learn the spell will be based on a difficulty set by the OCP of the spell. The beauty of this option is that the Hero really has no inherent powers of his own but can access them through his rituals. This keeps power adjusters from fucking with him and most corporations and government organizations are not that interested in exploiting spell casters. They would prefer the True Mages.

Anyone who wishes to cast or design spells must have the Talent *Magic Theory*. This Talent will allow the Hero to grasp the concept of how words, gestures and components can warp reality. It allows the Hero to visualize how imagination can overcome reality and all that jazz. Basically, it keeps any smuck from picking up a magic book and blowing up the world! For every level in *Magic Theory* the Hero can design and cast spells up to 3 OCP.

There are a few items that need to be discussed before we get ahead of ourselves.

OCP: This is equal to the Power Points the spell would cost before any modifiers (same OCP used for Mods and Modifiers). However, spells quite frequently have more than one power attached to them. You must add all of the power OCPs together to get the spell's OCP.

Grondex is going to design Fire Web. This is an Entangle that also has Wounding attached to it. He buys Ranged Wounding for 6 DC (+6 PP) and attaches the Mod Damage Field (+1:3 not counted in the OCP). He also buys Entangle for 20 Hits (+4 PP) and attaches 2 points of Armor (+1 PP). He must also purchase Link - Fuze (+1:3 PP not counted in the OCP). His OCP is 6+4+1=11. He must be at least level 4 in Magic Theory to cast or design this spell and he also needs to bring the total cost down to zero by adding retributive modifiers.

Intensity (I): This number is double the OCP and will be used frequently when dealing with spells.

Magic Theory: Before the Hero can learn or cast spells he needs to have the Talent, Magic Theory. It's a Talent rather than a skill because it cannot be learned without a Teacher (well, maybe, but only by one person in a million). Once the Hero has obtained level one, he may go on by himself with great difficulty. The Director should only allow the Hero to advance once in a while if he is without a Mentor. If there is a Mentor then the Director should allow the Hero to advance as fast as he has the points to spend. This can continue until he reaches the same level of the Mentor. At that point the Mentor can no longer help him and he must find a new Mentor or strike out on his own.

Skills: The Hero needs to have the Spell in question as a skill. Each spell will be a skill roll to perform. Keep things as close to the original rules for powers as you can.

Grondex would need the skill Fire Web. To cast it, he would only roll to see if he hit with his Fire Web. There wouldn't need to be any additional rolls (ie – He wouldn't have to roll just to activate the spell).

For Heroes that want to create their own spells, they need the skill Research Magic. This will allow them to figure out what would be needed to activate enough Mana to cast that particular spell. It would also let them know how to manipulate the Mana successfully to obtain their desired effect. Additionally, it will let them properly document the spell in question (spell book).

Spell Construction

There are several steps a Player has to follow when creating a spell. The very first step is deciding what the spell is going to do and how powerful it's going to be. The OCP is very important because it is going to determine just about everything about the spell. The Player then needs to modify the spell so that it will cost zero or less points. This can be a tough experience, being that it may take a lot of tweaking to get it to zero or less cost. The more spells a Player makes, the easier it gets. At the end of this section there are several pre-made spells to provide examples and there will be an automated spell design sheet on the home page soon.

Once the Hero has designed the spell, he must make a Research Magic roll with a Difficulty to be determined by the Intensity multiplied by the Environment the Hero has to work in (see below). It will also take 1 day per point of Intensity multiplied by the Environment to research and generate the spell. The Hero can rush it by 1 day per +1 to the Intensity for Difficulty calculation. There is no roll necessary to actually write the spell. If the Hero makes the research roll then he has found all the knowledge to correctly perform the task. The Director should make the Difficulty Roll in secrecy because the Player's Hero will not know the result of his hard work until he successfully casts the spell. The Hero is assumed to be level 1 in the spell upon completion.

Difficulty: *Intensity x Environment*

Spell Design: *Research Magic AV + d10 vs. Difficulty*

Time: *1 day per point of Difficulty*

Environment

There are many factors that determine the Environment. The sections below handle the different situations that will modify the difficulty. The Judge will determine the environment and if the Hero does not fit in any of these categories then he should put him into the closest one. There are also a few additional modifiers that will help the mage to create his masterpieces.

Impossible: This is the absolute worst condition imaginable. The Hero is constantly distracted with people bugging him or he has to work a day job. Maybe he is married and has a nagging wife (or she has an overbearing

or needy husband) along with a few brats. Or perhaps the Hero is out of his environment (like jail, another country or dimension). He has to develop the spell during the few minutes he gets to steal for himself in the evening or whenever.

Environment Modifier: +2

Normal: The majority of his time can be spent constructing the spell and he has little in the way of distractions.

Environment Modifier: +1.5

Optimal: His distractions are none as he is the master of his time and those who oppose this are quickly remove from the equation.

Environment Modifier: +1

Assistants: For each person who is equal to or within 1 level of the Hero add 2 to his AV. For each person who is at least half the level he may add 1 to the AV. Below half the level will not help at all in large groups. In a small group (say 2-4 total) even those who have no level may add 1 each but only for small groups. This will keep Players from hiring 200 water head retards to add to his Hero's roll. The Director may also lower the time required. For the extra people, maybe he could divide the total time by the total number of people working on the project if a really good success is rolled. Add the Assistant Rating to the Hero's AV and subtract it from the Time Required.

Assistant Rating:

- +2 per Assistant within 1 level
- +1 per Assistant of half level
- +1 per Assistant in small groups

Lab: If the Hero has access to a Mage's lab it will help things along. First off, he will have a shit load of components to play with and he will have materials to test theories with.

Wow, what type of materials and what kind of tests? Hey what about those cool components, what kind would he have? Look, I don't have a fucking clue but let's suffice it to say that there is a lot of neat shit lying around. Maybe some antigravity juice, some eye of newt and a few dragon nuts.

At any rate the lab helps a whole lot. The Director should rate the lab from 1-5 (Lab Rating). A one being a garage with a bunch of occult books the Hero snagged from the library (Magic for Dummies) along with a few reprints of actual magic books or maybe even one really good one. A three being an entire floor of a good sized house with some gizmos on tables and a bunch of zappy things along with a bunch of nasty things in jars. A five would be a mansion dedicated to being a lab. It would have more of those zappy things and a few rooms of jars with nasty stuff along with a dedicated library of occult books and would probably have a few creatures not found anywhere on earth skulking around.

Lab Rating: subtract the Lab Rating from the Intensity and Time Required.

Mentor: A *Mentor* is anyone who is at least two levels above the student in Magic Research and is at least his equal in Magic Theory. The mentor must be available and willing to devote a great deal of time during the development of the spell. The Hero will add +2 to his AV with a Mentor.

Mentor: +2 to the Hero's AV



Formula

Now we put it all together into the formula. As stated we earlier $D=IE$ (Difficulty = Intensity x Environment) and that is the simple abridged version.

That, however, is not the whole story. Intensity can be modified the Lab Rating so a more accurate

formula would be $\text{Difficulty} = (\text{Intensity} - \text{Lab Rating}) \times (\text{Environment})$. The result is the Hero's Difficulty rating. The Player should now calculate his AV. AV for generating spells is $\text{Stat} + \text{Research Magic Skill Level} + \text{Assistants Rating} + \text{Lab Rating} + \text{Mentor} (+2)$. Add this number to a d10 and compare it to the Difficulty. If the Player's total score is equal to the spells Difficulty then he has made the spell with no problems. The Time Required will be the $\text{Intensity} - (\text{Lab Rating} + \text{Assistant Rating})$.

Example

Totally confused? Okay let's run through one:

Mike is playing Grondex. Grondex needs a new attack spell. He's in a real good position right now for doing this so he decides to make it a slightly powerful one. Grondex has Magic Theory at level 5 which will let him make and cast spells with an OCP of up to 15. He also has a Magic Research level of 5 and his Intellect is also 5. This gives him an AV of 10. Grondex also has a Mentor available and is willing to devote his time to help him develop his spell.

Step 1 – Decide what the spell does:

Grondex wants to make the spell Fire Ball. This is a simple one. He purchases a 10 DC Ranged Wounding Attack (+10 PP). He decides to increase the base range and attaches Range Dial / Add at a Power Level 2 (+1:4 = 3). To make it like real fire, Mike adds Killing (+1:1 = 10). He now attaches Area Effect / Explosion (+1:1 = 10). This spell has an OCP of 10 and would normally cost 33 PP so far.

Step 2 – Bring the Cost to Zero:

Now we have to get the spell to zero cost. The best way to do this is to group them together.

The Range Dial added +1:4 (+3 PP) so Mike chooses Visibility Dial – Exuberant for a -1:4 (-3 PP).

The Killing added +1:1 (+10 PP) and this is going to take several modifiers to cancel out. Mike specifies that the spell must come from the right hand, -1:3 (-4 PP). He also specifies that a motion Gesture will have to take place to use the required components -1:3 (-4 PP). Mike specifies his first component "any feather" -1:3 (-4 PP).

Area Effect raises the power up by +1:1 (10 PP). Again Mike chooses to specify several modifiers to counteract this. The first one is a verbal gesture (the words Incendium Globus; Latin for Globe of Fire or Incinerating Globe). This is a -1:3 Power Modifier (-4 PP). Mike decides to have this power be very hostile to the surrounding environment and takes Control – Side Effects (-1:4) and adds serious damage to it for a -1MA to bring it to -1:3 (-4 PP). He then decides to add another component “a small stone” -1:5 (-2 PP).

Mike has wiped out all of the modifiers but still has to deal with the powers original cost of 10 PP. He chooses to add Endurance Dial – On. He then pushes it to Power Level 4 and will get back -1:1 (-10 PP). This will cause the spell to use 4x the normal Endurance (40) every time it is cast. See Endurance Dial for an example on this very situation if you need more clarification.

The Spell now costs zero points.

Step 3 – Make the Spell:

The spell's OCP is 10. This means that the Base Intensity is 20. Grondex has no other pending tasks or loose ends and instructs everyone to leave him alone until further notice. So, his conditions are Optimal (+1 to Environment).

Basic Formula: Difficulty = Intensity x Environment (D=IE).

Modified Formula: Difficulty = (Intensity – Lab) x (Environment) vs. Magic Research Skill + Stat + Assistants Rating + Lab Rating + Mentor (+2).

His Intensity is 20 and his Environment is a 1. So far Grondex's Difficulty is 20 (D=IE). His AV is 10. He needs to roll a 10 or he will not be able to make this spell. This is not acceptable odds but, we said he was in a good position...

He is fortunate at this time because he has a fairly competent Mentor. His Mentor is level 8 in Magic Theory as well as Teaching so +2 to his AV.

He has two fourth level assistants to help him with the research. This will give him +4 to his AV.

He has a level 3 Lab to work in so -3 from the Intensity.

His new Difficulty is 17 (20-3 for Lab x 1 for Environment). His AV is 16 (Skill AV of 10 with +4

for Assistants and +2 for Mentor). He cannot fail even if he rolls a one.

This spell took him 13 days (20 Intensity - Lab Rating 3 + Assistant Rating 4) to research and document.

What does this give Him?

He can cast a 10 DC KDM ball of fire that can travel 300 hexes and explodes on impact delivering its damage for 10 hexes in all directions.

Whenever he casts the spell, you'll be sure not to miss it, as the Exuberant quality will make it bright as hell. At night you could see the effects for miles.

Grondex must spend 1 minute in meditation to prepare the spell each time he wishes to cast it.

He must use a small stone and a feather when casting the spell. When he motions with his hand and says Incendium Globus, flames leap from his right hand in the form of a small ball and will ignite an area with a 10 hex radius.

Upon leaving his hand, the spell will drain 4x the normal Endurance of 10 points. This is a whopping 40 Endurance points.

When the Fire Ball hits, it will ignite everything that is flammable in the area and has the potential of starting a major fire.

He is also level 1 in the skill Fire Ball.

See the following page for the spell write-up.

Fireball			
Power	Effect	Cost	
Wounding – Ranged	PL 10	10	
OCP			10
Adjustments			
Modifier	Effect	Mod	Cost
Range Dial - Add	PL 3 (1000 Hexes)	+1:4	3
Visibility Dial	Exuberant	-1:4	-3
Killing	KDf	+1:1	10
Location	Right Hand	-1:3	-4
Gesture - Motion	Use Components	-1:3	-4
Component "Feather"		-1:5	-2
Area Effect	Explosion	+1:1	10
Gesture – Vocal	Incendium Globus	-1:3	-4
Side Effects	Serious Damage	-1:3	-4
Component "Stone"		-1:5	-2
Endurance Dial	On – PL 4 (x4 End)	-1:1	-10
Spell Design Notes			
20	Intensity	Hero Av	10
1	Environment	Assistants	4
3	Lab	Difficulty	17
2	Mentor	Roll	1

that shit doesn't happen to them. BUT, if a Player is being abusive or stupid or perhaps he screwed up the spell construction, he might fall pray to a backlash defined by the Director.

Dispelling: If a Hero has a similar spell to the Target (or the Target's FX) then he may attempt to dispel it. The Hero rolls against the casters original success roll. If he beats the roll then 'poof' it is dispelled. This can also be done as a defense but a failure will indicate an automatic hit. The spells must be very close in nature. Differences in Powers Levels do not make them different and modifiers usually don't make enough difference. If the Hero has the lower Power Level he should be at a –1 to his AV per PP to dispel the FX. If he is at a higher level then he should be at a +1 AV per PP to dispel the FX. FX makes all the difference in the world, as do differing powers all together. Again, Directors, this is your call. Dispelling will not work against anything that cost the Player or Target Power Points (real powers).

Learning Spells

Once the Hero has created his spell he must learn how to use it. As stated earlier, the Hero will automatically gain level 1 in any spell he has developed for no additional OP cost.

Learning a new spell is far easier than making a new one. The Hero merely needs to be the appropriate level in Magic Theory and learn the skill for casing the spell. This is provided of course he is able to read it and it is a real spell, not some bullshit book of incantations from the library or local trendy wicken store.

Casting Spells

Casting spells is done in the same manner as any skill roll. If it is a Targeting spell and the Hero misses on an attack roll he will affect something else. A missed fire ball might hit a group of bystanders (Ribs anyone!?) or it could light up the entire hallway, setting the structure on fire and quite possibly ruining the adventure. In some cases a failed roll will indicate a non-happening. The Director should make this decision.

Fumble/Backlash: Some games like to cause magical backlashes whenever a Hero fumbles his roll. Fuck that. These are the Heroes and

What's Available

Whatever your group decides upon. This is completely up to you. We would suggest that you use the unlimited RPG resources in stores everywhere and across the Web. There are several links at TheFuze to free sites with entire books of spells. We especially like Atomik Magik.

Fists of Fuzion

Feel free to use the Magic Skin in combination with **Fists of Fuzion** to create martial art styles based on magic. A Player could even generate Maneuvers with spells built into them. Use the Advanced Modifier – Power, to provide for this. You should use the name of the Spell in place of the word Power to help you remember.

Cybernetics

Magical cybernetics are not out of the question either. Combine the Magic Skin with the Cybernetic Skin to create some really neat stuff.

A Few for the Road

We decided to include a few spells to enhance clarity. These spells, along with their explanations should help to answer any questions you may have. Not to mention, give you a few to play with.

Blood Magic

This is a particularly rare and disturbing form of magic. Just about every spell requires the spilling of blood, which is quite often required of the host. As one may already guess, slinging spells round after round would quickly kill the caster. This form of magic, however, can be quite deadly on the receiving end and does not need to be used too often to achieve victory over a given situation.

Blood Burn: One of the deadliest of the bunch, this spell will quickly reduce a normal man to a smoking husk in no time. The Hero spews forth a stream of blood from his mouth to strike the Target from up to 10 hexes away. This is his own blood and he will suffer a whopping 6 Hits and 30 points of Stun from the attack. The power also drains four times the normal Endurance but the effect is quite devastating. Upon contact the Target will take 5 DC KDM. The following phase he will take 4 DC KDM and 3 DC KDM the following phase. This continues for a total of 5 phases. This damage is also Acidic and will eat through armor. If this wasn't bad enough, anyone who comes within a Hex of the tainted blood will need to evade as the blood lashes out. If an additional Target is struck he will begin to take damage as well (same as the Target).

Blood Burn			
Power	Effect	Cost	
Wounding - Ranged	PL 5	5	
		OCP	5
Adjustments			
Modifier	Effect	Mod	Cost
Killing	KDM	+1:1	5
Acidic		+1:1	5
Duration	Tapering	+1:1	5
Sticky	Aggressive PL 1	+1:3	2
Location	Mouth	-1:3	-2
Control	Caustic (6 Hits & 30 Stun)	-3:1	-15
Endurance Dial	On - PL 4 (x4 Endurance)	-1:1	-5
		Final Cost	0

Clerical Rituals

These are basic rituals taught to selected members of the church. They are to use these rituals sparingly beyond the sight of civilians. Often cloaked in chanting, prayer and religious symbols these rituals are not granted by a deity but stem from the use of Mana. Most clerics do not know that they are using magic and believe this to be the

work of God, when in truth it is the same rituals used by the Pagans throughout history.

Hands of Light: This is a basic healing spell. The Hero chants and pours holy water on the wound and the Target begins to heal very rapidly. The Target will heal his recovery in Hits and Stun over the next twenty minutes. This spell may be repeated on the same Target every 20 minutes. Between castings, the Hero must recite a prayer for 10 seconds before he is able to use the spell again. This spell works at double speed on holy ground and will not work at all on desecrated ground.

Hands of Light			
Power	Effect	Cost	
Healing	Mend (Others) PL 4 (Every 20 mins)	12	
		OCP	12
Adjustments			
Modifier	Effect	Mod	Cost
Situation	Double - On Holy Ground	+1:4	3
Situation	Null - Desecrated Ground	-1:3	-4
Component	Holy Water - Slight Value - Exp	-1:3	-4
Gestures	Chant	-1:3	-4
Refresh	Prayer	-1:4	-3
		Final Cost	0

Druidic Charms: Some of the oldest lasting magic is that of the Druids. They use the Earth's life force to work their charms and are at one with nature.

Forest Spirit: This charm allows the Hero to become intangible to wood. He is able to run through trees and bushes as though they were not there. This makes them nearly impossible to follow through dense growth without quickly falling behind. The Hero must be in the woods and have water on him. He must also recite a phrase (roughly translated – I am like the rain through the tree tops).

Forest Spirit			
Power	Effect	Cost	
Desolidification	Substance - Wood	4	
		OCP	4
Adjustments			
Modifier	Effect	Mod	Cost
Area Requirement	Woods	-1:5	-1
Components	Water	-1:5	-1
Gesture	Verbal	-1:3	-2
		Final Cost	0

Martial

Topping the charts for the oddest form of magic, martial spells can be found in several South American locations. Left over from the Incas and the Mayans some traditions still exist. These are spells that work in hand to hand combat and are incorporated in Martial Art maneuvers.

Lightning Step: This spell was developed to help warriors to keep from being cut down by arrows, thrown objects and mystical bolts of energy. The Hero will be able to use any Defense Maneuver with the Advanced Modifier – Spell (see **Fists of Fuzion**) against any form of missile attack. He will also be able make contact (block, catch and reroute) with these items. This contact will be at no damage to the Hero (unless his screws up his roll) and the only requirement is a high level of Endurance usage.

Lighting Step			
Power	Effect	Cost	
Missile Defense	Low and High Velocity & Contact (both)		6
OCP			6
Adjustments			
Modifier	Effect	Mod	Cost
Endurance Dial	PL 3 (x3 Endurance usage)	-1:1	-6
Final Cost			0

Spell Calculator

There will be many more spells to come in **Sons of Fuzion**. We will also have a spell calculator available at the home site that will do all your calculations for you. It will look like the one seen in the Fireball example.



this power existed. He also went on to develop instruments and drugs to enhance, dampen and control psionic abilities.

Flux is an energy that flows throughout all living sentient beings entire bodies. The brain, in the form of thought, controls the flow of Flux. The early brain wave machines were actually measuring the manifestation of Flux. Flux travels in very complex patterns and is even more unique to a person then DNA. All thinking creatures have Flux but few are able to access it in the form of 'powers'. Where do you draw the line? The Director will be the judge of that. He may wish to require Players to purchase all psionics in a psionic power pool but it is not necessary or required. He may also require the Talent - Psionic Potential or the stat Psi. That is also not a requirement but a possibility. If the Director and the Players wish to go this route then allow Heroes to have a maximum of 3 PP per level of Psi or Psionic Potential per power. A dial can modify this if you wish; it all depends on how predominant Psionics are to your campaign.

Introduction

This section is dedicated to rules regarding psionics as powers, the implications there of and what else the Players and Director should know.

From the Get-go!

In the Dark Millennium setting, Psionics are one of the most common forms of power. Every SPB and his brother is a psionic. Well, maybe not that many but it is very common. Most cops are trained to deal with psionics and have special equipment to handle these freaks. It is quite common for people to fear these individuals and corporations love to exploit their abilities, so exposure is dangerous. Players must be careful not to wind up on the cutting table. Finding a job, however, is never a problem.

What makes it Psionic?

Psionics are paranormal abilities that get their juice from the Hero's brain. The unit of power has many names and none of which is incorrect. The Chinese call it Chi, while the Japanese call it Ki. The Asian Indians call it Prana and the Jedi's call it The Force. For **Power Core** we are going to call it Flux. Dr. Chan Lee has pioneered the study of psionic subjects for the past ten years and is the fore most authority on the subject. In Dark Millennium he was the scientist who proved that

Attacking

Attacks come in all shapes and sizes. See the individual powers for the rules on how to use the psionic in question on a Target. As for Wounding, a Player does not have to purchase the Mod Mental to have a psionic attack. This will just mean that the Hero manifests the Flux into energy before striking the Target. The Target will use normal defenses rather than Resistance.

As for a base stat, there can be several. If the Hero is doing a classical, *stare at the guy*, type attack then use Presence. If it's a, *point your finger*, type of attack then use Reflexes.

Defending

To avoid being hit the Hero will use the proper DV vs. the attack. If the attack is delivered through a touch then he should use his Martial Arts DV (or HTH Evade if you are not using **Fists of Fuzion**). If the Target used a, *point your finger*, type of attack then use your Ranged DV (Ranged Evade if you are not using **Fists of Fuzion**). If this it is a classical, *stare at the guy*, type of attack then use the skill Mental Block. It should all be spelled out in the power's system description.

As for taking damage, most psionic attacks are defended with the derived stat Resistance. The

power Mental Defense in the original rules is whacked out. If a Player wants his Hero to be able to resist mental powers better, then he needs to purchase a higher Will or boost his Resistance. Subtract the resistance directly from the Delivery. For psionic attacks that forms of converted energy (like pyro-kinesis) then use SDf or KDf as normal.

Assigning

As with magic, almost any power can be a psionic ability. If a Player is playing a psionic then he opens the door to almost any power but he should stay consistent with a theme. There are several types of psionic pathways to choose from and Players should be encouraged but not forced to choose one upon the generation of his Hero.

Bio-kinetics: This group trains in modifications of the body. On a basic level, Heroes will be able to modify stats, increase healing and improve their bodies' performance. At the upper end of the spectrum, Heroes will be able to learn how to morph their form, adjust a Target's stats, form armor and the like.

*This is Dark Millenniums official way to explain Chi, Ki and Prana. Combined with **Fists of Fuzion** a Player can make a deadly martial artist.*

Converts: This is a culmination of smaller groups that concentrate their Flux into other forms of energy. Here are a few examples.

Cryo-Kinetics: These psionics use Flux to remove or displace heat in a given location causing the temperature to drop (Cold FX).

Pyro-Kinetics: These psionics use Flux to induce heat into a given location raising the temperature (Heat FX).

Electro-Kinetics: These psionics use Flux to generate electricity and introduce it into an area.

Espers: This group is based on using Flux to enhance the Hero's perception. It will include cognitive and perception powers.

Teeks: This group of training involves the many uses of psycho-telekinesis. It can

include ranged manipulation, flying, ranged punches, knockback, force fields, force walls and any other power that works with Kinetic energy.

Telepaths: This group of training involves learning how to manipulate mental patterns and includes telepathic communication, mind control powers, illusions and any power that involves manipulating mental patterns.

Psionic Items

Psionic items are fairly commonplace in Dark Millennium. Several corporations have jumped onto this technology and most government agencies have found it necessary to develop psionic items for national security.

Flux Scramblers

Flux Scramblers scramble patterns above normal levels. This will knock out super powered psionic abilities but allow the Target normal life function. Anyone who has Top Secret clearance (government or corporation) will undoubtedly have a Flux Scrambler either as a cybernetic or a worn item. Any agent or officer who might have to detain a Psionic will be equipped with a Flux Scrambler built into their cuffs.

Use the Adjustment Power, Dampen to achieve this result. Tag on the modifier Effect Group – Psionics.

Flux Boosters

Psionic energy at this point in time is not very efficient. Mankind has yet to fine-tune the pattern to eliminate waste. Boosters are used to filter and condense the pattern so that the psionic has more juice to work with. More advanced boosters actually manipulate the pattern for the Hero granting him abilities that he does not possess otherwise. Powers that would require a skill roll will still require that skill for use with any form of efficiency.

Use the Adjustment Power Aid for these items.

Cortex Probes

This is the darkest path psionic technology has taken. These hideous devices have just recently been outlawed due to public outcry and the government's inability to keep up with corporate advancements (if you can't control it, outlaw it). The sentence for using such a devise is extremely severe.

These devices are generally used to pry sensitive information from individuals and are often used to implant and/or wipe out memories from unfortunate victims. For a short period of time courts were using these devices to try and convict individuals without having to have due process. Criminals stop giving up and would often fight to the death knowing that if they were caught they would be convicted for any and all crimes they committed without any chance of beating the rap. Riots became extremely severe with the reprogramming efforts began in 2018 and the prison system eliminated this procedure as part of it's mandatory treatment in 2033. It is, however, a good option for inmates who wish to get out sooner.

Cybernetic Skin with the Psionic Skin, the Item Generator Skin and the Powers from **Power Core** to make some really kickass stuff.

Drugs

Drugs can be used to scramble and boost psionic abilities as well. Drugs cannot be used to give a Hero a certain power but can open the door for any psionic power to develop. This is a way to explain a Hero buying a psionic power with the Components Power Modifier / Internal.

Batch 747: Strain 747 is a mind-expanding wonder drug. It opens up the mind to telepathic abilities.

Lil 7: A very mild version adopted by the youth and especially predominant in the club scene. It grants the users extremely mild telepathic abilities and allows them to hear whispers of surface thoughts.

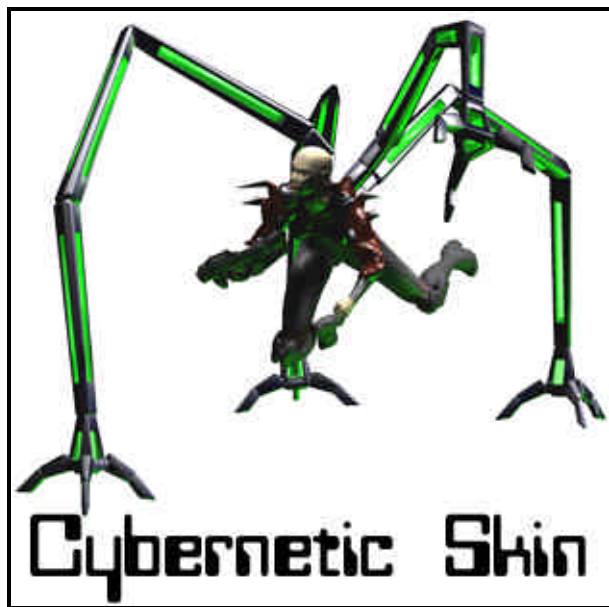
Lucky 7: Very popular among heavy users, this version combines Lil 7 with LSD to create the most potent hallucinogenic known to man. Groups of users are known to band together and share hallucinations with each user effecting each others experience.

Batch 21: Before 747 was developed, Batch 21 was found to be necessary on lab subjects. It's a sedative combined with Psionic inhibitors. It blocks receivers in the brain responsible for psionic activity. It is commonly found in hospitals to treat "juice heads" that O.D. on psionic enhancing drugs and penitentiaries to subdue powered inmates.

Cybernetics

Cybernetic implants have also been used to stimulate the brain, allowing the Hero to access powers he previously did not have. Combine the





even more evident. Just about everyone has a little something extra. The hardcore motherfuckers will be more metal and plastic than flesh and bone. As for Dark Millennium, cybernetics are actually on the decline in favor of massive advancements in genetic engineering and new social revolutions.

Starting Heroes who use Power Points to gain cybernetics should not be required to pay any money for them. Just like the other types of SPBs, they get their PP for free. Starting Heroes could conceivably purchase extra cyberware with their starting money but it is not a good idea. All the Heroes should start on an even playing field. If the Director chooses to allow this as an option (perhaps it's the only way to get powers) then the Hero still needs to pay for his Humanity loss.

Gaining cybernetics after game play begins will require three things.

Introduction

This section will guide you through the process of using **Power Core** to design and use Cybernetics. It will detail the concepts of design, use and complications that cybernetics bring to the gaming table.

Cybernetics as powers?

Yes. Cybernetics can still be purchased with money without having to use of Power Points. This may sound unbalancing but there is a catch. As stated earlier in the *Using Power Core* chapter under *Instant Gratification* the Hero will lose a number of Humanity points equal to the number of Power Points the cyberware cost him. He can then lower the Humanity loss by allocating Power Points as he earns them.

Getting Cyberware

First and foremost, available cyberware is based on the campaign. There will be all kinds of variations depending the time or genre the group has decided upon. The follow text should be taken as a basis and not as hard lined rules. Please feel free to tweak at will.

The beginnings of cyberware have already been integrated into society. Artificial hips and knees, pacemakers and full prosthetics are the forerunners of the things to come. By the 2020's cybernetics should be quite commonplace as many people will have them as replacements or as upgrades. In a cyberpunk campaign this will be

Availability

The particular cybernetic must be available and for sale. Some powers are not going to be available, as the technology does not yet exist, while others may be considered Black Market. This will depend greatly on what genre the group has decided upon. Ultimately, the Director will have to make the calls on what powers will be available and at what level they can go to. To this end, Cyber Punk is the best resource to find ideas to develop cybernetics from. Beyond that we highly suggest Atomik Cybertek as a great resource for ideas and the use of cybernetics. GURPS Cyber Punk and Shadowrun are also pretty good as well.

Money $\$100 \times \text{Power Level}^2$

The cost of cybernetics is going to vary greatly as well. The formula above is for a cyberpunk or steampunk level campaign. A setting which specifies that cybernetics are readily available and reasonably priced. There are many genres that will allow cybernetics but regard them as super science (6 Million Dollar Man). To raise or lower the cost the Director may either adjust the dollar amount (say $\$200 \times \text{Power Level}^2$) or he may increase the exponent value ($\$100 \times \text{Power Level}^3$). The later alteration should be used to simulate very low tech or depressed areas. The cost is the total amount for the item and surgery. The Hero will not have to pay any other expenses.

Time

This is a variable that cannot be measured by the cybernetic's cost. A relatively small and easy to install item could carry a considerable amount of

power. Such an item might only require a few days to fully recover from the installment. The Director is going to have to wing it. Use the Power, Mend – Regeneration to gage the amount of time it will take to for healing to occur. Beyond that we suggest that you use Cyber Punk, Atomik Cybertek, GURPS Cyber Punk or Shadowrun.

What's Available

Good question. For the most part this is going to depend on the genre your using. If you're interested in using cybernetics, then you're probably using a cyber punk type setting. So, just about anything goes except powers like Force Field and Teleport and they are pretty much out of the question. For Dark Millennium, however, super science is a factor. Force fields, anti-gravity, plasma weapons and cold fusion are on the cutting edge of science and are therefore conceivable for use in cyberware (but your going to pay for it). Ultimately, it is yet another decision that our beloved Director will have to make. He should get together with his Players before making his final decisions on what's available and what's not, because their input is just as important as his.

You can use the previously described materials (like Atomik Cybertek) to determine what's available. It's up to you how strict you want to stick to the guidelines. You can assume that the publishers have outlined and thought of everything that could possibly exist. Or, you can be more realistic and assume that there would be unbelievable amounts of variations that no game designer could possibly commit enough time to design them all. Enter **Power Core**. By using your imagination and the previously described material you can use **Power Core** to generate any cybernetic with the countless variations that would exist.

Magic

Even magic is not out of the question. Combine the Cybernetic Skin with the Magic Skin and the Powers from **Power Core** for an awesome effect.

Psionics

Psionic cyberware is not only cool as hell but also very possible. Combine the Cybernetic Skin with the Psionic Skin and the Powers from **Power Core** to create some dynamite diversity.

Building Cyberware

Okay, so the Director has decided that the particular cybernetic does not currently exist or that if it does, you do not have access to it. Fair enough, build it your damn self.

Use the Item Designer to actually build the item. Then have a surgeon implant it into your body. Wow, that was easy. Or was it?

Using the Item Designer will be a little tricky when it comes to designing cybernetics. You cannot use Final Cost as a basis for what the actual person must pay to have it installed. You must use the Preliminary Cost for calculating Humanity loss. To regain Humanity loss, use the same formula as described earlier. It's expensive but that's the price for individuality.

The person or people who build the cyberware must have the necessary skills to complete the task successfully and will require medical and mechanical knowledge. This can be split among all those working on it. A doctor and a cybertekie can work together on a piece of cyberware to insure that everything goes as planned. As for skills required you should require these skills as a minimum: Anatomy, Cyber Medicine or Nano Medicine, Inventor, Mechanical Engineering, Basic Tech, Cyber Tech and Construction. Each cybernetic will be different and may require even more skills such as Optics, Electrical Engineering and Computer Tech. If your group is not using the skills outlined in Hell's Cookbook then you should find the skills that best represent them in your campaign.

Final Words

We hope you enjoy this plug-in to the fullest extent and get ready because the **Sons of Fuzion** are just over the horizon. These are going to be pre-made NPCs that you will actually want to download! Every Player will have a picture, a history and will be laid out on a character sheet. Any organizations that they belong to will be mapped out with two map sizes. One size will be 8½x11 the other will be on large format for figure use. All equipment and vehicles will also be laid out in full detail to include stats and as many pictures as possible.

Thanks

Gary Gygax for be so God Damn inventive in the first place and giving us so much fun over the years.

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All you pricks and pains in the asses for doubting us and making us work that much harder!

A special thanks to our fans and supporters, this is all for you!

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We do not support censorship but there is a line that one must draw with our youth. STUDiO187 has gone beyond that line and created material for an adult market. It is not our intent, nor our desire to offend or corrupt anyone. Our intent is to entertain very corrupt and disturbed individuals as much as possible.

Contact

If like our stuff then please let us know. If you want to use **Power Core** for web material, please contact us. We will give you a link or provide you with web space for your material. Anyone wanting to collaborate on future projects should contact Otto Blix to discuss this potential.

Remember, we are publishing our own system in the near future so if STUDiO187 is to your liking, you aint seen nuthin' yet!

As for you pussies who think that we demoralize RPGs and wish to take issue with us then your can contact my ass and kiss it. We don't give a crap what you think and your little speeches are falling upon def ears. We are so sick and tired of mamby pamby games that are afraid to show a little skin or utter a bad word. Role playing games are being taken to a new level. Not a better or a worse level, just a new one. You can't stop it! Move aside or get in line, STUDiO187 is coming through.

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ENJOY IT ya' dirty bastards!