Basic Fuzion

by Christian Conkle

Welcome to Basic Fuzion. This is an abbreviated version of the Total Fuzion rules available from http://www.herogames.com/fuzion/. For greater flexibility, refer to the Total Fuzion rules mentioned above. These rules can be easily expanded using any of the existing plug-ins for Fuzion.

Creating a Character

Primary Characterisitcs

Each character is quantified by 10 Primary Characteristics which are classed in four categories. Each Primary Characteristic is rated from 1-10. No beginning character may start with a Primary Characteristic over 7. Most characters start with 50 Characteristics Points (CP) to divide amongst the 10 Primary Characteristics.

Mental	Combat	Physical	Move
Intelligence	Reflexes	Strength	Move
Willpower	Dexterity	Body	
Presence	Technique	Constitution	

Intelligence (INT): How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.

Willpower (WILL): Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.

Presence (PRE): Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

Technique (TECH): Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

Reflexes (REF): Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.

Dexterity (DEX): Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.

Constitution (CON): How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR): Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY): Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc.

0	**Challenged**
1 - 2	**Everyday**
3 - 4	**Competent**
5 - 6	**Heroic**
7 - 8	**Incredible**
9 - 10	**Legendary**
10 - up	**Superheroic**

Derived Characteristics

Each character is further characterized by Derived Characteristics which are determined from the Primary Characteristics.

Stun [BODYx 5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. Important: At the start, you may elect to move points from Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun Value. Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun.

Hits [BODY x 5]: How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take. You may move Hit points into Stun and vice versa (see above).

Stun Defense (aka SD) [CON x 2]: How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery (REC) [STR+CON]: This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

Run (aka Combat Move) [MOVE x 2m], Sprint (aka Non-combat Move) [Move x 3m], Swim [MOVE x 1m], Leap [MOVE x 1m]: How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.

OPTIONAL DERIVED CHARACTERISTICS

Optional Derived Characteristics are Characteristics that may not be present in every Fuzion campaign. In an Old West campaign, for example, you may not ever need to have a Derived Characteristic for defense against lasers. But because these are derived from Primary Characteristics, you can always generate an Optional Derived Characteristic when you need one, allowing you to transfer characters between genres. Although these will vary from campaign to campaign, a few typical Optional Derived Characteristics are:

Luck [INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."

Endurance (END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg. 154), which restores as much END as your REC (see above).

Energy Defense (ED) [CON x 2]: How resistant you are to damage from lasers, electricity. force beams, and other "energy-based" threats. Calculated as points that are subtracted from "energy" damage only. ED is calculated from the same Primary Characteristic as SD; you can elect to move points from one to the other when you create the character (not afterwards!). The amount you can move may not be greater than one half the starting value. Example: With a CON of 6, I have 12 Energy Defense and 12 Stun Defense. I decide to beef up my SD at the cost of my ED, moving up to a max of 6 points from from one to the other.

Speed (SPD) [1/2 of REF]: This Characteristic is used to measure a character's reactions. Speed can be used to determine either when you move during the course of action, or how many things you can do in a specific time period (especially when using an optional Speed table such as the one used in Champions, 4th edition).

Basic Fuzion

by Christian Conkle

Talents
Talents are innate special abilities possessed by the character that cannot be adequately expressed as a learned skill. Talents cost 3 OP each.

Ambidexterity Can use both either hand with no penalty.
Animal Empathy Natural affinity with animals.
Blind Reaction May counter-attack in darkness with no penalty.
Common Sense May receive advice from GM before mistakes.
Direction Sense Never gets lost and always oriented.
Double Jointed May fit into tight spaces or escape bonds.
Eidetic Memory Never forget anything seen or heard.
Immunity Immune to something usually harmful.
Intuition May receive advice from GM before decisions.
Lightning Calculator Can do math instantly.
Light Sleeper Woken by the slightest stimuli.
Longevity Lives a long time with little detriment.
Martial Arts Access to Martial Arts maneuvers using a Plug-In.
Night Vision Can see in all but total darkness.
Perfect Pitch +3 to any Music related skill check.
Rapid Healing +3 Recovery.
Schtick Affectation or Habit.
Simulate Death Legendary task to determine if dead or not.
Speed Reader 1 page of normal text in 3 minutes.
Time Sense Always know the time and how much as passed.

Cumulative Talents
Cumulative Talents are innate abilities that vary in levels. Most provide some bonus to skills or characteristics. Cumulative Talents cost 3 OP per level, up to Level 5.

Accute Sense	+1 to Perception for one sense.
Combat Sense	+1 to Initiative.
High Pain Threshold	+2 to SD.
Beautiful/ Handsome	+1 to Interaction AVs.

Perks
Perks provide some benefit to the character in the form of aid, information, authorization, or assistance. Perks are purchased by level like skills, 1 OP per level. The cost of Perks are modified by their impact to the story.

Very High Impact	High Impact	Moderate Impact	Low Impact
x4	x3	x2	x1

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

License: 1 per level The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)-you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; A Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or secret service agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.

Contact: 1 per level You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you
Favor: 0.5 per level A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). *Note: that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.*

Renown: 1 per level Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.

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

Complications
Complications hinder the character in some way and are therefore worth negative OP. A Complication's value is based on it's (Frequency + Intensity) x Importance.

Frequency	Value	Guideline
Infrequently	5	Once every other gaming session
Frequently	10	Once every gaming session
Constantly	15	More than once per gaming session

Intensity	Value	Guideline
Mild	5	WILL + Concentration vs. 14 to overcome it.
Strong	10	WILL + Concentration vs. 22 to overcome it.
Severe	15	WILL + Concentration vs. 26 to overcome it.
Extreme	20	WILL + Concentration vs. 30 to overcome it.

Importance	Value	Guideline
Minor	divide by 5	No effect on combat or damage, with minor (-1) effect on skills or world reaction.
Major	divide by 2	Major (-3) effect on combat or damage(x1.5), serious(-3) effect on skills or world reaction, or puts character in danger.
Extreme	x1	Extreme (-5) effect on combat or damage (x2), extreme(-5) effect on skills or world reaction, or puts character into extreme danger.

Experience Points
Experience Points are awarded by the Gamemaster either for performing great feats, ingenious thinking or planning, or entertaining role-playing.

Experience Points can be spent to increase Primary or Derived Statistics at a cost of 5 XP times the next level. For example, to raise Body from 4 to 5 would cost (5 x 5) 25 XP. Experience Points can be spent to increase Skills at a cost of 1 XP times the next level. For example, to raise a skill from 3 to 4 would cost 4 XP. A new skill costs 1 XP but must be taught by another character.

Equipment
Characters may purchase gear in the form of weapons, equipment, vehicles, and cybernetics with money earned through either the Wealth Perk or by converting OP at an exchange of $100 per 1 OP.

Analyser **10**
Hand-held scanner about the size of a hardback book. The scanner sweeps 100m/yds around the user, examining life signs, technology traces, emissions, sounds, etc., reporting on what it observes on its LCD screen. Adds +2 to any Awareness, Understand Technology, Tracking or Survival skills.

Antigravity Module **10**
Small 1'x1'x1' cube with antigravity unit inside. Handles are on either side. Can lift up to 200 lbs. for 4 hours on a power cell.

Communicator **1**
Small radio (headset or matchbox-sized handheld). Range is 1000km. A communicator can reach a ship in orbit, as long as the ship is directly overhead and not blocked by more than a meter of concrete or metal.

First Aid Kit (Future) **0.5**
Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices. Required for Physician or First Aid skill attempts.

Food Packs (week) **1**
Compressed food for one man. Requires no heating or water; just rip open the seal and it heats in 2 minutes.

Gill Mask **5**
Facemask and collar unit equivalent to an aqualung. Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.

Holochips (10) **1**
Futuristic equivalents of tapes, music, and books.

Holorecorder **2**
Futuristic equivalent of a video recorder. Can record up to 10 hours on a single chip. Projects hand-sized holo image for playback.

Inertial Compass **3**
Small device about the size of a pack of cigarettes. Records directions travelled and replays instructions and map on LCD screen. Will always locate North. Adds +2 to any Navigation skill.

Macroglasses **1**
Futuristic equivalent of binoculars, with digital range readouts, image enhancement, still recording of up to 10 images (stored on holochips).

Medical Scanner **3**
Hand-held scanner the size of a paperback book. Examines patient, gives procedures and diagnosis on LCD screen. Adds +2 to any First Aid skills.

Music Synthesizer **2**
Any type of electronic music device; can include keyboards, drum pads, stringed instruments, and MIDI wind instruments. 10 hours per power cell.

Power Cells (6) **1**
The "batteries" of the future, used to power most small devices and weapons. Come in packs of 6, each with a jack for wall. Recharging; takes 1 hour to recharge a single cell. Every Future electronic device uses one power cell, which will run the device for 10 continuous hours.

Respirator **1**
Breathing mask for filtering out smog, toxic atmospheres, etc. Oxygen (1 hour) bottle included.

Sneaksuit **3**
Futuristic equivalent of camouflage, the sneaksuit mimics the background of whatever the wearer is passing in front of. Adds +2 to any Stealth attempt.

Survival Dome **3**
Light, self-inflating habitat for four. Air tight, can even be used in space (although air must be provided for breathing). Takes five minutes to set up.

Technical Scanner **5**
Hand-held scanner about the size of a paperback book. Readout examines mechanical/electronic hardware and gives repair procedures and problems on LCD screen. Adds +2 to any Electronics, Mechanics, Tinkering, Cybertech, FTL Tech, Gravitic Tech, or Hyper Energy Tech type skills.

Universal Translator **12**
Translates unknown languages and provides English equivalents through attached earphones. When spoken into, translates your words back via digitized voice. Takes three turns to translate a simple language; six turns to analyze and translate a complex one. *Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.*

Video Commo **3**
Two-way TV communicator about the size of a pack of cigarettes. Range is equivalent to a standard communicator, with same limits.

Basic Fuzion

by Christian Conkle

Archaic Ranged Weapons	ROF	Range (M/yds)	DC/ Cost
Bow		20per pt. STR, up to 140	4
Longbow		20per pt. STR, up to 200	7
Crossbow		200	4
Historic & Modern Ranged Weapons	**ROF**	**Range (M/yds)**	**DC/ Cost**
Colt Revolver	1	50	4
Light Pistol (.22)	2	50	2
Medium Pistol (9mm)	2	50	3
Heavy Pistol (.357, 10mm Auto)	2	50	3
Magnum Pistol (.44)	2	50	5
Bolt Action Rifle	1	100	6
Shotgun (12-Gauge buckshot)	2	40 Area Effect	5
Shotgun (10-Gauge buckshot)	2	40 Area Effect	6
Magnum Hunting Rifle (.458)	2	700	10
Submachine Gun (9mm)	20	200	3
Assault Rifle (5.56mm)	25	300	6
Battle Rifle (7.62mm)	20	400	9
Machine gun (.50 cal; 12.7mm)	10	800	10
Autocannon (30mm)	1	400	14
Recoilless Rifle (60mm)	1	400	15
Light Cannon (90mm)	1	400	16
Tank Cannon (120mm)	1	1000	17
Future Ranged Weapon Type Range	**ROF**	**(M/yds)**	**DC/ Cost**
Infantry Laser Gun (Bazooka-shaped)	1	400	12
Man-Portable Railgun	1	400	14
Energy Pistol (Blaster, Laser, etc.)	2	60	5
Energy Rifle (Blaster, Laser, etc.)	2	400	7

Type	Cost	DC	Accuracy	Min.STR	Notes
Battle-Axe	5	6	-1	5	2h
Broadsword	4	4	+0	5	2h
Club	1	1	+0	1	1h/Stun
Cyber-Hand-Blades	6	3	+1	1	AP
Dagger	1	1	+0	1	1h
Energy-Saber	5	4	+1	2	2h
Hand-Axe	2	2	+0	3	1h
Knife	.05	1	+0	1	1h
Javelin	3	2	+1	3	1h
Mace	4	5	-1	4	1h
Monoblade	3	2	+1	2	1H, AP
Polearm	5	5	+2	3	2h
Quarterstaff	3	3	+2	3	2h/Stun
Rapier	5	3	+2	2	1h
Saber	5	3	+2	2	1h
Spear	4	2	+2	2	2h
Short-Sword	3	2	+1	3	1h
Whip	1	1	-1	1	1h

Fantasy, Archaic & Natural Armors

Type	KD/Cost	EKD	Description
Heavy Cloth, Soft Leather, Fur	2	NA	Thief Gear
Heavy Leather, Padded Cloth	4	NA	Animal Hides, scales
Boiled Leather, Curi-bolli	6	NA	Barbarian Armor
Heavy Animal Hide	6	NA	Tough Animal Hides
Brigantine, Ring Mail	8	NA	Bardic Chain
Scale Mail, Bezainted	9	NA	Dragon Scales
Chain Mail, Laminated	10	NA	Samurai armor
Plate & Chain, Plate Mail	11	NA	
Field Plate	12	NA	Typical Knight

Modern Armors

Type	KD/Cost	EKD	Description
Light Kevlar	6	NA	Armored Clothing
Skin Weave	12	NA	Subdermal body armor
Kevlar	14	2	Lt. Armorjackets
Medium Kevlar	16	5	Med. A.Jacket
Flack	18	5	W/inserts, cable weave
Metalgear Plate	25	10	Plastic/Kevlar plate

Futuristic Armors

Type	KD/Cost	EKD	Description
Space Suit	5	5	Light skinsuit
Industrial Space Suit	8	5	Hvy. Metallized fabric
Military Space Suit	10	10	Metal fabric w/Plates
Body Armor	18	25	"Stormtrooper" plate
Personal Force Screen	10	25	Against Stun damage
Advanced Force Screen	14	30	Against all damage

Basic Fuzion

by Christian Conkle

Action

Using Skills

When your character tries to use a skill, you roll dice to see if the character succeeds or not:

	Action Value		Difficulty Value
Opposed:	**Stat + Skill + 3d6**	**vs.**	**Stat + Skill + 3d6**
Unopposed:	**Stat + Skill + 3d6**	**vs,**	**Difficulty set by GM**

If your Action Value meets or beats the Difficulty Value (DV), you succeed.

Opposed Difficulty Values are determined by the opponent's statistics. Gamemasters may choose Unopposed Difficulty Values from the following chart:

Difficulty	DV
Challenged	10
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30
Superheroic	34
Competently Superheroic	38

If, when attempting a skill, the player rolls 18, the player may roll an additional 2d6 and add the result to the total AV. Conversely, if the player rolls a 3, the player must then roll an additional 2d6 and subtract the result from the total AV.

Combat

Combat occurs in 3-second Phases. Each character gets one action per Phase but may take more for a penalty to the AV. When every character has acted, the current Phase ends and a new Phase begins. Four Phases equals a Round.

Each Phase, each character must roll Initiative (Speed + 3d6). Each character goes in order of highest to lowest Initiative until every character has acted.

Taking Damage

Punches and Kicks always do Stun damage only. Weapons do Killing Damage. Melee Weapons do +1d6 damage for every point of STR over the Minimum Strength of the Weapon, up to twice the DC of the weapon. Some Melee Weapons do extra Stun.

Stun damage is always subtracted from the character's pool of STUN points, after being reduced by the character's SD. When his STUN points are at 0, the body will react by shutting off the pain-and passing out. For every 5 STUN taken, the character also suffers 1 HIT of damage. If a character loses half their stun in one attack, they are dizzied for one round and suffer -5 to all AVs.

Killing damage is always subtracted from the character's pool of HITS and STUN after being reduced by the character's Armor KD. When the character's HITS are reduced to zero, the character is dying. The character will continue to lose 1 HIT per Round until First Aid is successfully applied. If treated, the dying character will lose 1 HIT per Minute until Medicine is successfully applied. When the character has lost their Body x 2 HITS below Zero, the character is dead beyond recovery.

At Half total HITS, all AVs are at -2, at Quarter total HITS, all AVs are at -4.

Lost Hits are recovered at a rate of the character's Recovery statistic per week. Lost Stun are recovered at a rate of the character's Recovery per Round (4 phases).

Actions

Abort Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your upcoming action this phase.

Attack Attacks count as one Action. The DV for attacks equalls the target's DEX + Athletics (or combat) + 3d6. Autofire attacks can be spread between several targets, -1 AV per 10 rounds fired. The targets are hit by as many bullets as the difference between the attacker's AV and the defender's DV. If an attack roll exceeds an opponent's DV by 10 or more, the attack ignores any armor KD when determining damage.

Aim Each phase taken Aiming adds +1 AV, up to +3; no other Action possible

Block Stops any one attack with a successful Defensive Roll vs the Attacker's Attack roll. You attack first next phase

Choke Hold A Grab at - 4 REF. 2D6 Killing Attack. And you can't talk while being choked.

Disarm Knock opponent's weapon from hand.

Dive for Cover Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.

Dodge Makes you harder to hit against all attacks this phase-adds +3 DV, but you cannot attack

Draw & Attack Draw weapon and attack in one Action. -3 AV.

Entangle Immobilize opponent until he can make a Escape.

Escape Escape from Grabs or Entangles, using STR+Athletics (or combat) skill vs opponent's STR+Athletics (or combat) skill.

Get Up Get up from being prone

Grab -2 AV to perform; grab target or gadget; -3 DV for both

Haymaker +3 DC damage, with -3 AV.

Move By Full Move and HTH attack during movement with a -2 penalty to REF and DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.

Move Thru Full Move and HTH attack at end of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.

Other Action Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.

Recover -5 DV, get Recovery back in Stun.

Run Move up to your full Combat Move (a Run).

Sprint Move up to your full Non Combat Move at 1/2 DEX, 0 REF

Sweep/Trip Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.

Throw Throw one object (-4 AV if not made for throwing).

Wait Wait for a chance to take your action or hold an action til later.

Basic Fuzion

by Christian Conkle

Combat Ranges	AV
Melee (4m/yds or less)	-0
Close (10m/yds or less)	-2
Medium (50/yds or less)	-4
Long (out to listed range of weapon)	-6
Extreme (every 50m beyond listed range)	-1
Other Combat Modifiers	**AV**
Moving target (per 3 MOVE used last round)	-1
Target silhouetted	+2
Vehicle mounted, no turret	-4
Firing shoulder arm from hip	-2
Aiming (per phase, up to 3)	+1
Braced	+2
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (successful Stealth roll)	+5
Off-Hand	-3
Target Prone	-2

Fantasy, Archaic & Natural Armors

Type	KD/Cost	EKD	Description
Heavy Cloth, Soft Leather, Fur	2	NA	Thief Gear
Heavy Leather, Padded Cloth	4	NA	Animal Hides, scales
Boiled Leather, Curi-bolli	6	NA	Barbarian Armor
Heavy Animal Hide	6	NA	Tough Animal Hides
Brigantine, Ring Mail	8	NA	Bardic Chain
Scale Mail, Bezainted	9	NA	Dragon Scales
Chain Mail, Laminated	10	NA	Samurai armor
Plate & Chain, Plate Mail	11	NA	
Field Plate	12	NA	Typical Knight

Modern Armors

Type	KD/Cost	EKD	Description
Light Kevlar	6	NA	Armored Clothing
Skin Weave	12	NA	Subdermal body armor
Kevlar	14	2	Lt. Armorjackets
Medium Kevlar	16	5	Med. A.Jacket
Flack	18	5	W/inserts, cable weave
Metalgear Plate	25	10	Plastic/Kevlar plate

Futuristic Armors

Type	KD/Cost	EKD	Description
Space Suit	5	5	Light skinsuit
Industrial Space Suit	8	5	Hvy. Metallized fabric
Military Space Suit	10	10	Metal fabric w/Plates
Body Armor	18	25	"Stormtrooper" plate
Personal Force Screen	10	25	Against Stun damage
Advanced Force Screen	14	30	Against all damage

Hit Location Chart

Roll3D6	Location	Hit Effect	AV
3-5	head	double damage	-6
6	hands/forepaws*	1/2 damage	-4
7-8	arms/forelimb*	1/2 damage	-3
9	shoulders*	1x damage	-3
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-5
13	vitals	1.5x damage -	-6
14	thighs*	1x damage	-3
15-16	legs/hindlimb*	1/2 damage	-4
17-18	feet/hindpaws*	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left

ROLL	Ground Vehicle	Aircraft	Boat	Effect (after armor)	HIT MOD
3-6	Front Wheels (5%)	Flaps (5%)	Bow	1x damage	-6
7	Controls (5%)	Controls (5%)	Controls (5%)	1x damage	-4
8	Engine (10%)	Engine (10%)	Engine (10%)	2x damage	-3
9-	Body	Fuselage (20%)	Hull (20%)	1x damage	-3
10	Body	Cargo	Cargo	1/2damage	-1
11	Fuel	Fuel	Fuel	2 x damage**	-5
12	Weapon	Weapon	Weapon	1/2 damage	-6
13	Crew***	Crew***	Crew***	Damage to pilot only	-3
14	Cargo	Propeller (5%)	Rudder (5%)	1x damage	X
15-18	Rear Wheels (5%)	Rudder (5%)	Prop/jets (5%)	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left If location not there, rollagain.
** if Fuel is flammable, this is 3x damage
***if shot penetrates armor

Archaic Ranged Weapons	ROF	Range (M/yds)	DC/Cost
Bow		20per pt. STR, up to 140	4
Longbow		20per pt. STR, up to 200	7
Crossbow		200	4
Historic & Modern Ranged Weapons	**ROF**	**Range (M/yds)**	**DC/Cost**
Colt Revolver	1	50	4
Light Pistol (.22)	2	50	2
Medium Pistol (9mm)	2	50	3
Heavy Pistol (.357, 10mm Auto)	2	50	3
Magnum Pistol (.44)	2	50	5
Bolt Action Rifle	1	100	6
Shotgun (12-Gauge buckshot)	2	40 Area Effect	5
Shotgun (10-Gauge buckshot)	2	40 Area Effect	6
Magnum Hunting Rifle (.458)	2	700	10
Submachine Gun (9mm)	20	200	3
Assault Rifle (5.56mm)	25	300	6
Battle Rifle (7.62mm)	20	400	9
Machine gun (.50 cal; 12.7mm)	10	800	10
Autocannon (30mm)	1	400	14
Recoilless Rifle (60mm)	1	400	15
Light Cannon (90mm)	1	400	16
Tank Cannon (120mm)	1	1000	17
Future Ranged Weapon Type Range	**ROF**	**(M/yds)**	**DC/Cost**
Infantry Laser Gun (Bazooka-shaped)	1	400	12
Man-Portable Railgun	1	400	14
Energy Pistol (Blaster, Laser, etc.)	2	60	5
Energy Rifle (Blaster, Laser, etc.)	2	400	7

Melee Weapons

Type	Cost	DC	Accuracy	Min.STR	Notes
Battle-Axe	5	6	-1	5	2h
Broadsword	4	4	+0	5	2h
Club	1	1	+0	1	1h/Stun
Dagger	1	1	+0	1	1h
Hand-Axe	2	2	+0	3	1h
Knife	.05	1	+0	1	1h
Javelin	3	2	+1	3	1h
Mace	4	5	-1	4	1h
Polearm	5	5	+2	3	2h
Quarterstaff	3	3	+2	3	2h/Stun
Rapier	5	3	+2	2	1h
Saber	5	3	+2	2	1h
Spear	4	2	+2	2	2h
Short-Sword	3	2	+1	3	1h
Whip	1	1	-1	1	1h
Cyber-Hand-Blades	6	3	+1	1	AP
Energy-Saber	5	4	+1	2	2h
Monoblade	3	2	+1	2	1H, AP