

DRAGON BALL Z

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Instant Fuzion is a simple role-playing/combat system. Characters can be made in less than five minutes, can fit on the backs of index or trading cards, and combat resolution is fast and easy. This system is featured in the brand new product, Wildstrike! from Hero Games, in the Usagi Yojimbo RPG from Gold Rush Games, and in the upcoming Dragonball Z RPG from R. Talsorian Games.

Characteristics

Instant Fuzion characters start with four Primary Characteristics, and two Derived Characteristics to define their basic abilities. These numbers range from 0 to 10, 0 being handicapped and 10 being nearly super-heroic. Normal people typically have Characteristics of 3-4. To create Primary Characteristics, multiply the average Characteristic number you want by 4. Example: I want my characters to have average Characteristics of 5, so I give them 20 points to distribute. Derived Characteristics are figured from the Primary Characteristics, and all are listed below:

Mental: A measure of your learning and memory, willpower, and force of personality.

Combat: Your reaction time, fine technical skills, and overall athletic ability.

Physical: This measures physical strength, toughness, and general health.

Movement: How fast you can move about.

Hits: (Physical x10) The amount of damage you can take before falling unconscious.

Defense: (Physical x5) Your defense against incoming damage.

Skills: The next thing that an Instant Fuzion character needs is Skills, which define what you know how to do and how well you do it. Skills are rated on the same scale as Characteristics: 0 means you don't know how to do it, and 10 means you are the best in the world at it. The Skills are listed below:

Awareness: Your Skill at perceiving and interpreting the world around you.

Body: Your athletic Skill; how well you can use your body to perform Physical feats.

Control: Your Skill at controlling machines, animals and vehicles.

Mind : The knowledge that you learned in school: history, current events, etc, willpower

Fighting: How well you can hit someone or avoid being hit by a melee attack.

Performance: How well you can get and keep the attention of a crowd.

Weapon: How well you use firearms, bows and arrows, and any ranged weapons.

Social: Your Skill at interacting with other people.

Technique: Your skills at using machinery or performing feats with your hands.

Power: Your skill at using your DBZ Powers.

Gadgeteer: Your ability to make things

History: Your ability to Know ancient history and lore

Evade: Your ability to evade

Melee: your ability to use Close combat weapons

Taking Actions In Instant Fuzion

Now that you have made an Instant Fuzion character, what can you do with it? The mechanic for resolving actions is very easy, and can be summarized with one formula: CHARACTERISTIC + SKILL + DIE ROLL = Action Total. For the Die Roll, all you need are three six-sided dice (commonly found in most board games), abbreviated as 3d6. The higher the Action Total, the more likely you will succeed. If you are competing against someone else, compare the two Action Totals; the highest total wins the contest. What Skill and Characteristic you use depends on the task. To drive a car, you add together your Control Skill and your Combat Stat, for example.

Example of Action Resolution: I want to hit my opponent in combat. I have a Combat Characteristic of 5, and Fighting Skill of 5, so I roll my 3d6 and come up with a total of 10 on the dice. I then add this number to my Skill and Characteristic, and come up with an Action Total of 20. To dodge my attack, my opponent rolls 3d6 and comes up with a 12 on the dice. He then adds this to his Combat Stat of 6, plus his Fighting Stat of 6, for an Action Total of 24. Therefore, since his total is greater than mine, I missed.

Damage Resolution: If you do hit, you would roll damage for your attack: A character hitting another with his fists or feet does as many d6's as his Physical Characteristic+Fighting. So if my Physical Characteristic is 5, and my fighting is 6, then I do 11d6 of damage. The target's Defense is then subtracted from the damage; if I rolled a total of 20 points of damage on the dice, and my opponent's Defense is 10, then I only do 10 points of damage to my opponent. Damage is subtracted from a character's Hits; once Hits are reduced to 0, the character falls down and is unconscious.

Power Resolution: $1d6 \times 100 + d6 \times 10$ to start. Power roll DV is Power used /10 on a combat + power or Mental +power or body+power +3d6 roll

Mental Power resolution: mental +power + 3d6 vs Mental+mind +3d6

Awareness Resolution: Mental+awareness +3d6 Vs Universal difficulty +3d6

Stats (all 1 point per point, start at 0):

Combat, Physical, Mental, Move

Defense (5 x Physical); +2 for 1 point

Hits (10 x Physical); +5 for 1 point

Starting Points = average x 4

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Skills (all 1 point per point, start at 0):

Note that you can call Body or Mind Skills by a general name like Reporter or Policeman or Thief, so someone can be Thief 5 instead of Body Skills (or Con Man 5 in Mental Skills).

Body: anything to do with physical stuff.

Evade: not getting hit in combat.

Fighting: martial arts, attacking hand-to-hand.

Mind: any skill involving primarily mental traits.

Power: using powers, magic, anything special.

Weapon: using ranged weapons

Performance: your ability to perform/trick others

Tech: your ability to handle machinery

Social: Your ability of social interaction

Gadgeteer: invention

Melee: using close combat weapons

Control: Piloting

Awareness: Perception

Starting Points = average x (number of skills used; 6 for superheroes)

Power Categories:

Attack power: 1 power per D6

+1 per 10 defense/deflect ignored

+10 per rapid fire

+20 per phase of homing (doubles attack total)

+2 per delay in blast

+5 per 90 degree bend

+5 per 1 move needed to evade.

Boost: 10 per +1

- Boost Reaction (boosts initiative)

5 per +1 Boost Strength (boosts strength/Damage)

-Boost per 10 move

-Boost +1 Action

-boost flight 20 per Mach per 10 minutes.

-Boost combat

-Boost power up +10

-Boost Perception +1 to awareness rolls

Defensive:

Force Field: 10 power per 5 Defense and 5 ki Dice protection :

Invulnerability: 10 power per 10d6 of physical attacks negated.

Deflect 10 power per 10d6 of Ki attacks negated

Mind Block 10 per +1 to Mind skill

Physiological

100 per Extra Pair of limbs (legs x 2 Move, Arms x 2 Fighting,

100 per Clone

100 per After Image

30 per Growth +3 Physical , x 2 Size, -2 combat, x 2 move x 8 Mass. +15 Def, +30 hits

100 for full Life Support

10 to 80 for specific life support features.

100 for Regeneration (1:1 healing of hits)

30 per Density Increase: +3 Physical, x 8 Mass, +30 Def, ½move.

30 per Shrink: -2 Physical, -10 Def, +3 Move, +3 evade, x ¼Mass.

20 per Special vision (infravision, nightvision, Telescopic, thermovision, X ray,)
50 per 360 degree senses. (Radio, Radar, Vibration, Spatial, Sonar)

Movement

10 power Teleport (10meters, or 100 meters out of combat)
15 per 3 move of stretching
20 per move of tunneling
50 per Dimensional Teleport (100lbs per location)
5 per 10 move of Swinging
5 per 10 move of leaping
10 per 5 move swimming
100 per level of FTL movement
20 per Mach of flight
1 per 5 Flying move (x 2 Non Combat)
1 per +1 move (x 3 non combat)

Mental

30 per D6 in Telepathy
30 per D6 in Mind Scan
70 per D6 in Area Affect illusions (5 move radius)
50 per D6 in Illusions/invisibility per phase
50 per D6 in mind Control/Mental Attack

Mental Effect table

Mental x 1 : No effect
Mental x 2 : Some effect
Mental x 3: Noticeable effect
Mental x 5: Major effect
Mental x 6: Severe Effect
Mental x 8 Deadly/Supreme Effect

Martial arts moves:

Kicks - 1 to hit +1 d6
Grabs -2 to hit , -3 evade
Evade +3 evade
Dodge +5 evade, -5 attack
Gouges, +5 to hit, -5 damage +2 phases of blindness
Wait: nothing
Recover: Recover phys x 2 in hits - 5 combat
Power up: Power up at power up rate
Boost: Boost action
Attack and shoot in one action: -3 to combat
Martial Strike : - 1 d6 per +1 to hit
Move thru: +1d6 per 10 move / suffer 1/2 damage back -2 combat per 10 move
Move by +1d6 per 5 move / suffer 1/3 damage back, -2 combat
Passing strike +1d6 per 10 move/ -4 combat
Speed Escape +10 Evade per mach
Leap : 3d6+move
Throw: 3d6+physical
Break fall: land on a combat +body roll vs their attack roll to land on feet
Invisible: 1/2 combat and skills to Opponent, make a Awareness vs Mind Skill AV to detect person.
New moves: Can At most be at +/- a characters combat Score. One extra effect can be added upon gm Decision.

Talents

Talents are innate special abilities possessed by the character that cannot be adequately expressed as a learned skill. Talents cost 5 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 Strike Can trade Damage for accuracy on a 1d6:1 Basis and Vice Versa.

Night Vision Can see in all but total darkness.

Perfect Pitch +3 to any Music related skill check.

Rapid Healing +3 Recovery.

Shtick 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.

Rapid Learner: Learn other's Techniques on a DV 34 MIND Roll.

Natural Swimmer: Can fight and work underwater without penalty.

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.

Acute Sense +1 to Perception for one sense.

Combat Sense +1 to Initiative.

High Pain Threshold +5 to DEF.

Beautiful/ Handsome +1 to SOCIAL AVs.

Lucky: Roll 1d6, On each 5 or 6 rolled Can try for a reroll. On each roll of 1 Subtract 1d6 from the attempted action.

Heritage: Player has some ancestral heritage that gives him special Benefits. Each level determines how powerful it is. Gm's Decision on what this heritage does.

Grace of God: This talent means that for each level in this, A player can call upon the Gm to save the player's hide no matter the condition. GM gives a player 1d6+ Level of Grace of God level. If a player uses up his Grace of god points, and uses it again, he immediately calls upon himself the **WRATH OF GOD** and suffers any horrible things the Gm wishes to impose.

I'm Not Dead Yet!: For each level a player purchases, the player's character can come back to life. Each use depletes the level of this. It can only be bought back up with Gm's permission. The player comes back to life in His (PHYSICAL) stat in hours. He Reincarnates in either the last place he died, or the nearest safe place. Note: This is perfect for making FREIZA style Villains.

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 x 4

High Impact x 3

Moderate Impact x 2

Low Impact x 1

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

NOTE: 1 OP can be spent to add +10 Power level. Or 5 to +1 CP. Or 1:1 for Skills, talents/ perks.

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(24) to overcome it.

Strong 10 WILL + Concentration vs. 22 (32) to overcome it.

Severe 15 WILL + Concentration vs. 26 (36)to overcome it.

Extreme 20 WILL + Concentration vs. 30 (40)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.

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded

You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Bipolar

You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

Delusions

You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15) .

Masochist

You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).

Phobia

You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).

Paranoia

(just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focused on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

Split Personality

You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead

Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).

Bad Tempered

You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Coward

You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

Obsessed

You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

Shy

You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

Stubborn

You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker

You can't control your fighting rage- you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).

Unlucky

Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20)

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age

You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce any 3 Characteristics (except Mental Group) by 3 (15).

Dyslexia

You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

Epilepsy	You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).
Missing Limb	Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).
Reduced Hearing	You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).
Reduced Mobility	You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadraplegic; unable to move below the neck (20).
Reduced sight	your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).
Uncontrollable Change	You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).
Vocal Impairment	Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).
Vulnerability	You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).
Susceptibility	You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you:

Public Figure

You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

Bad Rep

People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity	You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).
Poverty	Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).
Personal Habits	People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).
Oppressed	You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast: you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).
Distinctive Features	You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).
Outsider	You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you.

Capabilities	What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).
Extent	How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20) <i>Note: Instead of using the normal Intensity table, use the following scale:</i>
Intensity	What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor	These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
Sense of Duty	You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).
Vow	This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).
Dependents	These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction/dependence	You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).
Honesty	You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
Impulsiveness	You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).
Intolerance	You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).
Jealousy	You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10). Physically violent (15).
Kleptomania	You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).
Lecherous	You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

Experience:

Gained at 1 to 5 points a Session

OR from Training

10 per Week, 30 per Day in Accelerated Time, x Gravity

Fighting : Total of Defeated opponents: / Winner's Base power level , X 10

Cost for learning Moves:

1xp per 10 power or 10% modifier.

25 XP per +1 to Physical/Mental/Combat

2 xp per +1 Move

1 xp per +10 Power up

1 xp per +1 skill

1 xp per +10 power in an attack

1 xp minimum on a new power or skill

10 xp on a new Talent

5 xp on a new Perk level

martial art moves:

4 xp per added benefit

Notes on boosting:

A character can Temporarily Boost an attack by spending .01 x Percentage increased by in health (100 % increase = 10 health)

And can increase this power by so much. This is limited to a max of relevant Skill level/10.

(at skill of 15, x 1.5 power, at -15 health, at a skill of 60, that's x 6 power at -60 health.

Notes on Androids: Wait for the Addendum to the DBZ fight rules for android/Vehicle special Rules.

Further Note, It is no longer possible to purchase abilities on a permanent basis.

Further note, Last Ditch Deflects are only possible on the First Phase of each round, and can not Reflect attacks, and all power that is used in the deflect is lost for that combat. (Last Ditch deflects used the die roll + AV x 10 as the amount of power being used to Deflect.

Further Note, Anything else not on the rules will have to be discussed with the GM.

Gm is advised to Convert to/from hero or Metkon Zeta using all the changed rules.

KAIOKEN :

x1 -30 health for +50% power +25% stats

x 2 - 60 health for x 2 power +50% stats

x 3 -120 health for x 3 power +75% stats

x 4 -240 health for x 4 power +100% stats

x 10 - 1000 health for x 10 power. +250% Stats

x 20 - 2000 health for x 20 Power +500% stats

Oozaru: x 10 to all stats and power up And power level

Super Namekian x 75 Power Level x 3 Stats +75 to all skills P / Level Minimum 750

Android Fusion: Add 50% of Lesser Android's stats to Greater Androids, Add power level 1:1. Use only Highest skills.

Super Android: Add 50% to All stats and skills and Power level.

Namekian Fusion: Add Both Power levels, Add +25%, All stats except mental, Add 50% to all skills.

Super saiyan 1 : x 50 Power Level, +10 Stats +50 to All skills P/Level Minimum : 10K

Ultimate Super Saiyan: x 80 Power, + 24 Stats, +70 to All skills, P/level Minimum: Super Saiyan 1.

Super Saiyan 2: x 100 Power Level + 40 Stats +100 to All Skills P/level Minimum Ultimate Super Saiyan

Super Saiyan 3: x 150 Power Level +150 Stats +150 to All Skills P/Level Minimum Super Saiyan 2

Super Saiyan 4: x 200 Power Level +500 Stats +200 to All skills Minimum level: Super Saiyan 3

Mystical Super Saiyan: x 300 Power level +900 all stats, +300 to All skills, Minimum: 50K Power level, requires Mystical Training to reach this state.

Monster Transformation: x 1.5 Power level, +25% to all stats and skills.

Transform: $1/50^{\text{th}}$ of new level power for every 5 multiplier x 2 Stats and skills. +/- Power per stat deviation from the multiplier (add if increased, subtract if decreased)

Solar Flare: 100 per Phase of blindness

Entangle: 100 per 10d6 hits, 25 Defense, -10 combat of victim.

Aid/Drain/dispel/Summon : 100 per 5d6. total /5 is amount of stat affected.

Deflects: Require an Action to Create.

- A) are instantly stopped by a physical blow
- B) Can reflect any attack that is less than then it's level back at it's attacker (successful AV to hit)
- C) If Hit by a ki attack, stop 1d6 per pt in the deflect.
- D) If hit by a lesser attack, is not put down, until overwhelmed.
- E) Does not reduce after a lesser attack
- F) Invulnerabilities stop 1d6 per pt in a physical or lethal attack
- G) Are dropped by any Energy attack.
- H) Shields stop 5 DEF per 1pt of ki in the shield. They aren't broken until the Weilder's power level or hits are dropped down to 0.
- I) Roll $3d6 + \text{Power} + \text{combat}$ to Activate Any of the Deflect Types. AV is based on $1/10^{\text{th}}$ the power used.

REVISED Strength Scale

(Made to Simulate DBZ more, and not the insanity that the rpg purports)

Every 10 Physical strength can lift 10 tons and it increases x 2 per 10pts after.

ie Physical 10 = 10 tons . Physical 11 = $10 \times 1.1 = 11$ tons, 12 : 12 tons, etc

Physical 20 = 20 tons , Physical 21 = 22 tons, 22 = 24 tons etc.)

1 KILL = 50 Hits / 50 DEF 10 Str.

2 kills = 1 ton 1 Kill = 1 Space for 1 Kill weapon.

Spirit Bomb: Does a near infinite amount of damage, but does zero damage to those pure of heart. It's area of affect is 1meter per 100 power. It never misses, but the DV to make one is Mental + Power vs the DV of the Area being Absorbed from.

Multiply The Power up of the user by the following:		TIME	Difficulty Value
Small area (1000's)	x 2	2 phases	28
City (10,000's) x 5		2 rounds	32
Metropolis (100,000's) x 10		2 minutes	36
Country (Millions) x 100		10 Minutes	40
Large Country (10 millions) x1000		40 Minutes	60
Small Planet (Billions) x 10,000		2 hours	80
Solar System (-----) x 100,000		12 hours	100
Several Solar Systems x 1,000,000		2 Days	120
Galaxy x 1,000,000,000		2 Weeks	240

Dueling hyper actions:

A player is allowed to React on every Action of an attacker (with his own attack) if he Has more actions that round. Otherwise he can only deflect.

Death increase:

You can double your final power level by losing all your health.

Death:

Death shouldn't be instantaneous, but it can occur if you are reduced to your hits x 2 in negatives.

Resolving Actions

Note on moves:

Blocks require a Free action to defend against. The only Exception are moves that are impossible to block. One rolls 3d6+Combat+Fighting+10.

Full Evade:

Requires A free action to do so, and the single roll is applied to all actions done against the defender that can be detected.

Roll 3d6+Combat+Evade+3

Normal Evade:

Requires no Action, but does require awareness. Roll 3d6+Combat+Evade.

Area Affect Evade:

Requires a Move+Body Roll to escape an area Affect attack. Characters who are flying at mach speeds can evade an area affect with a normal Combat+Evade +3d6 + 10 per mach roll.

Last Minute Deflect: Can only be done by the Opponent who has been hit by a Ki attack. Roll 3d6+combat+Power and raises a deflect against the attack.

Opponent Forgoes his Action for the phase.

After imaging:

After images require either a Mental+Mind Roll vs a DV of 34, +2 per Extra Image created, for an oppoent to Detect them. If a player fails to detect the after image, he strikes and hits only the after image. The maximum distance between after images is equal to the current move rate of the character.

Cloning:

Characters have All the same stats and skills of the original character, But don't have any power, unless power was placed into them. Clones must be maintained at 100 per clone created per phase.

Matter Transformations:

Opponent Must roll over the Hits of the opponents or Objects, Or over the incoming power level for Transforming ki attacks into other things. Gm and player Must come to agreement on the specifics of transformation. Suggested that any effect be limited to The Total power of the transforming attack x 2 in The number of OP/ SP/ CP of any item or power or creature created by Transform.

Suppress:

Suppresses the amount of power rolled on D6s as long as it's payed for each phase.

Dispel:

Dispels must roll over the incoming power or existing power or creature's sdp to affect them. These are affected by any Kills or DEF of the target.

Growth:

A character under growth must pay for his size every phase.

LEAPING:

A character can leap normally his move in meters in any combination of length or height.

By making a successful Body roll, he can add his physical+Body to the distance he can leap.

SWIMMING:

Swimming rolls are done with 3d6+Move+Body and characters not used to swimming are at ½ to all combat skills until they take natural Swimmer talent or specialize in learning to swim and fight.

Teleport:

Teleporting in Combat has a DV of 10 +2 per HEX moved through. Roll Mind + Power +3d6 to Meet this DV.

OUT OF PHASE/Ghosting:

Costs 60 power per phase done, and an additional cost of 10 power per hex moved through. The player is still visible and vulnerable to mental powers. For 100 power per phase, The player becomes invisible, And can only be affected by attacks that will strike "Ghosted" characters. (50 power Advantage for ki Attacks)

INVENTIONS:

Gm Assigns a DV of 10 per +2 per Kill of Device, or 5 per 10 power it simulates. Micronization adds +10, Recreatability adds +1/2 the DV, or if it's a skill bonus it gives the level of bonus x 2.

Avs can be accumulated as long as 1 minute per DV of the roll is taken, and Extra time is taken. Each "unit" taken to complete a Device Devides the DV of the rolls needed. (if the DV is 10, Taking 20 minutes will make the player need to take two DV 5 rolls). Any missed roll Destroys all the previous work on the device.

Repairs:

Gm Assigns a DV of 10 + (Damage amount x 2). Use the Same time formulas as for inventions.

Cost for Repairs assumes \$100 per point of DV.

Unjamming:

A Mind + (weapon) Roll is done, with the DV being (Damage of weapon x 2). Same time formulas can be used for above, for making the unjamming roll easier. (if a weapon has 6DC , The DV for unjamming is 12. if the Weapon has 400DC, The DV is 800!, it will take about 100 time units to unjam! For normal people.)

Control Rolls:

DV is 12 for Easy pilot actions, DV 16 for any Difficult Piloting Actions, and a DV is increased by +2 for each 20mph of speed, or +20 per Mach of flight.

FTL:

FTL rate is 1 per day, And doubles each level.

Navigation:

Roll every 10 km(miles), or every 100km for Mach flight, or Roll for every "Day" of distance. For FTL.

Mind Roll or Specialized Navigation roll.

SubSkills: These are skills based on a prior skill

Any points put towards these Adds to the roll. Sub skills are marked by a *

STREET FIGHTER MOVES:

Note: one can either Deduct OP or Damage dice, The max of any maneuver performed is one's COMBAT score.

When designing a maneuver the player must decide if it is going to be a defense, a grapple or a strike. These are the three basic maneuvers of martial arts and everything else is a modifier of one of these three. If the maneuver is an attack then it is assumed that the player will affect his opponent adversely on a successful roll. If the maneuver is a defense, then it is assumed that the player wishes to counteract an attack. Thus, if both opponents declare a defensive maneuver then nothing will happen that phase. Any maneuver containing a defense portion is considered a defense. The three basic maneuvers are always free. Anyone who has a martial arts level of at least 1 can perform these three things. Any character in Night City better have at least 3 levels of martial arts or he's a walking dead man. Even if it's street fighting, bar brawling, boxing or whatever you want to call it.

When placing a basic modifier into a maneuver the first one is always free and every maneuver must have at least one. For an additional basic modifier it will cost 4 points. If you wish to have the option of using the different basic modifiers on separate targets, it will cost you 6 points. This will be indicated with a (M) in the maneuver. If a player puts a Strike and a Defense in the same maneuver it is assumed that the defense always goes first. This protects the player while he is delivering his blow. When placing a Grapple and a Strike in the same maneuver, the Grapple should always go first. This allows the player to deliver a better hit. And, when placing a Defense and a Grapple in the same maneuver, the Defense will go first to allow a better grab. Simply put: Defense always goes first and Strike always goes last. Here are the three examples:

[Defense/Strike] [Defense/Grapple] [Grapple/Strike].

For the maneuver one roll is made and if the player is successful all portions of the maneuver are applied. If the player is able to use the maneuver on several different targets then he will have to compare his result to each opponent's roll (each target and the player only roll the dice once). Those who obtain successes will gain their desired effect. Thus, the player could dodge one guy but get hit by another.

By placing more than one basic modifier in a maneuver, the player will be able to make multiple effects in a phase. Each basic portion of the maneuver must be used on the same target unless purchased otherwise. Each advanced modifier must be purchased for each basic maneuver. This can be tricky, in that, a Strike: x2 KB / Strike would be kind of stupid. The target would be heading across the room before the second hit landed. A better way would be Strike / Strike: x2 KB so that the second hit would send him flying not the first one. If the player purchases the second Basic Modifier at the +6 (M) cost he may effect any target within his range by either or both portions of the maneuver. Thus, he could block one person and hit another or block and hit the same target.

Strike

This is an attack delivered to the target with a body part or a weapon. This modifier automatically causes the player to deliver damage equal to the player's strength in dice in to the target unless modified otherwise.

Defense

With this modifier the maneuver allows the player to avoid 100% of the intended damage. The damage is misdirected, stopped or completely avoided. Performing a defense has several inherent advantages but you must first choose which type of defense you are doing to determine the modifiers you will receive. There are 4 different types to choose from and they are Block, Dodge, Evasion and Parry. Their descriptions and modifiers are listed below. Another benefit to performing a defensive maneuver is that there is no endurance cost unless the maneuver involves an effect to the target (like damage or throw). For defense maneuvers, as opposed to a standard evade, ties do

not go to the defender, they indicate a non-result (no one's maneuver works).

Block: This is an interception using a body part to stop or change the movement of an opponents attacking body part. Blocks are fairly easy to perform so they receive +1 to AV. They also set off an opponent's predicted movement so you will also receive +2 to initiative the next phase if the block is successfully pulled off. If a block is used against a weapon the player will lose the bonus to AV.

Dodge: To perform a dodge, the player must move at least one hex in any direction except the hex occupied by the attacker. If the player has movement left he can use as much of it as he wants or if he has Aerial attached to the maneuver he may move up to his entire jump. If the player declares a jump he may even move over the target. If the player has no movement left he may move one hex away from the attacker. The player's movement will give him +3 AV versus the number of targets the maneuver can account for. Or, it can add +2 to Evasion for all attacks against the player. The maneuver may not include advanced modifiers that directly effect a target. So throw, grounding and holds are out of the question. You cannot add a second portion to the maneuver, like a Grab or a Strike. A dodge is meant to get the player clean out of harms way.

Evasion: This type of defense is very subtle. It indicates a slight sidestep, a duck, a jump, bob or weave. If successfully pulled off the player will receive a +2 to AV and +1 to Initiative in the next phase due to the positioning of the player.

Parry: This defense is the same, as block but requires the use of a weapon (the bonus is not lost if used against another weapon).

Roll: This modifier causes the player to take half damage from an attack in addition to all other damaging effects. This includes normal damage, killing damage and flash effects. Grounding, x2 KB, holds, dislocation and throws are normal. Unlike other defense maneuvers, the player allows the target to strike him and rolls with the blow. This is perhaps the easiest type of defense to perform so the player will receive +3 AV.

Grapple

The effect of this modifier is a Hold I and on a successful roll the player will gain the advantages therein. The player can use this as a defense or an attack. As a defense, he will not be able to dodge, block or parry; his defense will be the grab, like grabbing the hand of an opponent with a sword. Remember, if used as a defense it is subject to defense rules. As an attack there is no damage delivered (unless modified to do so) just the hold and the maneuver is treated as an attack. If the player has a follow-grapple maneuver it will work even if he has had the target in a hold for 10 rounds, because last round he had him in a grapple. Once the player establish a grapple on a target he does not need to roll each phase to keep him in it, unless the target tries to escape. If the target tries to escape then the player will have to make a maintain roll. The advantage here is that it will not cost the player a phase to maintain the hold but it does cost the target a phase to attempt an escape. To escape, the target declares that he is trying to do so. The player and the target roll off, the higher roll wins. This is Dexterity + Martial Arts verse Dexterity + Martial Arts roll. Remember to give the player any reflex benefits he received from the initial maneuver. If the target wins, he is free. In this case, if the player lost initiative then he would lose his action but

if he had won initiative his action would have gone before the escape attempt.

Except as noted, the target can do anything he wants except move away from the player. Thus, if he wishes to punch the player in the head, all he has to do is accept the modifier and then go to it. However, throwing the player any distance would be out of the question. If the target wants to move somewhere other than where the player wants him to go, then you must compare strengths. The character with the highest strength may control the direction and velocity of movement up to a distance equal to his the difference of the opponent's strengths and only up to his move.

If the player has a 6 strength and a 3 move and his opponent has a 2 strength the player could move 3 (or 4 if his move was a 4 or better).

See **Holds** for more information on specific holding modifiers.

Defense / Strike

This can be simulated several ways. It could be a punch that intercepts an attack and continues on into the target. It could be a block done with such force as to damage the striking appendage. In this case the player will not receive a modifier to hit the striking appendage. Another example is when the player blocks with one arm while simultaneously striking with the other.

Defense / Grab

This is a defense that turns into a grapple. It could be a side step into an arm lock or maybe a block that follows through with a hold. Again, in this example the player needs not aim at the striking appendage.

Grab / Strike

Quite popular amongst all fighters, this type of maneuver allows the player to grab his opponent and then strike him. This can be simulated as a grab punch, a grab arm break or maybe a tackle.

Strike / Strike

This is another common combination. It is most commonly used to simulate attacks against two opponents. A double strike to a single opponent is better simulated as a bonus to damage.

Defense / Defense Not too commonly done, this setup is only useful against multiple opponents so the player must purchase the second defense at 6 points. It will allow him to make two separate defenses, one against each opponent. He still only makes one roll.

Grapple / Grapple

Again this is not a very common combination and must be used against two separate opponents. At the successful completion of the maneuver the player will have both targets grappled.

These are modifiers that enhance basic modifiers.

These cannot be added to a maneuver unless a basic modifier has already been purchased. Thus, a striking disarm would assume that the player struck the weapon hand causing the target's weapon to go flying. A defense disarm would do the same thing but would also receive the parry bonus. A successful grapple with this maneuver would avoid any damage from the target and opponent. He still only makes one roll.

Grapple / Grapple

Again this is not a very common combination and must be used against two separate opponents. At the successful completion of the maneuver the player will have both targets grappled.

ADVANCED

These are modifiers that enhance basic modifiers.

These cannot be added to a maneuver unless a basic modifier has already been purchased. Thus, a striking disarm would assume that the player struck the weapon hand causing the target's weapon to go flying. A defense disarm would do the same thing but would also receive the parry bonus. A successful grapple with this maneuver would avoid any damage from the target and remove the target's weapon to the player's hand or place the target in a hold I position causing the target to drop his weapon. The optional cost allows the player the option of not using this portion of the maneuver. In

the same token, the player doesn't need the condition to exist to perform the maneuver. An optional modifier will be indicated by an (O) symbol.

If Standing is placed in a maneuver then the player must be grounded to perform the maneuver. If the Standing portion is optioned (O) then the player can perform that maneuver whether he is grounded or not.

Abort

With this modifier, the maneuver can be defaulted to as a backup for another maneuver. The player must link the abort to a basic modifier (strike, defense or grapple). Aborts also follow the order of initiative. So, if the player wins initiative and the target uses an abort maneuver, then he will also have a chance to abort as the attack must always go to that area. The cost for this modifier is 2 points per minus to hit that area.

See **Hit 'Im Where it Counts** in the In Addition section for more information on area specific attacks.

Basic Requirements: Strike or Grapple

Damage

By adding this modifier to a maneuver the player will only do half damage. The strength will remain the same for purposes of KB, only the actual damage amount will be halved.

Basic Requirements: Strike

Dislocating

This modifier will allow the player to disable a limb by dislocating it. The target will not be able to use the limb until it has been reset. In addition, the target will be at -2 AV due to his unbalanced motion. If the target has First Aid level of at least 3 or has a dislocating maneuver of his own he can take 1 phase and reset it. For that phase he can do nothing else and for the next phase he will be stunned due to the pain.

Basic Requirements: Strike or Grapple

Disarm

If added to a strike, the player will strike the hand of the weapon and send it flying in addition to doing strength dice in damage. If added to a defense, the player will use a strategic block to send the target's weapon flying. If this is added to a grapple and the player specifies weapon, he will not only remove the weapon from the target but will gain the weapon for his use. If the player does not specify, the weapon will drop in the hex and the target will be placed into a hold 1. If a weapon is securely attached to a body part, this maneuver will not work. If the weapon is attached in manner easily broken, the GM may assign an additional difficulty to the success roll.

Basic Requirements: Any

Draw

This modifier is a very complicated addition to any maneuver. It can take years to perfect so the cost is not always worth the benefit. In combat, however, it can win the battle or save the player's life. It is a very decisive modifier and makes an awesome addition to anyone's arsenal of maneuvers.

Basic Requirements: Weapon

Effect

This will allow a player apply damage as per a special effect. It will do no extra damage but may have an effect on certain types of creatures. If the player delivered a fire effect punch to a Vampire or Zombie it would do non-regenerating damage to him. This is an optional modifier and is subject to campaign and game master consideration. The cheaper cost is for players who already possess a power with the desired effect.

Basic Requirements: A damaging maneuver.

Escape

This modifier is used to counteract a grappling maneuver. It indicates that the player is trained to reposition himself or to use leverage to enhance his potential for escape. When the player uses this modifier he will gain a +3 to his skill roll to break a hold.

Basic Requirements: Grapple

Feint

When added to a maneuver it will allow the player to declare the attack but not follow through with it. This will be an honesty issue so, no lying ladies and gentlemen.

The maneuver can still be used as normal so the player

must decide beforehand whether he is going to follow through or not. The opponents will roll normally and if the player is successful then next phase he will receive +2 to his AV and +1 to initiative plus any modifiers from the next maneuver he chooses.

Basic Requirements: Strike or Grapple

Flash

Works much like the power but is an existing element in martial arts today. This is an attack that effects one sense group as opposed to delivering damage. A successful roll will disable the target's sensory group for the number of phases indicated. The modifiers are listed in the powers plug-in at this sight. Or, you may use the base fusion rules. When placing flash in a maneuver the designer must indicate which sensory group he is effecting. This can not be added to a power or ranged weapon (use the modifier Power for that). If added to strike, no damage is delivered only the effect of the flash. There are no changes for a grapple. To use flash you must aim at a vital area or purchase vital in the maneuver. This could be the eyes, ears or even a nerve cluster. When designing the maneuver, the player should specify which one the maneuver will always effect. Examples would be an eye rake, ear pop or nerve strike. A nerve strike will disable a limb for the indicated amount of time. If the neck is chosen then the well.

Basic Requirements: Any

Aerial

This modifier allows the character to perform an acrobatic stunt during the maneuver. This will allow the player to add up to his leap in distance to the maneuver. This movement may occur before, after or during the effect. Thus, he could flip over the target and land with a kick to the targets back. The target will be at a rear facing minus, while the player will strike normally. Or the player could kick the target as he does a back flip. This would place the player up to his leap in distance away, before the target could respond. Aerial doubles the endurance usage for the maneuver.

Basic Requirements: Any

Area

Some maneuvers automatically effect certain areas of the body. The advantage to this modifier is that the player does not need to aim to deliver the attack, but target will become grounded and may only make standard evades until the effects wear off.

Basic Requirements: Strike or Grapple

Follow

This modifier is used to string maneuvers together. By placing this modifier in a maneuver the player specifies a successful basic or advanced modifier that needs to be successful in a previous phase for this maneuver to be performed. Advanced modifiers and maneuvers are worth two points' retribution because there are more of them to occur. Basic modifiers are only worth 1 point of retribution because there are only three of them and every maneuver must contain at least one of these modifiers. The modifier can also be specified to follow a target's successful maneuver.

Basic Requirements: Any previous maneuver, basic or advanced modifier.

Ground Fighting

Man was designed to fight on his feet. But, he has learned to overcome and even excel in this adversity. Ground fighting techniques were developed to overcome this adversity, but a player must be trained to be able to reap these fighting advancements. Most grapple heavy arts rely on ground fighting techniques. A player who is grounded is at a -2 to initiative, AV and EV. Listed below are the three basic ground fighting modifiers. Also check out standing as a potential addition to your ground fighting arsenal.

Ground: This modifier allows the player to perform the maneuver without suffering any grounded modifiers. The player however will remain grounded.

Basic Requirements: Any

Grounding: Designed to unbalance and topple a target off of his feet. At the end of the

successful maneuver the target winds up in a grounded position.

Basic Requirements: Strike or Grapple

Grounded: Using this modifier the player will leave his feet to complete the maneuver regardless of success. At the end of the maneuver the player winds up in a grounded position.

Basic Requirements: Any

Holds

Holds cover all forms of grappling, grabbing, holding and restraining. Thus, a maneuver must have grappling included in it to perform any restriction. If a restriction is obtained, the modifiers apply until the player is stunned, knocked out, let's go or the defender breaks free.

If the player wishes to grapple a certain area then he must assume the minus to his AV to do so. Thus, if the player were trying to perform an arm lock he would assume a -1 to AV to grab the arm. Once a limb has been held however, the player will no longer receive a minus to hit that area.

If the player had a target in a headlock, he could then pound on the target's face all day without an aim modifier for the head.

Hold 1: This is a basic grab. There is no special maneuvering or holding location. On a success roll the target gains -2 to martial arts AV rolls against the player. In addition, he will be at a minus equal to the amount of strength the player has above him to all evade rolls. If the target's strength is equal to or higher than the player's strength, he will receive no minus for movement.

Hold 2: This is a hold or a pin. It places the target in a vulnerable position by snaring the target's limb(s). The player will entangle and temporarily disable the target's limb(s). The player can disable as many limbs as he sacrifices himself. On a success roll the target gains -3 to martial arts AV. In addition, he will be at a minus equal to the amount of strength the player has above him to his evade rolls. If the target's strength is equal to or higher than the player's strength he will receive no minus for movement.

Hold 3: This is lock. The player maneuvers a target's limb(s) into a very painful position so that a nerve is pressed against a joint. This causes the target to abide by the player's discretion or suffer the consequences. On a success roll the target gains -5 to martial arts AV. Treat this as you would a hold II for all other aspects of the maneuver. If the target wishes to escape by pure strength alone, he will receive killing damage equal to the player's martial arts level but will be free. In most cases this will snap the limb of the target, rendering it useless. Remember that the limb will only take as much damage as it has to offer.

If you think this is too nasty, then you've never had the pleasure of being the Grand Master of Eagle Claw's demonstration dummy.

Choking: If you place a hold on the target's neck and your strength is greater than half of the target's constitution then the target will lose 1 point of body and have a -1 AV every other phase until the player releases or is forced to release the target. If the target goes below the inverse of his constitution he is dead.

Otherwise, he will regain 1 point of body and AV every other phase after being released. If he goes to or below a 0 body he will become unconscious and will half the recovery rate (unless it's a Mook). This is not power drain so power defense will not help the target. If, by chance, the target does not need to breathe or has rigid armor around the neck, this can not be done to him.

Wrestling: Things get tricky when two individuals try to grapple each other. Just

remember that you must always keep track of all modifiers. If the player has the target in a Hold II and is trying to knee the target while the target has the player in a Hold I then you must account for all of the modifiers. Thus the player will be at a -2 against the target and the target will be at a -4 to defend against the player.

Basic Requirements: Grapple

Killing

This modifier creates a deadly maneuver. It must be targeted at a specific area like the throat or the elbow. It does not necessarily deliver a killing blow but is generally used to disable an opponent. Like breaking an arm or busting ribs. The player will thus suffer an aim penalty. If the player builds an Area into the maneuver he must always strike that area but if he does not add that modifier he may aim at any area. Remember that when attacking a limb, the target can never take more killing damage than a limb has to offer. He will, however, still take all the stun that the original KD would have done.

See **Hit 'Im Where it Counts** in the **In Addition** section for more info on killing attacks.

Basic Requirements: Strike

Knock Back (KB)

Using this modifier the player channels more force into shoving instead of damage to increase the distance of knock back. Or, the modifier can be used to deliver only force causing no knock back. Basically you can cause no KB or x2 KB. If the target is in a hold no knock back occurs unless the player lets the target go. Can not be added to a power or ranged weapon.

Basic Requirements: Strike

Multiple

By adding this modifier the player may play the modified Basic Maneuver and all of its advanced attachments against more than one target without suffering any other modifiers. You can only add up to two extra targets per basic maneuver. If you are building a dual Basic Maneuver and wish to use both Basic sections on more than one target, you must buy multiple for each basic section.

To have a defense that would protect against two people along with a strike that would ground them you would build it in this fashion [Defense: Multiple +1 / Strike: Grounding / Multiple +1].

See **Which Multiple is Multiple** in the **In Addition** section for more detail on multiple maneuvers.

Basic Requirements: Strike or Defense

Off-Hand

This modifier allows a player to perform a maneuver with his offhand without a modifier. This is mainly used for weapon maneuvers being that a GM doesn't generally enforce offhand modifiers with punching. This modifier is automatically optional.

Basic Requirements: Any

Prop

This modifier would require that the player have a certain object to perform his maneuver. The Prop will not cause the effect but will allow the player to pull off the maneuver.

Vaulting Staff Kick (Strike: +3 St + Prop - Staff). The player uses his staff to vault himself at the target to deliver damage.

Basic Requirements: Any

Re-Route

Used against weapons, this modifier causes an attacking target to strike himself or another target in an adjacent hex with his attack.

Basic Requirements: Defense (Block or Parry) or Grapple versus a weapon attack.

Specific

This modifier causes the player to rely on the target's maneuver to use his. The player must specify which body part the target must use or at which height the attack must come from for the player to get his modifier. If the player is correct he will receive +2 to his AV. If he is wrong he will receive -2 to his AV and will lose the second half of the maneuver if there is one. This modifier can be used against grapples but cannot

be used to escape from an established grapple. This is another modifier that will require honesty from the players.

A duck will only work well if the target swings high. A kick reversal [Defense: Specific - Kick / Strike: Throw] used against a punch would receive a -2 for the block and the player would lose the Strike: Throw portion of the maneuver.

Basic Requirements: Defense or Grapple

Stance

By adding this modifier to a maneuver, the player gains a point to increase the effectiveness of the maneuver. The stance must be obtained 1 phase before the maneuver can be performed and the player can only do a standard evade while assuming a stance. The player can automatically reassume the stance again at the end of the maneuver. For a cost of 1 point this can be attached to a maneuver to allow the player to assume a stance while performing a maneuver. This will be indicated with a (+) following stance. If Ground is attached to a stance then only ground maneuvers can be performed from that stance and only Ground maneuvers can be made for that stance.

Basic Requirements: Any

Standing

By adding this modifier the maneuver can be performed from the grounded position without a grounded modifier and at the end of the maneuver the player will be standing.

Basic Requirements: Any

Statistic Modifier

For every point you put into or take out of the maneuver you will gain or lose 1 point to a statistic or derived statistic. The maximum modifier for a single stat in a maneuver is 3. These include initiative (In), action value (AV), evasion (Ev) and strength (St). Secondly, if a stat is not used during a certain maneuver, it may not be calculated in the cost.

Initiative (In): Adding this as a bonus will assume that the maneuver is easy to pull off, a long-range effect or that it is very fast. Initiative usually takes a dive in complicated or close range maneuvers.

Action Value (AV): Is a measure of two things, dexterity and reflexes. They both calculate into the equation because each player makes only one roll and the winner gets the desired effect.

Evasion (Ev): This is a measure of the complexity of the player's movements during the maneuver compared to that of collateral targets. This number will be added to the player's standard evade versus targets that are not part of his maneuver effect.

Strength (St): This modifier is to simulate the different levels of power that different maneuvers will deliver. It can also be used to simulate multiple strikes to a single target. This can only be added to restraining or damaging maneuvers.

Basic Requirements: Stat must effect maneuver.

Stunning

This is an attack that delivers stunning damage to a target with a weapon that would normally do killing damage. This could be a pommel strike or a sweep or even a butt stroke from a gun. Damage to be determined by the GM. For ease of play +2 dice is usually a good rule of thumb or you could use the extra killing damage of the weapon as extra stun dice. Thus, if a sword was +3 dice to KD you could give the player St +3 in damage dice.

Basic Requirements: Strike

Throw

The player causes the target to be launched in a desired direction. See official FUZION rules for distance. If assigned to a strike and the target hits an obstacle along the way he will take strength dice in damage. Killing damage can not be added to a throw. The player could, however, toss the target into a light pole which might do killing damage (GM's call). Don't forget to halve SD if it is converted into killing by an

object. The end result is that the target goes flying and ends up in the grounded position. As a defense a throw will also send the target flying but the target's strength and momentum will determine the distance. If the target is attempting a grab or a strike then use his strength (use the modified strength if applicable). If the target is moving then add his current momentum to his strength distance. Thus, you would calculate the distance as if he were throwing himself while adding any momentum he may have as a straight add-on. Knock back cannot be added to throwing maneuvers. Lastly, throw is not designed for great accuracy so to hit a precise (another person, small or moving) target the player must make a secondary Improvised Weapon - Thrown Blunt roll. This is unless he already has it fused into the art. In which case no additional rolls will need to be made.

Landing: If a player is thrown and has acrobatics then he may average his martial arts level with his acrobatics. He will then add this number to his dexterity verses the original throw number. If he is successful then he will land in a non-grounded position, probably on his hands and feet. If he strikes a target along the way he may subtract 1 die of damage per success over the acrobatic roll.

If Suk Bong throws Bung Hol and rolls an 11 verses Bung Hol's 9 then Bung Hol goes flying. If Bung Hol is about to hit a tree along the way he can make an Acrobatic/Martial Arts roll to lessen the damage. He must roll against an 11 difficulty. He rolls a 13 and will now take two less dice of damage from that tree.

Basic Requirements: Strike or Defense

Vital

This is a very specialized form of attack. The player will

attempt to strike a vital point on a target. The body is covered with these vital points and upon a successful strike, the target will not be able use SD (PD) as a defense. The player does not need to make an aimed attack but will have to name the strike location just for flavor. Some of the vital points are behind the ear, the solar plexus, the center of the wrist, the temples, the armpit, center of the triceps and the groin. There are no knock back effects delivered from a vital strike and cannot be modified to do so. This is because most vital attacks are done with a small surface attack like finger tip or phoenix eye fist and concentrate all their damage to a very small location. This is technical move not a power move.

Basic Requirements: Strike

Weapon / Power

When applying this modifier to a maneuver the player replaces his body parts with a weapon or power for the maneuver effect. So, with a Strike the player will deliver the attack with a weapon or power rather than a hand or a foot. The amount and type of damage is based on the weapon or power being used. See the main rules for weapon stats and the powers plug-in for power effects. When putting a weapon or a power into a maneuver, you must specify which weapon or power you are using. Also, you must use your weapon (if the weapon is not fused into your martial art) or power AV when performing this maneuver. Sword level (or martial arts)+ reflexes or dex / or UP-Power + ref or dex). The +1 cost is for a melee or thrown weapon and the +2 is for a firearm or a power.

Adding a power or a ranged weapon to a maneuver is up to the game master.

Basic Requirements: Any

Name:		Race:		Power level:	
Stats		Level		Power up	
CP total		Experience Points total		Unused experience:	
PHYSICAL		BODY skill		Total AV	
COMBAT		Fighting skill		Total Av	
Defense (x5)		Evade Skill		Total Av	
Hits (x10)		Weapon skill		Total Av	
Recovery (x2)		Melee skill		Total AV	
MOVE		Power skill		Total AV	
Sprint (x3)		Control skill* (Mind+body/2 default)		Total AV	
MENTAL		Mind skill		Total AV	
Resistance (x3)		Gadgeteer skill (Mind skill default)		Total Av	
		Awareness skill (mind Skill Default)		Total AV	
		Performance skill (Mind skill default)		Total AV	
		Tech skill (Mind skill default) (add combat)		Total Av	
		Social Skill (Mind skill Default)		Total Av	
TALENTS	Total	Complications		PERKS	
ATTACKS					