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FUZION: 2300 AD

At the dawn of the 24th century man has traveled far from the precipice at the end of the twentieth century. Never again were nuclear weapons to be used as they were then. The 'Twilight War' saw a breaking of the old order and in the aftermath, many new nations arose, several of them based upon the very same nationalist and ethnic lines that had shattered the old nations. In South America, Argentina and Brazil rose to dominate the continent as they had never before. There was a rivalry that would flare into war several times in the following centuries, both on and off Earth. North of them, Mexico moved to occupy all of the isthmus between North and South, as well as the South-Western quarter of the now shattered United States of America. Only Texas would liberate itself as it had before, and then to become an independent nation. A much reduced America has once again become a power in the world.

In Europe only France survived the war in any fit state. It grew to become a superpower as never before and its influence became to be felt around the globe, but nowhere more so than in Africa. Many departments of France now lie throughout Africa. Until recently France has kept Germany as a number of small states, but the reunification came about in a war with strong parallels to the one of 1870. The fallout from the War of German Reunification saw the fall of the twelfth Republic and the auguration of the fourth empire.

Out of Russia, the old nation of the Ukraine become the leading nation. Likewise the out of the shattered People's Republic of China, a new nation of Manchuria has arisen. In the Far East, Japan has become a powerful trading nation, as has Australia, which remained untouched by the war.

The discovery in 2136 of the 'Stutter Warp', a working method of faster than light travel has enabled man to spread himself throughout 55 colonies on 29 'garden' worlds and various outposts on another 100 worlds within a few weeks travel from Earth. The 'Stutter Warp' allows a ship to travel a maximum of 7.7 light-years before having to discharge within the gravity well of a planetary system. The drive requires the rare metal 'tantulum', over which nations have gone to war, and ridden the rockets into space and riches. At the core there are two worlds, Earth and Tirane, the site of Man's first colony which orbits Alpha Centauri. Beyond that there lie three arms along which colonies have been discovered and settled. The American Arm, shared with Australia remains the least explored and the smallest.

It was along the Chinese Arm that the first contact with another intelligent race was discovered. A Manchurian survey ship discovered the Sung in 2248. The discovery of a second race, the Xiang, in the same star system by the Canadians led to war with the Sung when it became apparent that the Sung had enslaved them. The reasons for the enslavement were not as clear cut as they were portrayed at the time, but the Sung were very easily defeated and now look to man for new information. A third race was discovered along the Chinese Arm at almost the same time. Initial clues to their existence came in the form of ruins of a starfaring culture. It is now known that the Eber, contacted in 2259 had several colonies around other

stars, but a war devastated these and destroyed their technology. Two subarms (known as fingers) have been colonized by Canada and many of the South American nations.

The French Arm is heavily dominated by the European Space Agency, which includes Azania (the former South Africa). To date the French Arm is the only one to have independent colonies. The three are Elysia, which fought the French government; Wellon on Tirane, granted independence by Britain; and Heidelshemat, a Bavarian colony that refused to recognize the newly unified Germany. There have been two races contacted along the Arm. The first are the Pentapod, an aquatic race unlike any other. Friendly, the Pentapod are renowned for their biological products.

The second race was encountered at the far edge of Human space and remain the most mysterious to date. Dubbed the 'Kafers', they were encountered fleetingly in 2295 in the Acturus system. In 2297 they returned and attacked the outpost there, followed by a fully fledged invasion of the Eta Bootis system in 2298. Though driven off through the co-operation forged amongst the major space faring nations, this implacable foe remain entrenched on the colonies there. All has been quiet from the direction of Acturus for the last two years, but how long this will last is another matter. If these kafers return, then the alliance may well be needed again. It is still shaky, for many still do not forget the rivalries of their mother nations. (Matthew Pook and Søren Petersen



CHARACTERISTICS

You buy the level of your characteristics from a pool of points given to you by the GM. In Fuzion 2300 This pool is 35 points. Characters will have 10 primary Characteristics, arranged into four groups.

Buying Characteristics

The power to buy Primary Characteristics comes from a pool of points called Characteristic Points (CP) when you make your character. In Fuzion: 2300 AD, this pool is 40 points. Primary characteristics are purchased at a ratio of 1 CP for one level of ability. Example: I want to have a Strength of 5. I pay 5 CP. You must put at least one CP in each Characteristic; the maximum level you can buy in any one characteristic is 7 for a normal human.

How many points per Characteristic?

Characteristics value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 1 to 4, for instance. Usually 7 is the value where the real world stops and where fiction takes over. Note also that many characters will have Characteristics and skills in a wide range of values.

Mental Group

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 well you interact in social situations.

Combat Group

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. Once character might have a high TECH, but might not be able to fence or juggle. On the other hand, another might have high reflexes, but only a fair level of TECH.

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

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

Physical Group

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 Stat.

Movement Group

Movement (MOVE) Your speed of movement; running, swimming, leaping, etc. There is only one primary characteristic in this group.

HOW GOOD IS GOOD?

Less than 1 point: Challenged

This value is most often found in children, elderly people, or those weakened by illness or infirmity. Everyday tasks at this level are difficult.

1-2 Points: Everyday.

This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. Many ordinary people around the world are likely to have some Characteristics at this value. It's enough to get by on and to do most things. At this level, adventure is something that happens to others;.

3-4 Points Competent.

This is a reality that many of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Most healthy adults have some Characteristics that fall into this range.

5-6 Points: Heroic.

This is the reality that only a few of us live in --Green Beret Combat specialists, SWAT team members, FBI agents and spies.. Most people in this kind of campaign are much better than ordinary.

7-8 Points: Incredible.

Save for the feats of Olympic athletes, gorgeous super models, top sports stars, world leaders, and Nobel Prize winners.

9-10 Points: Legendary.

This is the best that a human can be and you probably won't ever find "real people" at this level unless they are Albert Einstein.

10+ Points: Superheroic:

At this point you have crossed into the realm of the superhuman.

What are Derived Characteristics?

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics.

The following Derived Characteristics are used in Fuzion: 2300 AD

Stun [BODY x 5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. MPORTANT: 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 [CON x 2]: How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery [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[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.

Endurance [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, which restores as much END as your REC (see above).

Energy Defense [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 select 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.

Humanity[PRE x10]: Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving

"humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, etc. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Presence Characteristic; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the GM to reflect this.

Option Points

When starting a new character in Fuzion:2300 AD; everything he/she owns or knows is purchased with Option Points (OP). A character gets 35 OP to start buying skills and perks with and may gain up to 35 more points from Complications

Complications

One way to get more Option Points when creating a character is to take on a few Complications—social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its FREQUENCY, INTENSITY AND IMPORTANCE:

FREQUENCY

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

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

INTENSITY

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis () right after it, but we also provide you with a handy table of general roleplaying guidelines:

Intensity	Value	Guidelines
Mild	5	May roleplay to overcome it or make everyday WILL+ Concentration role to overcome it.
Strong	10	Must roleplay it and make Competent
Severe	15	
Extreme	20	

Example: Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.

IMPORTANCE

Importance rates how important the Complication is to the character and the Campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important

than something that may complicate your role-playing. The final application is up to the GM. Round ALL decimal values down.

Importance	Value	Guidelines
Minor	divide by 5	Minor effect on combat or damage. -1 effect on skill rolls
Major	divide by 2	Major effect on combat or skill rolls (-3) or x 1.5 damage
Extreme	x 1	Extreme effect on combat or skill rolls (-5) or x2 damage

TO DETERMINE A COMPLICATION'S VALUE

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. Example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth $(10+10)/5 = 4$ Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!

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 focussed 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 every-one 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 quadriplegic; unable to move below the neck (20).

REDUCED SIGHT,. You Are color blind (5). Need glasses(10). Are nearly blind or one-eyed (15). Are totally blind (20).

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 with-out 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 smoke screen. 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)

NOTE: Instead of using the normal Intensity table, use the following scale:

INTENSITY. What do they want from you? Are you: Being watched? (divide by5). 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).

SKILLS

The first thing most characters will want to buy with their Option points are skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. In Fuzion:2300 AD there are nine basic skill categories

Fighting Skills	The ability to fight in hand to hand combat, or with melee weapon
Ranged Weapon Skills	Skills in using a ranged weapon, such as a gun or bow
Awareness Skills	Your awareness of your environment, noticing clues, etc.
Control Skills	The use of skills involving controlling vehicles or riding animals.
Body Skills	The use of skills involving physical tasks, feats of strength, endurance, and other physical attributes
Social Skills	Your abilities to blend in, avoid social blunders, and to show style and grace. Also your ability to convince others through social adeptness.
Technique Skills	Trained vocational skills and craftsmanship abilities.
Performance Skills	Training in acting, musicianship, special effects, makeup or other stagecraft.
Education Skills	Knowledge and training based on formal education or schooling.

How good is my skill?

Less than 1	CHALLENGED	You don't know how to do this task at all.
1-2	EVERYDAY	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	COMPETENT	You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	HEROIC	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	INCREDIBLE	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	LEGENDARY	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.

FIGHTING SKILLS

EVADE Basic skill at getting out of someone who is trying to hit. You. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand, Melee Weapons, and Marksmanship skills (Dex)

HAND TO HAND Basic skill at fighting with your hands and other body parts. (REF)

MELEE WEAPONS Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc.(REF)

RANGED WEAPON SKILLS

AUTOFIRE WEAPONS Use of machine-guns, full-autofire weapons and attacks, etc. (REF)

ENERGY WEAPONS Use of all energy weapons, lasers, plasma rifles etc.(REF)

FIREARMS Firing semi-automatic pistols, revolvers, rifles, and shotguns.(REF)

GUNNERY Firing vehicle-mounted weapons, Combat walker weapons, ship-mounted weapons and artillery. (REF)

HEAVY WEAPONS Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)

AWARENESS SKILLS

CONCEALMENT You can hide things and find things that other people have hidden-- like important papers, weapons, jewels artifacts, drugs etc. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory and recall.(WILL)

CRIMINOLOGY You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)

DEDUCTION This is the art of taking several facts and leaping to an inobvious conclusion. (INT)

LIP READING This skill enables the character to read someone's lips in order to tell what they are saying. The character must see the target's mouth clearly. (INT)

RECONNAISSANCE Knowledge of enemy troop formations, vehicles, weapons, etc. and the ability to stealthily scout them out and report their movements.(INT)

SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

SURVEILLANCE The ability to set up a static surveillance of a subject without having it detected.(INT)

TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth (INT)

CONTROL SKILLS

ANIMAL HANDLER The skill of animal handling, training, and care as applicable. (INT)

COMBAT WALKER Skills required to pilot a walker.(DEX)

DRIVING Driving cars, motorcycles, trucks, tanks, hovercraft, watercraft and other ground vehicles. This skill must be purchased for one class of vehicles.(DEX)

PILOT Flying prop craft, civilian jets, military jets, helicopters, spacecraft, interface craft, and remote vehicles. A specific class must be chose for this skill (DEX).

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of animal must be specified when buying this skill. (DEX)

ZERO-G The ability to move, work, and perform combat in a Zero Gravity environment. Without this skill, most actions are nearly impossible in Zero-G(DEX)

BODY SKILLS

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

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

CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You

may also contort your body to fit into generally inaccessible places or spaces. (DEX)

STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

SOCIAL SKILLS

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

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

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

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

PERSUASION The ability to convince, persuade, or influence individuals. (PRE)

SEDUCTION The ability to gain other's trust by offering companionship or favors.(PRE)

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

TRADING The ability to strike a good bargain with a merchant or customer(PRE)

TECHNIQUE SKILLS

BUGGING The ability to properly implant and operate listening, visual, or other sensing devices. (TECH)

CORTESCAN OPS Allows the character to accurately interrogate a subject using a cortescan(TECH)

DEMOLITIONS The ability to properly use, handle, set, and defuse explosives (TECH)

ELECTRONICS The ability identify, understand, repair, and rewire electronic devices. (TECH)

ENGINEERING The ability to design, repair, and master certain types of machinery or mechanical systems. Characters must specify which type of systems they are specialists in. Examples are Ship's Drives, Environmental, Structural, Powerplant etc.(TECH)

FORGERY The ability to create false documents, identification, currency, and so forth. (TECH)

GAMBLING The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat.(TECH)

HACKING Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)

IMAGING This skill gives the ability to use various imaging devices. This includes standard photography, video cameras and any other advance imaging devices.(TECH)

JACK OF ALL TRADES Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. (TECH)

LOCKPICKING This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)
MECHANICS Skill with mechanical devices and the knowledge of how to repair, replace, and build them.(TECH)
P-SUIT The character knows the basics of wearing, maintaining, and operating a standard P-Suit.(TECH)
PARAMEDIC This skill enables the character to stop bleeding, repair damage, and generally keep someone alive.(TECH)
SECURITY SYSTEMS The ability to recognize and evade various types of alarms and traps, given the proper time and equipment. (TECH)
WEAPONSMITH The character knows how to build, maintain and repair weapons of various types. The class of weapons (muscle-powered, firearms, autofire, energy or other) must be specified when this skill is purchased.(TECH)

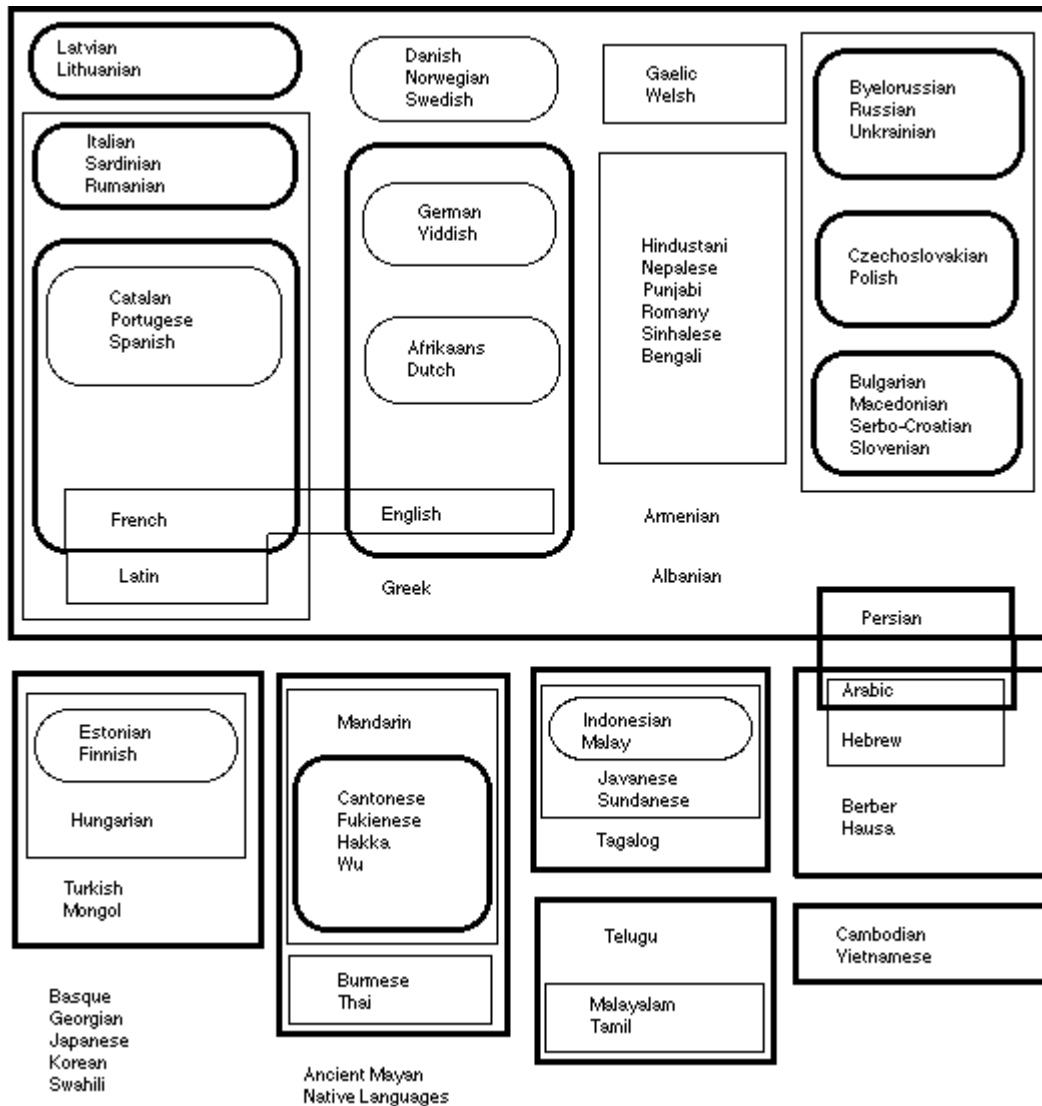
PERFORMANCE SKILLS

ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identify. (PRE)
DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)
MIMICRY The ability to perfectly imitate someone else's voice. (PRE)
ORATORY The ability to speak to an audience and to deliver a convincing presentation.(PRE)
SINGING The skill of using your voice for performance and entertainment. (PRE)
SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
VENTRILOQUIST The character can make his voice sound as if its coming from somewhere other than himself.

EDUCATION SKILLS

ASTROGATION Knowing how to take sightings, use maps, charts, and software to plot courses.(INT)
BUREAUCRATICS You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)
BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)
COMPUTER The ability to program and operate computers. (TECH)
CRIMINOLOGY You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)
CRYPTOGRAPHY The ability to solve simple ciphers and encrypt or decode messages. (INT)
EDUCATION General knowledge, such as math, history, science, trivia, or current events. (INT)

ESPIONAGE Gathering and assessing intelligence and orchestrating spy operations. (INT)
EXPERT Any one field of knowledge: stamps, gardening, Bay City Police Department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)
FORENSIC MEDICINE This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)
LANGUAGES Must specify one particular language from language chart. See Language Chart(INT)
LINGUISTICS The ability to study and understand languages. This skill will allow characters to understand new/foreign languages without studying formal texts.(INT)
LOCAL EXPERT Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)
MEDICAL This skill allows a character to make diagnosis of medical problems, treat wounds, and operate automeds. Professional skill can also be purchased in order to enhance/specialize the medical training. A surgeon would have medical and professional skill surgeon(INT)
NAVIGATION Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)
PROFESSIONAL The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)
RESEARCH Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)
SURVIVAL This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
SYSTEMS OPERATIONS This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)
TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)
TEACHER The ability to impart information or skills to other. (PRE)
WRITING The character is proficient in most aspects of formal writing, including technical writing. This skill also helpful in forging official documents and writing press releases.(INT)



Languages

Fluency	Level/Points
Basic Conversation	1
Fluent conversation	2
Completely fluent w/accnt	3
Idiomatic, native accent	4
Imitate dialects	5

Language Chart Notes

The languages connected by a thin box with rounded corners have 4 points/levels of similarity. This means that these languages are so similar that they overlap; for instance, a character who speaks German at the 4th level can effectively speak Yiddish at the 2nd level of expertise. A character with levels in one of the languages in a 4 point similarity group has half those levels in all other languages in that group up to a maximum level of 3.

The languages enclosed by a thick box with rounded corners have 3 levels/points of similarity; characters with 2 levels in any language in that group may make a roll to understand phrases in other languages in that group. Also, other languages in that group are ½ cost to learn.

Languages enclosed by a thin box with square corners have 2 points/levels of similarity; characters may learn such languages at ½ cost if they already speak one of the languages.

Languages enclosed by a thick box with square corners have 1 point/levels of similarity; there is no bonus to learn these languages.

CORRECTION: Persian and Arabic should be enclosed in a box with thick lines and rounded corners, not square corners.

TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below are available in Fuzion:2300 AD. Each one of these Talents costs 3 points each. If levels(indicated by a X can be taken in the Talent, each additional level will cost another 3 OP:

TALENT NAME	DESCRIPTION
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AMBIDEXTERITY:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
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BLIND REACTION:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
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COMBAT SENSE: (X)	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only).
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COMMON SENSE:	You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
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DIRECTION SENSE:	You are never lost; always know where North is and can orient yourself easily without any external cues.
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DOUBLE JOINTED:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
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EIDETIC MEMORY:	You never forget anything you have read, seen, heard, smelled, or touched.
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HIGH PAIN THRESHOLD:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.
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INTUITION:	You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
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LIGHTNINGCALCULATOR:	You can automatically do complex mathematical operations in your head without using any aids.
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LIGHT SLEEPER:	You wake instantly from even the lightest touch or smallest sound (no Perception check required).
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PERFECT PITCH:	You always know if something's in tune, and automatically gain at +3 bonus in any
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musically related task (singing, playing instruments, etc).

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

PERKS

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the GM is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

Perks are extremely campaign dependent and should be created for each campaign individually.

Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: A "Mafia Godfather" Contact might require a favor of YOU someday too! Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a cyberpunk campaign, that same status would have SERIOUS impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

CAMPAIGN STYLE MULTIPLY PERK BY
HIGH IMPACT.....X3

PERK NAME [COST PER LEVEL] DESCRIPTION

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.
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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.
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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
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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.

SAMPLE MEMBERSHIPS AND LICENSES IN FUZION:2300 AD

POLICE OFFICER	2
POLICE LIEUTENANT	4
POLICE CAPTAIN	6
FEDERAL AGENT	4
SENIOR FEDERAL AGENT	6
LICENSE TO PRACTICE MEDICINE	3
GUN PERMIT	3
PASSPORT	0
DRIVER'S LICENSE	1
PILOT'S LICENSE	3
PROFESSIONAL LICENSE	2
EMT CERTIFICATTION	1
TEACHING CREDENTIAL	1
AR	2
NARL	2
Life Foundation	1

MARTIAL ARTS

The following is a list of martial arts available in Fuzion:2300 AD.

AIKIDO: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a non-violent attitude. The art, as practiced in combat, concentrates on balance, rhythm and use of an opponent's force against himself. It largely involves redirecting an opponent's energies, especially in throws and takedown maneuvers.

CAPOEIRA This dance-like martial art of Brazil is extremely colorful. Its practitioners make acrobatic twirls in combat and can launch brutal kicks while standing on their hands.

COMMANDO TRAINING: Commando Training is a mixture of different maneuvers from many martial arts. It is not a true martial art, but does give its user a variety of options.

KUNG FU: Kung Fu, in Chinese, simply means "hard work" or "skill." Kung Fu is a very fragmented art, with innumerable different styles and techniques. The Kung Fu style listed here is a "generic" style, concentrating on strikes (both hand and feet) and specialized weapons.

KARATE: Karate was developed from the same ancient traditions that led to the development of Kung Fu. By the fifth century AD, on the Okinawa Islands, a weaponless combat style called te("hand") had developed. Later, when the teachings of the Shaolin Temple in China were carried to Okinawa, some of the Shaolin techniques were infused with the te art. Karate is much like Kung Fu, but has fewer techniques.

JUDO: This Japanese art grew out of the integration of the weapons techniques of katori shinto ryu and grappling techniques during the 15th century. The usual Judo technique involves bearing an opponent to the ground and then pinning him there or rendering him unconscious. The art utilizes hip throws, shoulder and neck locks, and a sacrifice body drop.

SAVATE: (*boxe Francais savate*) is the French martial art which concentrates on kicks with a few hand-strikes.

TAE KWON DO Similar in philosophy to Karate, this Korean art places more emphasis on kicks. It is derived from several Korean arts prevalent during the 1900's and is known by its signature Flying Side Kick, which was developed to unhorse mounted opponents

WRESTLING: Wrestling, as a martial art, dates back into prehistory. In history, famous examples of wrestling arts include the wrestling practiced in Greece, China, and India from their earliest recorded histories. Wrestling continues today as a popular collegiate and professional sport. The version here can be defined as either realistic wrestling or the showier style of TV's "pro" wrestling.

Can't Find Something You Like? Get creative! You build your own using the various techniques listed on the next page (each technique costs 1.5 points What Do I Get for the Points? In addition to the techniques of their schools (you can take more than one), all characters with Martial Artists abilities may increase the power of their attacks by taking the option of EXTRA DAMAGE. This allows the character to do more damage with martial arts maneuvers than his Strength might otherwise indicate. Each level of Extra

Damage purchased adds +1D6 damage or +1 STR to the effect of the maneuver, as appropriate. Extra Damage Costs 2 Option Points per level.

Action	Akido	Capoeira	Commando Training	Kung Fu	Karate	Judo	Savate	Tae Kwon Do
Basic Strike		X	X	X	X		X	X
Breakfall	X					X		
Defensive Strike	X							X
Ki Strike								
Killing Strike		X	X	X	X			X
Martial Arts Weapons			X	X			X	X
Martial Block	X		X	X	X		X	X
Martial Disarm	X			X	X	X	X	
Martial Dodge	X	X		X	X			
Martial Escape	X					X		
Martial Grab	X		X	X		X		
Martial Throw	X	X	X	X		X	X	X
Nerve Strike								
Offensive Strike		X			X		X	X
Sacrifice Throw						X		
Total Point Cost of Style	16	10	12	16	12	12	12	14

BASIC STRIKE: The character has been trained in how to deliver an attack with greater force than a normal punch. They add 1D6 to their normal STR-based damage, +2 to DEX.

BREAKFALL: The character has been trained how to fall without hurting himself, and can roll to his feet from most falls.

DEFENSIVE STRIKE: This attack is more of a probe than a full-out attack. It can represent a jab, a quick strike, or any other attack where the attacker is more concerned about defending himself than really damaging his opponent. Adds +1 to REF, +3 to DEX.

KI STRIKE: with the proper training, and proper strength of will, some characters can make hand-to-hand attacks at range. As it is difficult to project your ki over a great distance, the damage of this attack decreases with distance.

KILLING STRIKE: This attacks allows the character to do killing damage attacks without using a weapon. A Killing Strike can be striking a limb to break it, a throat or kidney punch, the classic "karate chop," or any other appropriate type of blow.

MARTIAL ARTS WEAPONS: The character is trained in the use of martial arts weapons, and can use these weapons with his martial arts Actions.

MARTIAL BLOCK: This is a trained block. A character with this maneuver is very good at blocking melee attacks. Adds +2 to DEX, REF

MARTIAL DISARM: The character has been trained to knock weapons (and other objects) out of his foes' hands. A disarm will only affect items that are held with one hand; two-handed objects must be grabbed away. +2 to STR during the maneuver.

MARTIAL DODGE: You've practiced getting out of the way of attacks. This dodge will work against ranged as well as melee attacks. Adds +5 to DEX for dodging purposes that phase

MARTIAL ESCAPE: You've been taught how to get out of even the strongest grab or hold, adding +3 to your STR for escape purposes

MARTIAL GRAB: The character has been trained on how to grab and hold his foes.

MARTIAL THROW: Instead of striking, a character with the Martial Artist Talent may declare he is throwing his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill

to automatically roll to his feet; he must spend one action instead.

NERVE STRIKE: This is a strike targeted at the vulnerable nerve clusters of the human body.

As such, the target does not get his SD versus this attack. Since a good deal of accuracy is needed to land these blows, the attacker must spend at least one round aiming at his target before using this attack.

Does 2D6 damage, at -2REF

OFFENSIVE STRIKE: This is an all-out attempt to mangle your target. An Offensive Strike covers a flying kick, a full-out haymaker punch, or any other full out style attack. Adds +2D6 to basic strike, at -2 REF, +1 DEX.

SACRIFICE THROW: This maneuver represents any move where the attacker falls to take down his opponent. It can be a judo throw, a sliding takedown, a football tackle, or any other move where both the attacker and his target end up on the ground. Martial Throw, with +2 to REF, Target and Attacker both knocked prone. If this attack missed, the attacker is on the ground at the feet of his opponent anyway. Not a good place t

