

Jay Libby PRESENTS:

Star Wars Fuzion Bloks

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West End Games (Classic Star Wars)

Star Wars D20 and Star Wars SAGA

Wookieepedia

Fuzion Bloks Written by:

Jay Libby

Art Provided by:

[Www.starwars.com](http://www.starwars.com)

&

Various Artists

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multigenre game system.

Character Creation

Welcome to the Fuzion Bloks character creation system. It has been designed for your easy use. Who wants to spend hours creating a Joe when you can do it in 15 minutes! In order to build a character you simply follow the Blocks and build your character from there. Here is the Building Block order:

- Choose your Character Type
- Choose Template
- Choose Race
- Character Experience
- Pick your Career Path
- Character Focus
- Professional Type
- Persona
- Buying Skills
- Talents
- Perks

*A Note for younger players: Instead of writing down all your skills from TIERs, just use the Character Templates. As you play, keep in mind what skills you should have and play like that. So a Jedi 2/ Bounty Hunter has Jedi skills at level 4 and Bounty Hunter skills at level 2. Included is a selection of TIER cards for quick reference.

Character Types

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

Civilian

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

Character Type Bonus:

All Characteristics start at 1.

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

Above Average

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

Character Type Bonus:

All Characteristics start at 2.

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

Combat Oriented

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

Character Type Bonus:

All Characteristics start at 3.

May choose 4 Combat related skills at +2

May choose 3 Combat Related items.

Character Template

Instead of fishing around with the TIER system, players may choose these Character Templates that come with everything one needs to play (including TIERS, armor, gear and weapons...sometimes even ships). If they go with this option, players may not use the TIERS unless they are higher Experience Level and choose to add a TIER to their template. The really cool thing about the Templates is that you can choose more than 1 when permitted. For example: an Icon player gains 8 TIERS and creates a Jedi/Noble/Mercenary 2. Each Template comes with 2 TIERS, so this pick would cover all 8 TIERS. When players choose a Character Template twice, they place a 2 next to the selected Template (Jedi 2). Remember: each TIER's skills are automatically at Level 2. As you stack TIERS, you add 2 levels to any skill that repeats itself.

Bounty Hunter

The bounty hunter goes where the money flows. They are soldiers for hire who specialize in bringing in wanted aliens. They all have some form of combat training and piloting skills, which makes them more lucrative in a galaxy loaded with prizes. But bounty hunters are cautious. They don't trust anyone and can be extremely evil if swindled by a client.

TIERS: Basic Civilian, General Military, (Pilot Path: Optional)

Gear: Light Armor, Blaster, 2 other Gear items

+1 to Physical Focus

Jedi

The Jedi were once a powerful force in the galaxy. They helped maintain peace and justice. But eventually they were betrayed by one of their own and the age of the Dark Vador came. A Jedi is sworn to protect the weak and only use the Force for good. Their dark parallel, Dark Jedi, are sworn to control the galaxy through the Force. Players may pick a side or be Force neutral, working both angels. Many Jedi fall to the temptation of the Dark Side and eventually come back. Either way, a Jedi MUST be dedicated to the ways of the Force.

TIERS: Basic Civilian, Jedi Career, Mentor Path

Gain Ability to Use the FORCE (FREE)

Players pick 4 Force Power Skills

Gear: Light Saber

+1 to Mental Focus

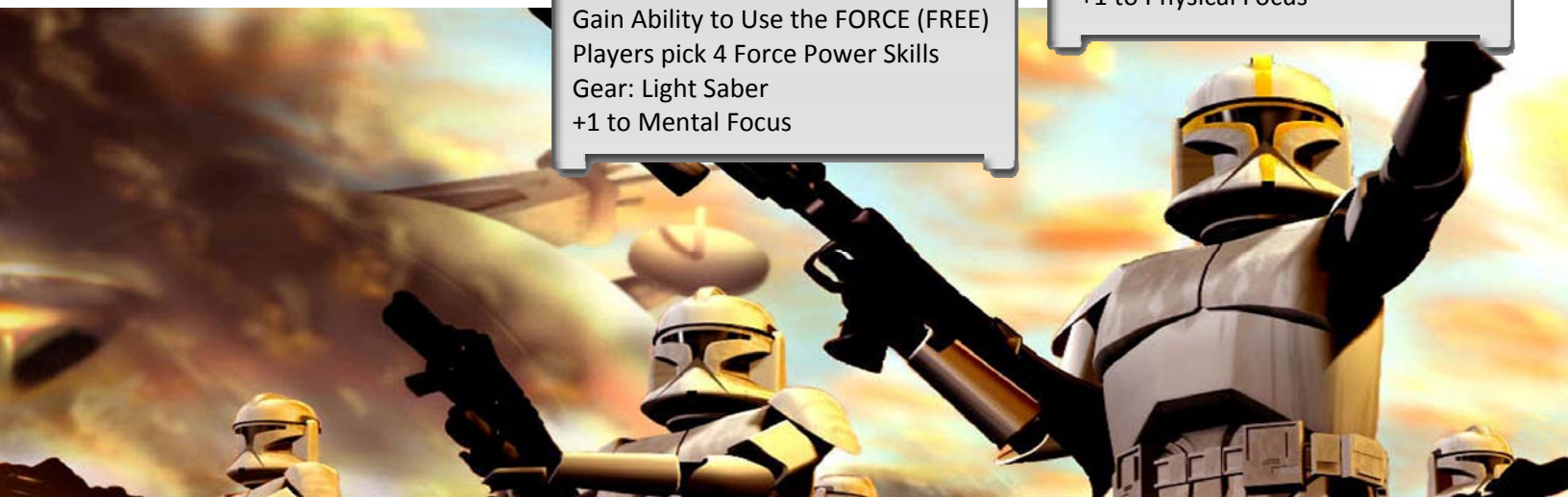
Mercenary

There are always wars to be fought. Sometimes a planet just can't defend itself and that's where the Mercenary comes into play. Be it a Separatist agent or Rebel, the mercenary goes where the fight is. Their price varies, but they know how to wage war. The best part about a mercenary is their ability to be expendable. Not the greatest job security, but if you survive there's glory to be had.

TIERS: Basic Civilian, General Military, Commando

Gear: Light Armor, Blaster, 4 other gear items

+1 to Physical Focus



Noble

People need rulers. The noble is just the person for the job. They know how to make people cheer to their cause and know how to turn on them in a flash. Most nobles served as senators during the days of the Republic. Others rule the Outer Rim with an iron fist. Depending on the time period, a noble can be a fantastic ally or a dreaded enemy.

TIERs: Basic Civilian, Schooling, Schooling Advanced, Noble

Gear: Light Blaster, Decoy, 4 other gear items

+1 to Mental Focus

Pirate

Times are tough and you need to feed your family somehow. Why not through piracy? These men and women scour the galaxy looking for an easy target to hit. Most are former military personnel, while others are just bastards. There are even pirates that aren't really bad at all. They just do what they need to in order to get by. Pirates usually tend to have a ship and crew to back them up, but it's not required.

TIERs: Basic Civilian, General Military, Pilot Path, Combat Pilot

Gear: Blaster, 2 Crew (Optional), Ship, 2 other gear items

+1 to Physical Focus

Soldier

From clone troopers to storm troopers, these are the fighting forces in the galaxy. They wage war as ordered and die without question. Some fight for a cause while others fight because that's what they were born to do. Players who are soldiers must pick who they work for. Are they Imperial, Republic, Rebel, Mandalorian?

TIERs: Basic Civilian, General Military (players may opt for Pilot and Combat Pilot to add to this TIER).

Gear: Medium Armor, Blaster, Ship (if pilot), 3 other gear items.

+1 to Physical Focus

Scoundrel

Thieves, swindlers and gamblers, none of which are outstanding citizens, but all are living large in the galaxy. These are the type of people who will mess you over in a second, steal your ship and girl, and even have the nerve later to send you a bill for repairs. Most are wanted men, so game masters should keep this in mind with anyone who decides to be a Scoundrel. These types of characters bounce from place to place, making a name for themselves and running away before it gets too hot. Scoundrels even have their own ships (or someone else's that they've stolen).

TIERs: Basic Civilian, Pilot Path, 1 Specialty

Gear: Blaster, Ship, 4 other gear items

+1 to Mental Focus

WANTED

Character Race

Next players pick their character race. In Star Wars there are hundreds of races. If you don't see the one you want to play, ask the game master if you can. Just figure out what types of abilities the race has and you are ready for the next step.

Bothans

The Bothans are an alien species allied with the Rebellion. They serve as information specialists, using their highly-trained spies to gather data vital to the outcome of the Galactic Civil War. Many Bothan spies died to deliver data regarding the second Death Star to the Alliance, just before the Battle of Endor.

+1 to Investigation

+1 to Mental Characteristics

Droid

Droids are machines that serve a purpose. Players as droids mean they have been programmed to carry out missions or gone off programming and have a mind of their own. Some droids are mercenaries and others are bounty hunters. All skills are programmed into the droid. They also don't heal, instead needing a repairman if they take damage. But droids are usually more than capable of fixing themselves and others like them. Droids do require a power source to recharge every now and then. Without it, they shut down.

+1 to ALL Skills

Humans

This species is widespread. Almost every world has been touched by humanity. By the time of the Empire, they dominate almost the entire galaxy. They gain:

+ 1 to all Characteristics

Cereans

Cereans are a sophisticated and cultured humanoid mammalian species that hailed from the planet Cerea in the Mid Rim. They had tall tapering heads, which housed large binary brains, enabling them to focus on many things at the same time. Aside from this unique feature, Cereans are physically similar to Humans, although they possessed an extra heart, which supplied extra blood circulation to support their brains. Cerean males aged more quickly than the females, who had similar lifespans to Humans. Thus, there are fewer males than females. Polygamous marriage was a necessity in order for the species to survive. Each male usually had one primary "bond-wife", and between four and ten "honor-wives". Famous for their extraordinary thinking abilities, Cereans are often found among the ranks of the Jedi Knights, being exempt from the Jedi's vow of celibacy, due to their low birth rates. One such Jedi, Ki-Adi-Mundi, served the Jedi High Council during and prior to the outbreak of the

+2 to Mental Focus

Duros

The Duros blazed some of the oldest trade routes and hyperspace lanes in the galaxy as they ventured into the unknown, millennia ago. This species achieved star travel before the founding of the Republic, and have almost entirely abandoned the soil of their homeworld to travel among the stars. They rank alongside the Corellians as the most seasoned space travelers in the galaxy. One of the Duros' earliest colonization efforts was on Neimoidia, and over the millennia, the Neimoidians became a genetically distinct offshoot of the Duros race.

+4 to Astrogation Skill

+1 to Mental Focus

Ewoks

The Ewoks are sentient furred bipeds native to the moon of Endor. They are curious individuals that stand about one meter tall. Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks have yet to progress past stone-level technology. They are quick learners, however, when exposed to advanced technology with simple mechanical processes and concepts.

+1 to Physical Focus

Gamorreans

The porcine Gamorreans tend to be heavy-set and stocky, standing about 1.8 meters tall and weighing in excess of 100 kilograms. Most tend to have green skin. Underneath their pig-like snouts, protruding from jowled cheeks are yellowed tusks. These complement the small, yellow horns the Gamorreans have growing from the top of their heads. Jabba the Hutt was known to use dim-witted Gamorreans as enforcers and bodyguards.

+1 to Physical Focus

-1 to Mental Focus

Dislike Droids

Unable to speak, only grunt

Gungans

The Gungans are the native inhabitants of the planet Naboo. They are an amphibious species with hardy lungs capable of holding breath for extended periods. As such, Gungans are as comfortable in water as they are on land.

+4 to Swim Skill

+1 to Physical Focus

-1 to Mental Focus

Ithorians

Ithorians are commonly called "Hammerheads" throughout the galaxy because of their most prominent feature: a long, curving neck ending in a t-shaped dome of a head. These tall, gentle herbivores hail from the planet Ithor.

+ 1 to Mental Focus

Kel Dor

The Kel Dors, sometimes referred to as Kel Dorians, are a species hailing from the technological planet Dorin. They required masks to protect them when in oxygen-rich atmospheres. They are also known for their unique Force-using tradition, the Baran Do Sages. One famous Kel Dor was the Jedi Master Plo Koon, who was a member of a famous Kel Dor Jedi family. Sha Koon, the Jedi Knight, was Plo Koon's niece. Due to Dorin having a unique atmosphere composed of helium and a gas unique to their world, the Kel Dors are forced to wear an antiox breath mask and protective goggles whenever in atmospheres of a different composition. This equipment protected them from carbon dioxide, nitrogen, and oxygen, which are fatal to a Kel Dor. The breathing mask also helped to amplify the Kel Dor's voice, as they must shout to produce any sound when out of their native atmosphere. Without their protective goggles, Kel Dors are considered effectively blind when away from Dorin. They are also able to survive in the vacuum of space for a short time though it is unknown exactly how long they can withstand it. The Kel Dors also had heightened reflexes, a result of the extrasensory organs in their heads. As a species, they are thought to be typically quick and wise, but of a weaker constitution, when compared to other species. Kel Dors are also said to communicate with their minds using a form of telepathy. This form of telepathy was thought to be a force technique known only among the masters of the Baran Do order, but was later exposed to be a lie spread by the Baran Do sages.

+1 to Mental Focus

Mon Calamari

The Mon Calamari are said to be the soul of the Rebel Alliance. The Empire pressed these gentle, amphibious people into war by subjugating their watery world. In retaliation, the Mon Calamari became one of the key species of the Rebellion, supplying badly needed warships to the outnumbered Alliance fleet. The most respected of the Alliance Mon Calamari is Admiral Ackbar, leader of the fleet. The stern gravelly-voiced tacticians led the fleet as it engaged the Empire at the critical Battle of Endor. The Mon Calamari people are humanoid, about 1.7 meters tall. They have salmon-colored skin, high-domed heads, webbed hands and large, goggle-like eyes.

+1 to Mental Focus

Quarren

Quarren, or "Squid Heads" as they are sometimes rudely called, are an alien species characterized by the four tentacles that protrude from their jaws. They have deep turquoise eyes, and each hand is capped with finned or suction-cup tipped fingers. Quarren hail from the planet Mon Calamari, a world they share with the native species that gives the world its name. In the waning days of the Republic, their watery world was represented in the Galactic Senate by Senator Tikkes, whose corruption eventually led him to leave Republic politics for more lucrative ventures. In his stead are such Quarren dignitaries as Tundra Dowmeia, Zil Topur and Nor Wedd.

+1 to Mental Focus

Rodians

The Rodians of planet Rodia are a species of green-skinned humanoids found throughout the galaxy. They have large, black eyes, tapir-like snouts, long flexible fingers terminating in suction cups, twin saucer-like sensory organs atop their heads, and a ridge of spines cresting their skulls. Rodians can be found among the Core World elite -- like Senator Onaconda Farr or Supreme Chancellor Palpatine's aide, Dar Wac -- to the lowest of the Outer Rim fringe -- like the bounty hunter Greedo.

+1 to Physical Focus

Sullustans

Sullustans are jowled, mouse-eared humanoids with large, round eyes. They hail from the planet Sullust, a world allied with the Rebellion during the Galactic Civil War. Standing 1 to 1.5 meters tall, Sullustans live in vast subterranean caverns beneath the surface of their homeworld. Sullust is a volcanic planet, with a harsh atmosphere. The underground caverns teem with small life-forms that the Sullustans hunt for sources of food and clothing. The few predators that wander the planet's surface rarely venture underground.

+1 to Mental Focus

+4 to Perception in Familiar Areas



Trandoshans

Trandoshans (T'doshok in their language) are large, bipedal reptilian humanoids from the planet Trandosha (or Dosha). They had super-sensitive eyes that could see into the infrared range and the ability to regenerate lost limbs, although very slowly, and are anatomically built heavier and stronger than most humanoids, including Humans. They would also periodically shed their skin. Unlike some other reptilian humanoids such as the Barabels and the Ssi-ruuk, Trandoshans had no tails. The Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves. A notable Trandoshan was Bossk, who was a longtime enemy of Han Solo, Chewbacca the Wookiee, and Boba Fett, as well as the infamous slaver Pekt. As a species, they are renowned across the galaxy for great strength. This is evidenced by several members of other species boasting physical prowess and power by having defeated a Trandoshan, either in battle or in a contest of strength.

+1 to Physical Focus

Zabrak

The Zabrak, also known as Iridonians (when referring to the Zabrak who came from Iridonia), was a humanoid species native to Iridonia, a planet located in the Mid Rim known for its inhospitable terrain and fierce predatory life. They are a race known for having a fierce sense of self-determination and an equally dominant need for independence.

+1 to all Characteristics

Twi'leks

Few things are as graceful as a female Twi'lek in motion. This beautiful image has forever doomed generations of young Twi'leks into servitude, as the wealthy and corrupt have taken to brandishing Twi'leks as badges of prestige. Twi'leks are tall, thin humanoids with skin pigment that spans a rainbow of colors. Their most distinctive feature is a pair of shapely prehensile tentacles that grow from the base of their skulls. In the waning years of the Republic, the Twi'lek homeworld of Ryloth was represented in the Galactic Senate by the corpulent blue-skinned politician Orn Free Taa. Even a politician of high office was not above flaunting a pair of lovely Twi'lek aides as a sign of influence and wealth.

+1 to Mental Focus

Wookies

Shaggy giants from an arboreal world, the tall and commanding Wookiee species is an impressive sight to even the most jaded spacer. Despite their fearsome and savage countenance, Wookiees are intelligent, sophisticated, loyal and trusting. Loyalty and bravery are near-sacred tenets in Wookiee society. When peaceful, Wookiees are tender and gentle. Their tempers, however, are short; when angered, Wookiees can fly into a berserker rage and will not stop until the object of their distemper is sufficiently destroyed.

+1 to Physical Focus

Temper: +2 to Physical/-2 to Mental (WILL diff. 15)



Character Experience

When creating characters the Game Master must tell players what experience level the players will be starting at. Each Experience level comes with certain bonuses. Character Experience is NOT stackable. Please note that Character Experience also determines how many Tiers players may choose when building characters. If players choose a Character Template, then they must take the TIERS listed within those templates. If a player wants to truly be unique, they may build from the TIER system.

Boot

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

Boots Gain:

4 Tiers

30 Fuzion Points

+1 to Characteristics in their Character Focus

+1 to all Player's skills.

Experienced

The Experienced character is one that has been out there and knows the difference between a good decision and a bad one. This character can see the signs and knows how to schmooze with the best of them. This doesn't make you well known; it just means you can become a viable target to the enemy.

Experienced Gain:

6 Tiers

60 Fuzion Points

+2 to Characteristics in their Character Focus

+2 to all Player's skills

Icon

The Icon has made her or his name extremely well known. They are defined champions or the people and war heroes. The Icon is feared by his weaker enemies and respected by his equals. When the Icon character hits the scene people cheer (or sneer). The best of the best are Icons.

Icons Gain:

8 Tiers

90 Fuzion Points

+3 to Characteristics in their Character Focus

+3 to all Player's skills



Career Path

Welcome to Career Paths, where your character gets their meat. Each tier comes with a description, a list of template skills that the character MUST take, and Options that come with the tier. Players start here and build their way up. The numbers next to the abbreviations are the Levels that the skills are at. So how many Tiers do you get to pick from? Game Masters determine the number of Tiers players may choose when creating characters. This is usually determined by Character Experience. Because most games will put the players in the shoes of highly trained military operatives that are experienced Icons. As you stack your Tiers you will find that you might have overlapping skills. Just add the skill levels and that is your new skill level. You pick a Tier that has Stealth REF 2 and then the next Tier you pick has Stealth REF 2. Your Stealth skill is now level 4.

TIER ONE

Basic Civilian

This is where everyone starts. The Basic Civilian lives in the Star Wars universe and is usually the victim until they take arms. All players MUST take this.

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

TIER TWO

General Military Career

From bounty hunters to clone troopers, these are people trained for war. They have basic training which makes them dangerous.

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

Jedi Career Path (aka...The Padawan)

The path of the Jedi is long and hard. From Youngling, to Padawan, to Jedi, to Jedi Master, it's a dedicated life. Any player taking this path must add +2 years to their age to represent time in training.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- 2 Force Power Stunts WILL 2
- Martial Arts <Pick One Style> REF 2
- Lightsaber REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2
- Membership 2 (Jedi Order)

Mentor Path

Someone has taken you under their wing and trained you. With hands on experience you have learned to do many things. This may be taken multiple times at the cost of 1 TIER per time.

-Players select skills from the Master Skill List (up to 5 skills) at level 2

*NOTE: Most Jedi have a Mentor. So it would be wise for any Jedi player to take their TIER.

Schooling (for Nobles and Politicians)

Be it local leadership to Senators, they all went to school. This training focuses on NON-COMBAT skills. This ranges from Law to Paramedic.

-Choose a major, you gain all the skills under that major at level 2 <Equivalent to a Associate's Degree>

Pilot Path

Any player who wants to pilot anything must take this Path. Player's with the Pilot Path must pick a vehicle they wish to pilot. This path may be taken multiple times, but it counts as a Tier taken.

-Concentration WILL 2

-Communication SM 2

-Pilot <Pick One> SM/HEC 2

-Navigation SM 2

-Perception SM 2

-Engineering <Craft of Choice, must match Pilot skill> SM 2

-Increase to Membership +2 (Unless player is on a Jedi Career Path)

TIER THREE

Commando

Prerequisite: Military Career Path

Examples: Clone Trooper leadership, Mandalorians, Storm Trooper leadership

These men and women fill out the galaxy's special military units. They are highly trained to handle many situations both combat and intelligence. Many covert operatives have this type of training in order to fight their way out of a pinch if discovered.

-Athletics: Climbing STR 2

-Athletics: Running MOVE 2

-Athletics: Swimming STR 2

-Hand to Hand REF 2

-Evasion REF 2

-Communication SM 2

-Concentration WILL 2

-Knowledge: Military Protocol SM 2

-Tactics SM 2

-Navigation SM 2

-Parachuting SM/REF 2

-SCUBA SM 2

-Drive <Pick Three> SM/HEC 2

-Pilot <Pick Two> SM/HEC 2

-Perception SM 2

-First Aid SM/HEC 2

-Demolitions SM/HEC 2

-Marksman: Small Arms HEC 2

-Marksman <Pick Four> HEC 2

-Heavy Weapon <Pick Two> HEC 2

-Melee: Combat Knife REF 2

-Stealth REF 2

-Survival SM 2

-Tracking SM 2

-Increase to Membership +2

Combat Pilot

Prerequisite: Pilot Career

Put these pilots in a starfighter and you are guaranteed to see the enemy run. Each one has an iron will and can take punishment with a smile. It's not a lifestyle for the sane. Who in their right mind flies full speed into a dogfight with enemy fighters swarming all over them like a mad hornet?!

- Concentration WILL 2
- Communication SM 2
- Vehicle Gunnery HEC 2 (Must match your Pilot Career)
- Pilot <MUST match your Pilot Career> SM/HEC
- Navigation SM 2
- Perception SM 2
- Tactics SM 2
- Engineering <Aircraft of Choice, must match Pilot skill> SM 2
- Increase to Membership +2

Jedi Expert

Prerequisite: Jedi Career Path

Having past the trials, the player has become a full fledged Jedi. They are trained to endure and can fight with broken bones and suffer no penalty. To represent this, all Tier Three Jedi ignore Non-Lethal Damage equal to their CON. Also add +2 years to the character's age to represent training.

Any player taking this must add +2 years to their age to represent time in training.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- 2 Force Power Stunt WILL 2
- Martial Arts <Pick One Style> REF 2
- Lightsaber REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2
- Membership +2 (Jedi)

Specialty

Prerequisite: Must have one TIER ONE path that this goes with.

Some people have specialty training for specific weapons or skills. To represent this, the player may choose a Specialty. This counts as $\frac{1}{2}$ a TIER and may be taken TWICE, but they must be split between Combat and Non-Combat Skills.

- Pick 1 Combat or Non-Combat Skill at Level 4

Schooling (Advanced)

Prerequisite: Schooling

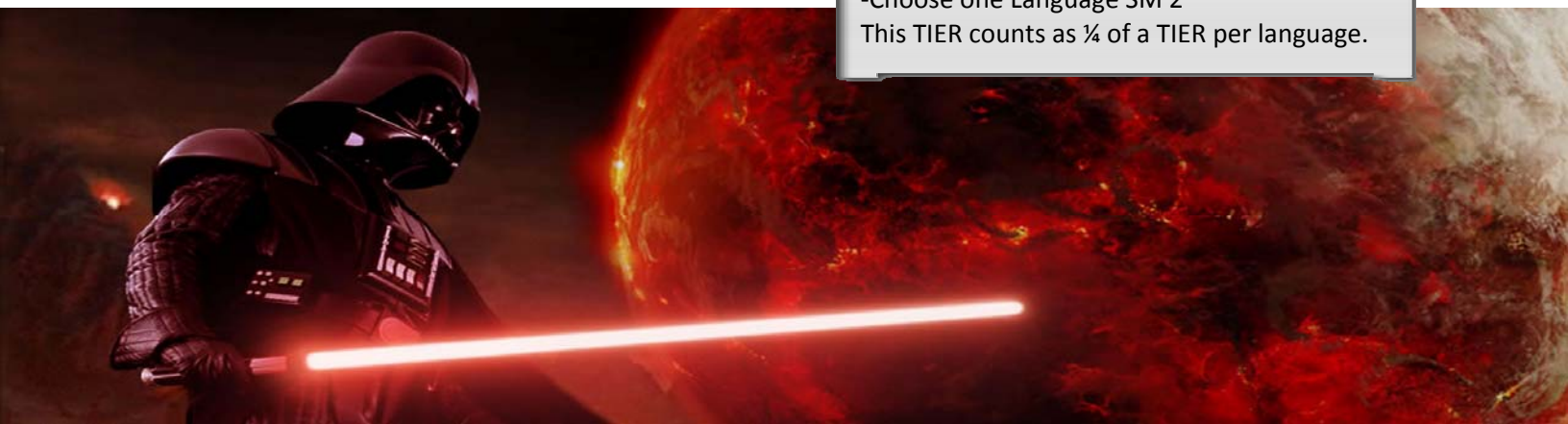
-Choose a major, you gain all the skills under that major at level 2 < Equivalent to a Bachelor's Degree >

Linguist

Prerequisite: College (Basic)

This person speaks this language almost like they are a native.

- Choose one Language SM 2
- This TIER counts as $\frac{1}{4}$ of a TIER per language.



TIER FOUR

Jedi Master

Prerequisite: Jedi Career Path, Jedi Expert

You are a Jedi Master. You can dodge blasters, walk on a wire and climb walls with your bare hands. You move so silently that you can't be detected. To represent the insanity of this last Tier, the player always gains a +10 to all rolls and damages (in addition to their regular skill levels)

Any player taking this must add +2 years to their age to represent time in training.

- Athletics: Climbing STR 2
- Athletics: Running MOVE
- Athletics: Swimming STR 2
- Concentration WILL 2
- 2 Force Power Stunts WILL 2
- Martial Arts <Pick One Style> REF 2
- Lightsaber REF 2
- Stealth REF 2
- Survival SM 2
- Tracking SM 2
- Membership +2 (Jedi Master)



Noble or Politician

Prerequisite: Two Tiers of Schooling/Linguist

These are the educated men and women who lead. They have served their time making the difference for their world.

- Communication SM 2
- Computers SM 2
- Knowledge: Homeworld SM 2
- History: Galaxy SM 2
- Language <Pick One> SM 2
- Leadership SM 2
- Perception SM 2
- First Aid SM/HEC 2
- Increase to Membership +5

Character Focus

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

Physical Focus

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

Mental Focus

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

Professional Type

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

Per-Deum

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

Part Time

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

Full Time

This is your career job, or at least one that holds you over. You live and breathe this job. Resource Points: 40 Per Week. Jedi are perfect examples of this.

Cold Blooded

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

Cold Blooded Gain:

+1 to WILL

+1 to PRE

+5 to Fuzion Points

Persona

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

Arrogant

The Arrogant player thinks that they are all that and more. People with money tend to have this problem. They think that their money makes them Gods. The Arrogant player is also one that falls into deep depression and drug abuse if they get their butts kicked. They also are more likely to engage in acts of vengeance against the people who defeat or embarrass them.

Arrogants Gain:

+1 to PRE

+10 Fuzion Points

Compassionate

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

Compassionates Gain:

+1 to PRE

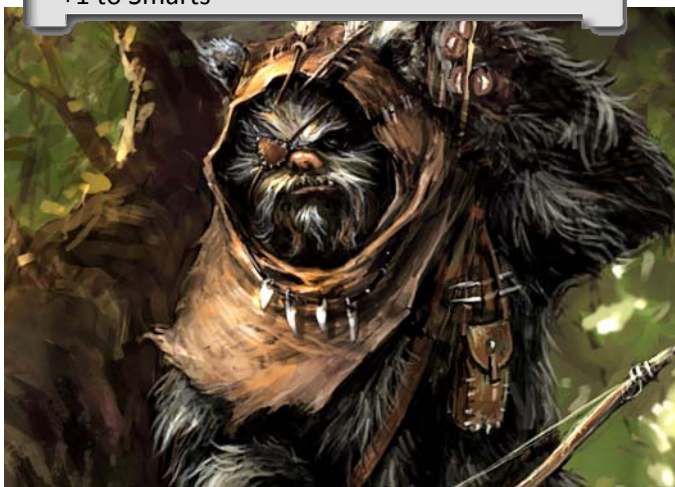
+10 Fuzion Points

Egomaniacal

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

Egomaniacals Gain

- +1 to WILL
- +1 to PRE
- +1 to Smarts



Fuzion Points

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

- Increasing Characteristic: 5 FP= 1 Characteristic point
- Buying Perk: 3 FP=1 Perk, 1 Perk level
- Buying Talents: 5 FP= 1 Talent
- Buying Skills: 2 FP= 1 Skill, 1 Level
- Buying Armor, Gear, Weapons: 5 FP=1 Resource Point
- Buying Additional TIER: 20 FP
- Ability to use the FORCE: 20 FP

Hero

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

Heroes Gain:

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

Sinister

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

Sinisters Gain:

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

HOW GOOD IS MY Characteristic?

Less than 1: Pathetic

1-2: Average

3-4: Above Average

5-6: Highly trained

7-8: Extraordinary.

9-10: Incredible potential.

More Than 10+: Above the uncanny.

Characteristics

Smarts (SM): How intelligent you are.

Willpower (WILL): How you face danger and how cool you can be.

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

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

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

Strength (STR): Just like it says.

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

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

Movement (MOV): How fast you can run, swim, and such.

COMMON SKILLS

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

Characteristic+Skill level+3d6.

Hand to Hand

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

Uses: REF

Evasion

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

Uses: REF

Perception

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

Uses: SM

Basic Education

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

Uses: SM

Derived

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

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

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

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

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

FORCE: Can you use the Force?

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

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

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

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

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

STAR WARS

Master Skill List

NON-FORCE

Alien Species	SM
Astrogation	SM
Athletics: Acrobatics	REF
Athletics: Climbing	STR
Athletics: Running	STR
Athletics: Swimming	STR
Bargain	SM

Basic Education

Basic Education	SM
Brawling	REF
Bureaucracy	SM
Business	SM
Communications	SM
Computer Programming	SM
Con	SM
Concentration	WILL
Demolitions	SM/HEC
Engineering: Droids	SM/HEC
Engineering: Repulsor Lifts	SM/HEC
Engineering: Starships	SM/HEC
Engineering: Starfighters	SM/HEC
Engineering: Transports	SM/HEC
Engineering: Walkers	SM/HEC

Evasion

Evasion	REF
Firearms	HEC
First Aid	SM

Hand to Hand

Hand to Hand	REF
Investigation	SM
Knowledge: Appraisal	SM
Knowledge: Cultures	SM
Knowledge: Planetary Systems	SM
Languages	SM
Law	SM
Leadership	SM
Lightsaber	REF
Marksmanship: Archaic Weapons	HEC
Marksmanship: Blasters	HEC
Marksmanship: Bowcaster	HEC

Marksmanship: Bow	HEC
Marksmanship: Heavy Weapons	HEC
Marksmanship: Missile Weapons	HEC
Martial Arts	REF/HEC
Medical	SM/HEC
Melee Weapons	HEC
Navigation	SM
Persuasion	SM
Perception	SM
Pick Pocket	REF
Piloting: Archaic Starships	HEC
Piloting: Beasts	HEC
Piloting: Capital Ship	HEC
Piloting: Racing Pods	HEC
Piloting: Repulsor Lists	HEC
Piloting: Transports	HEC
Piloting: Starfighters	HEC
Piloting: Swoop	HEC
Piloting: Walkers	HEC
Smith: Armor	HEC
Smith: Weapon	HEC
Stealth	REF
Streetwise	SM
Survival	SM
Thrown Weapons	HEC
Vehicle Gunnery	HEC

Force Power Stunt Master List

Energy Defense WILL

Allows players to deflect or absorb energy attacks. This includes Force based attacks.

Challenged: 10: You can deflect up to 3 points of energy.

Everyday: 14: You can deflect up to 6 points of energy.

Competent: 18: You can deflect up to 12 points of energy, including blaster bolts.

Heroic: 22: You can deflect up to 24 points of energy damage and even redirect blaster bolts (if your Energy Defense roll is higher than the attacking roll).

Incredible: 26: Same as Heroic, but you can deflect 48 points of energy damage.

Legendary: 30: Same as Incredible, but you can deflect 96 points.

Super Heroic: 34: You can absorb the incoming energy attack and disperse it harmlessly.

Farseeing WILL

The ability to see the future

Challenged: 10: You get passing dreams about the future that are extremely vague.

Everyday: 14: You can form images in your mind sensing events to come.

Competent: 18: Your dreams are vivid about the future, sometimes even terrifying.

Heroic: 22: By mediating for 4 Turns you can see into the near future and see outcomes as if you were there.

Incredible: 26: Same as Heroic, but you only need to meditate for 2 Turns

Legendary: 30: Same as Heroic, but you don't need to meditate. You can even work with others in rituals to create holographic type projections of the future.

Super Heroic: 34: You can instantly see the future and determine the fates of others. This can be so burdensome that the player might make themselves a recluse in order to avoid anyone they know who might die.

Force Booster WILL

Boosts a characteristic to assist with an action.

Challenged: 10: Increase a physical stat +2 for one Action

Everyday: 14: Increase a physical stat +4 for one Action

Competent: 18: Increase a physical stat +8 for one Action

Heroic: 22: Increase a physical stat +8 for 4 Actions

Incredible: 26: Increase a physical stat +8 for 8 Actions

Legendary: 30: Increase a physical stat +8 for 16 Actions

Super Heroic: 34: Increase a physical stat +8 for 32 Actions

Force Lightning WILL

Mostly used by Dark Side Jedi, this attack causes scarring to the user and does awesome damage to the target. This power is NOT limited to followers of the Dark Side, however.

Challenged: 10: Your hands glow a strange blue, but nothing else happens.

Everyday: 14: A quick flash of lightning shoots from your hands doing 1d6+WILL STUN damage.

Competent: 18: A longer burst of lighting shoots from your hands going 2d6+WILL STUN damage.

Heroic: 22: Same as Competent, but you do 3d6+WILL STUN damage. For every Action you continue to use this, your skin begins to become deformed. Target must make a CON save (Difficulty 18) or take a physical FLAW caused by this attack.

Incredible: 26: Same as Heroic, but you do 4d6+WILL STUN damage. The CON save for a target is now 22.

Legendary: 30: Same as Incredible, but you do 4d6+10+WILL STUN damage. The CON save for a target is now 26. You can also hit anyone who is standing in front of you in a cone shaped formation.

Super Heroic: 34: Same as Legendary, but you do 4d6+20+WILL STUN Damage. The CON save for a target is now 30.

Jedi Mind Trick WILL

The classic ability to bend the willpower of the weak. It can make them think they are hearing things or seeing things that aren't really there too.

Challenged: 10: You can make someone think that they are hearing sounds. WILL save difficulty is 14.

Everyday: 14: You can make someone think that they saw something out of the corner of their eye. WILL save is difficulty 18.

Competent: 18: You can make basic suggestions which people will believe. WILL save difficulty is 22.

Heroic: 22: You can tell someone how it is and they believe you. WILL save difficulty is 26.

Incredible: 26: You can tell someone something and that is their new perceived reality. WILL save difficulty is 30.

Legendary: 30: You can command someone and they will act like your thrall. WILL save difficulty 34.

Super Heroic: 34: Same as Legendary, but the WILL save is 38.

Lightsaber Finesse

WILL

Allows the Jedi to parry blaster attacks or carry out fantastic lightsaber attacks.

Challenged: 10: Can block simple blaster attacks by rolling above the attacker's roll.

Everyday: 14: Can block multiple blaster attacks by rolling above all the attackers' rolls (just one roll needed)

Competent: 18: Can reflect back a single blaster attack at a target by rolling above the attacker's roll.

Heroic: 22: Can deflect single blaster attack at any target in front of lightsaber wielder by rolling higher than the attacking roll (shooter may NOT dodge).

Incredible: 26: Same as Heroic, but deflect multiple blaster attacks. Lightsaber damage x2

Legendary: 30: Same as Incredible, but deflects repeater blaster attacks. Lightsaber damage x3.

Super Heroic: 34: Same as Legendary. Lightsaber damage x4.

Sense Force

WILL

The ability to sense other Force users.

Challenged: 10: You get a weird feeling about someone standing next to you.

Everyday: 14: When in a room full of people you can sense the Force.

Competent: 18: When someone within 500 yards uses the Force you can sense it.

Heroic: 22: You can sense the Force across a whole planet. You can even see Force ghosts.

Incredible: 26: Same as Heroic, but across a whole system.

Legendary: 30: Same as Incredible, but across a whole galaxy.

Super Heroic: 34: Same as Legendary, but up to four galaxies away.

Telekinesis

WILL

This is the ability to move objects using the Force. It also includes the ability to crush someone's throat.

Challenged: 10: You can lift papers and low weight objects.

Everyday: 14: You can lift heavier objects (80 lbs or less).

Competent: 18: You can lift larger objects (250 lbs or less). You can do 1d10 STUN Damage.

Heroic: 22: You can lift even larger objects (500 lbs or less). You can do 1d10+WILL STUN Damage.

Incredible: 26: You can lift huge objects (750 lbs or less). You can do 1d10+WILLx2 STUN Damage.

Legendary: 30: You can lift super heavy objects (1200 lbs or less). You can do 1d10+WILLx5 STUN Damage.

Super Heroic: 34: You can lift MASSIVE objects(2000 lbs or less). You can do 1d10+WILLx10 STUN Damage.

Telepathy

WILL

The ability to talk to other Force characters using your mind.

Challenged: 10: Basic mental communication. Skimming broadcast thoughts.

Everyday: 14: Distance mental communication. Reading surface thoughts.

Competent: 18: Local mental communication with more than one person. Reading semi-hidden thoughts.

Heroic: 22: Distance mental communication with more than one person. Digging into hidden thoughts.

Incredible: 26: Same as Heroic, but causing headaches in the people who are having their minds read (they suffer -5 to all action rolls)

Legendary: 30: Same as Incredible, but causing 1d10+WILL STUN damage to target.

Super Heroic: 34: Same as Incredible, but causing target's head to explode from psionic overload.



Talents

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

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



Acute Senses [X]:

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

Ambidexterity:

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

Animal Empathy:

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

Beautiful/Handsome [X]:

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

Blind Reaction:

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

Combat Sense [X]:

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

Common Sense:

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

Direction Sense:

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

Double Jointed:

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

Eidetic Memory:

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

High Pain Threshold:

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

Immunity:

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

Intuition:

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

Lightning Calculator:

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

Light Sleeper:

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

Longevity:

You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.

Night Vision:

You can see in all but absolute darkness.

Perfect Pitch:

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

Rapid Healing:

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

Schtick:

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

Simulate Death:

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

Speed Reader:

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

Time Sense:

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

Perks

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

Allies
Followers
Society
Membership
License
Contract
Favor
Rank
Renown
Wealth

Allies [1 per level]

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

Followers [1 per level]

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

Society [1 per level]

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

Membership [1 per level]

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

License [1 per level]

The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; a Private Investigator's license 4; a Bounty Hunter's license might cost 6; a Shadow Guard Agent 8, a Nuclear Sales 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 it's appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.

Rank [2 per Rank]

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

Renown [1 per level]

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

Wealth [1 per level]

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

HOW GOOD IS MY SKILL?

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

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

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

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

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

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

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

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Gear

We have left out a gear list, but we know you want to be skinny on how to buy gear. It's pretty simple:

Minor Gear: 5 FP (Includes small trinkets, cheap clothes, a brew, rope)

Medium Gear: 15 FP (Includes breathers, electronic devices of good quality and nice clothes)

Major: 30 FP (Includes small droids, space suits, jet packs, speeder bikes)

Mondo: 60 FP (Includes transports, fighters, full sized droids)

*Ultimately it's the game master's call on cost.

Armor

Armor, like gear, is bought with Fuzion Points. This is a listing of civilian armor and not military armors. Armor rules work like this:

Any damage done over armor rank does damage to armor directly. So an armor of 10 that takes 11 points of damage will now be 9. Once the armor is gone the player will begin to take damage.

For every 10 points of armor, the player suffers -1 to their REF.

Armor	KD	Special	Cost in FP
Light Mesh Armor	4		4
Medium Mesh Armor	8		8
Heavy Mesh Armor	10		10
Light Combat Armor	12		12
Medium Combat Armor	15		15
Heavy Combat Armor	18	Storm Trooper/Clone Style	18
Jedi Armor	16	Immune to Lightsaber AP	16



Weapons

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

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

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

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

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

Armor Piercing (AP): Armor piercing damage. All KD values are reduced by half when getting hit with an AP weapon.

Lightsaber Special: These weapons are truly deadly. They instantly cut through anything not designed to resist Lightsaber damage. This even includes blast doors (although thick doors tend to take longer to cut through at 1 turn per foot of thickness). Only another lightsaber or force weapon can parry a lightsaber.

Vibro and Energy Weapon Costs: For a vibro weapon, increase cost times 3 and give the weapon Armor Piercing. For an energy weapon, increase cost times 2.

Unarmed Damage: 1d6+STR PUNCH, 1d6+2+STR KICK

Shooting:

-**Damage:** As it says.

-**Range:** How far the weapon can shoot.

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

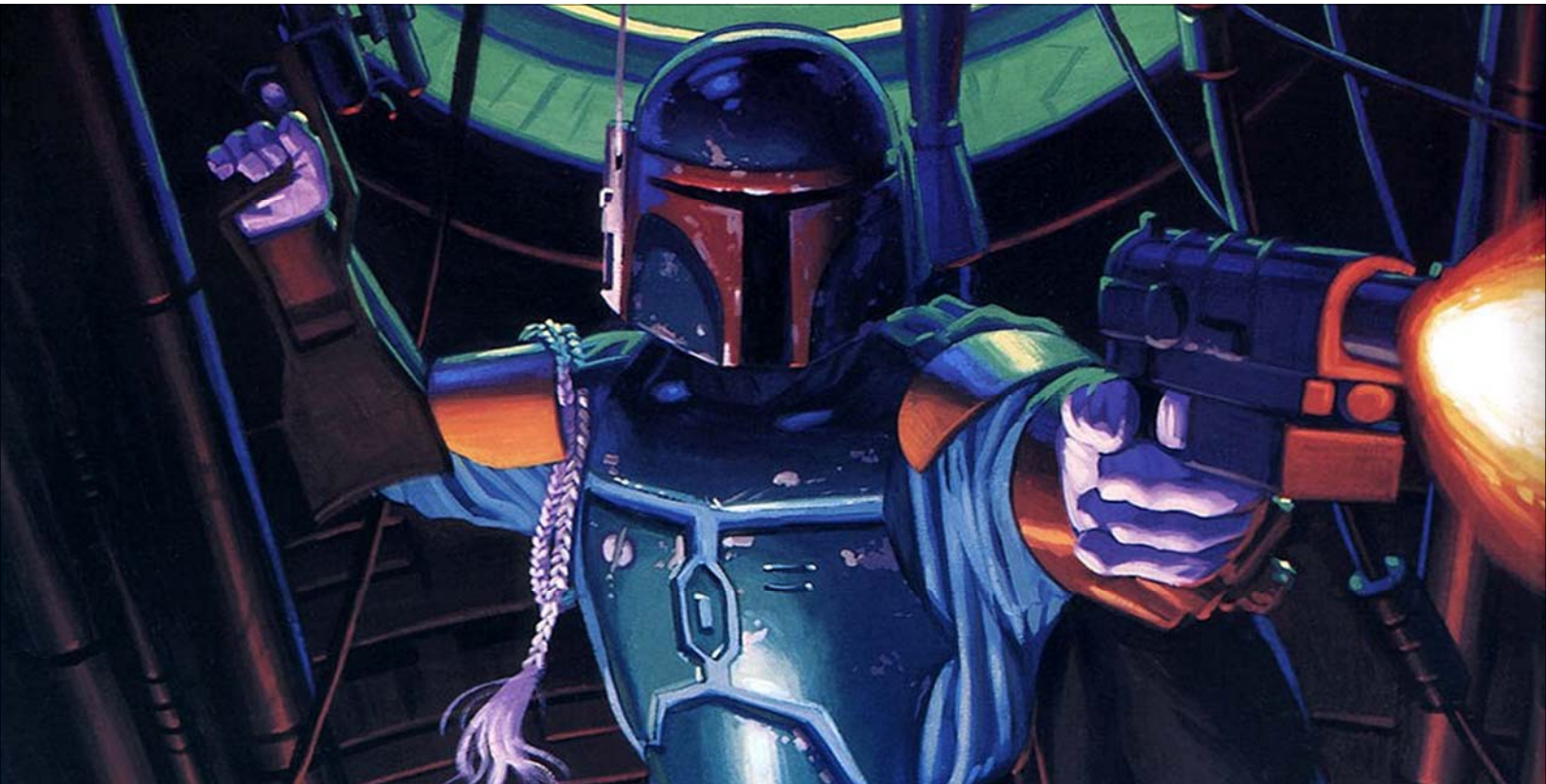
-**Firing Rate (FR):** How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired.

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



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Weapon	Damage	Range	Ammo	FR	# Hands	Cost in FP
Hold-Out Blaster	1d6 AP	20	20	2	1	6
Light Blaster	2d6 AP	40	40	3	1	12
Medium Blaster	3d6 AP	70	40	2	1	18
Heavy Blaster	4d6 AP	75	40	2	2	24
Light Blaster Rifle	6d6 AP	1000	40	3	2	36
Medium Blaster Rifle	8d6 AP	2000	40	2	2	48
Heavy Blaster Rifle	10d6 AP	2500	40	3	2	60
Automatic Blaster Rifle	6d6 AP	350	100	3/12/30	2	36
Slug Thrower Pistol	2d6	20	6	2	1	12
Slug Thrower Rifle	3d6	60	10	2	2	18
Bowcaster	5d6 AP	70	10	1	2	30
Light Repeater	6d6 AP	450	100	15/45	2	36
Medium Repeater	10d6 AP	800	100	8/24	2	60
Rocket Launcher	1d6x10	500	1	1	2	60
Thermal Detonator	2d6x10	-	1	-	1	1200



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Melee Weapon	Damage in d6	MinSTR	Cost in FP	Notes
Dagger	1+STR	1	6	
Knife	1+STR	1	6	
Combat Knife	2+STR	2	12	
Throwing Blade	1+STR	1	6	STRx5 RNG
Short sword	2+STR	2	12	
Broadsword	3+STR	3	18	
Long sword	3+STR	3	18	
Great sword	5+STR	5	30	
Claymore	6+STR	5	36	
Rapier	2+STR	2	12	
Scimitar	4+STR	3	24	
Hand Axe	2+STR	2	12	
Battle Axe	4+STR	4	18	
Throwing Axe	4+STR	3	24	STRx5 RNG
Great Axe	6+STR	5	36	
Club	4+STR	2	12	Stun
Mace	4+STR	2	12	Stun
Flail	3+STR	2	18	
Hammer	2+STR	2	12	
Whip	1+STR	1	6	
Maul	4+STR	3	24	
War Hammer	6+STR	4	36	
Spear	3+STR	2	18	STRx5 RNG
Large Spear	5+STR	3	30	
Staff	5+STR	2	30	Stun
Harpoon	4+STR	3	24	
Scythe	3+STR	2	18	
Halberd	6+STR	4	36	
Longbow	6	4	36	STRx20 RNG
Compound Bow	7	5	42	STRx25 RNG
Lightsaber	5d6+STR AP	1	300	Lightsaber AP

Mechanics That Players Need to Know

Resolving Actions: Characteristic + Skill Level + 3d6

The Turn: Players determine their Order of Actions. The player then reveals it to the Game Master. The Turn plays out with the person with the highest Initiative going first. Upon completion this starts all over again.

Order of Action: Players determine their different actions before each turn. Order of Action works like this: Player takes their number of Actions and determines how many attacks, how many dodges and other actions they will be using. Players may choose to hold actions in case they are attacked. *Bob is running into a room full of storm troopers. He has four actions. His first action is entering the room (1). His second action is opening fire at the nearest trooper (2). His third action is ducking for cover behind a storage crate (3). He then holds his fourth action in case someone gets the jump on him (4). If Bob had chosen to keep firing he would not have enough actions to evade an incoming attack.*

KD: The stopping power of a material or armor. Subtract the KD from damage before taking away from SDP. Any damage OVER the KD is decreases the value of the armor's KD in that specific area. *A vest has 10KD and gets hit by a weapon that does 15 Lethal Damage. The armor would now be down to 5KD in the area hit.* Armor Piercing (AP) attacks damage armor as if they were Hits.

SDP: Structural Damage Points

SP: Stopping Power for vehicles ONLY. Subtract this number before taking away damage from body. When hit by Armor Piercing attacks, SP is destroyed. *A laser weapon does 3 points of AP Kill damage. It hits armor with 4K SP doing 3 points of damage to the armor itself. Now the SP is 1. Any damage taken OVER the SP, subtract whatever went over from the SP. A missile hits armor with 4K SP. The missile does 5K Lethal damage. The armor now has 3K SP (5K-4K=1 damage-4K=3K SP remaining)*

Kills: 1 Kill= 50 Points of Damage, 1 Kill also equals 50 Hits (Represented by "K")

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

Armor Piercing (AP): This does direct damage to armor and material. Any character or machine with armor will lose KD and SP when hit with AP weapons.

Lethal Damage: This is damage that is so deadly that you take away from Hits when taking Lethal Damage.

Stun Damage: Stun damage is non-lethal at first. Once character Stun is reduced to zero then any additional Stun damage is taken from Hits.

Difficulty for Tasks

Challenged: 10
Everyday: 14
Competent: 18
Heroic: 22
Incredible: 26
Legendary: 30
Super Heroic: 34

Materials

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

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

SDP: Structural Damage Points

Balsa Wood: 4 SDP

Plastic: 5 SPD

Wooden Boards: 7 SDP

Bricks: 8 SDP

Aluminum: 9 SPD

Iron: 13 SDP

Hardened Steel: 19 SDP

Titanium: 23 SDP

Alien Metal: 27 SDP

Super Alien Metals: 31 SPD

*Double these values per foot of thickness.



Variations of Damage

Blunt, Electrical, Fall damage: Stun

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

Vacuum: 10 Lethal Damage on first turn. 5 Points of Stun Damage each turn after that. Player also suffers either 15 points of instant COLD damage if in the shadows of space. Or they suffer 15 points of instant HEAT damage in direct sunlight.

Combat Phases (Detailed Orders of Action)

Combat phases do not go in any particular order, but instead help dictate what you plan to do. Each one of these phases costs 1 Action.

Movement: Players take position. Move towards or away from target. Stand still to take aim.

Attacking: Players may choose to shoot, throw, strike or go hand to hand.

Defending: Players may Evade, Escape, or Parry an attack.

Other: Players may choose to Get Up, Eject, Board, Lift or Carry, Reload/Change. Weapon, Use Non-Combat Skill.

Damage Effects

People are going to get shot and electrocuted. That is a given. When players suffer massive damage there is a risk of dying. Presented here are Stun damage and Lethal damage charts to help GMs play out effects of injury.

Medical Skill and Healing

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

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

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

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

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

Stun Effects

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

Lethal Effects

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

Roll 1d10

Area

1	Head
2	Neck
3	Torso
4	Chest
5	Right Arm
6	Right Hand
7	Right Leg
8	Left Arm
9	Left Hand
10	Left Leg

Penalties

Called Shots

Large Target -1

-Chest area

-Fuel tank

Medium Target -3

-X-Wing Cannon

-Wing

-Treads

Small Target -5

-Cockpit

-Power Core

-Airlock

Movement Penalties

Movement -1

-Shallow Waters

-Desert Sands

-Light Snow

Movement -3

-Waist Deep Water

-Marshlands

-Knee Deep in Snow

Movement -5

-Chest Deep in Water.

-Swamps

-Waist Deep in Snow

Vision Penalties

Vision -1

-Dim Lit Room

-Light Fog

-Moonlit Night

Vision -3

-Faintly Lit Room

-Medium Fog

-Medium Smoke

-Standard Starlit Night

Vision -5

-Caves

-Uncanny Darkness

Taking Cover

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

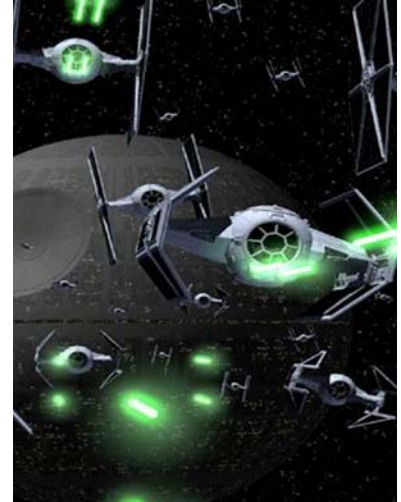
Half Cover: -5 to hit anyone who is in cover that prevents line of sight to half of their body.

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



Vehicle Damage

Damage	Effects
1-2	Dented material, no effect
3-5	Ruptured material, no effect
6-10	Sparking, Roll 1d10. On a roll 1-2 Area ceases to function.
11-15	Heavy Sparking, On a roll 1-5 Area ceases to function. On a roll of 10 it explodes!
16-20	Devastation! Roll 1d10: 1-8 Area blows off! 9 it still works (-4). 10 Massive feedback, vehicle immobilized.



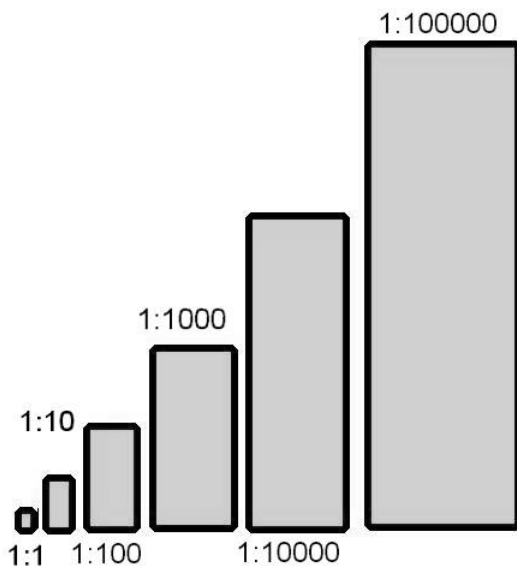
Understanding Scales

Damage

When attacking a creature of a smaller scale, players multiply their scale to the damage. So if a dragon blows fire at a man, the dragon is 1:100 and the man is 1:1. The damage would be multiplied times 100. When creatures from equal scales are fighting there is no scale multiplier. **Armor** stays the same. But when a smaller scale is attacking a larger scale, then you multiply the defender's **Armor** by their scale size.

Hitting Different Scales:

Anytime you attack a target of a larger scale, you gain a +2 per scale to hit. Here is where it gets difficult. If you are attacking a smaller scale target, you take a -2 to hit **ONLY** for the next scale down. After that there is no penalty because the size of the attack makes up for the lack of targeting.



Experience Points:

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

- For playing: 1
- Kicking butt: 1
- Saving a life: 2
- Using a cool strategy: 1
- Surviving: 1
- Teamwork: 2
- Spying without getting caught: 1
- Finding the missing Indian: 1
- Following good conduct: 1
- Playing the role: 1



