

# FUZION

## Skills List

(Champions, Shadowrun, Fuzion, Bubblegum Crisis)

## COMBAT SKILLS

**MELEE WEAPONS** [REF]: This is a general skill for using any type of melee weapon ranging from axes, swords, polearms, glaives, spears, fans, martial art weapons, clubs, etc... Melee Weapons can be either a Concentration such as Edged Weapons or Blunt Weapons, Specialization such as Axes or Swords, or a Dedication such as Battle Axe or Katana (+1 Concentration and -1 Other Melee Weapons, +2 Specialization and -2 Other Melee Weapons, and +3 Dedication and -3 Other Melee Weapons). It is added to REF for AV and can be added to DEX for DV (in melee only).

! **Edged Weapons** [REF]: This group of weapons includes all piercing and slicing weapons. It is added to REF for AV and can be added to DEX for DV (in melee only).

- **\*Axes** [REF]: The martial skill (bugei) of using the fuetsu, masakari, and ono in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).
- **\*Swords** [REF]: Kenjutsu, the skill of wielding the boken, katana, tachi, ninjato, wakizashi, nodachi and kodachi in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).
- **\*Polearms** [REF]: The skill group of using various long-shafted weapons in melee combat. Characters must choose a specialty from the following list. All others are at 1/2 of the score of the primary form (unless bought separately). It is added to REF for AV and can be added to DEX for DV (in melee only).
- **\*Glaive** (naginatajutsu) -The skill of wielding the bisento, bonaginata, nagamaki, and naginata.
- **\*Spear** (sojutsu or yarijutsu) - The skill of wielding the funata-yari, kama-yari, kuda-yari, nage-yari, tampo-yari, and yari.

! **Blunt Weapons** [REF]: This group of weapons includes all blunt type of weapons. It is added to REF for AV and can be added to DEX for DV (in melee only)

- **\*Fans** [REF]: Tessenjutsu, the martial skill (bugei) of using the gumbai and tessen in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).
- **\*Jitte** [REF]: Jittejutsu, the martial skill (bugei) of using the jitte and sai in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only). In addition, characters with this skill can use the jitte or sai to perform a disarm maneuver against opponents with swords.
- **\*Nunchaku** [REF]: Nunchakute, the martial skill (bugei) of using the nunchaku in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).
- **\*Pipe** [REF]: Kiserujutsu, the technique of using a smoking pipe (kiseru) in melee combat. This skill was popular with commoners (Heimin), especially merchants (akindo) and gamblers (yakuza), who were often forbidden to carry "real" weapons, such as swords. Pipe + REF is combined to get an AV, while Pipe can be added to DEX for DV (in melee only).
- **\*Tonfa** [REF]: Tonfajutsu (or tonfa-te), the martial skill

(bugei) of using the tonfa in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).

- **\*Man-catcher** - (sodegaramijutsu) - The skill of wielding the sasumata, and sodegarami.
- **\*Staff** (bojutsu and jojutsu) - The skill of wielding the bo, jo, and tetsubo.
- ! **Chain Weapons** [REF]: Kusarijutsu, the martial skill (bugei) of using the kawa-naga, kusari-fundo, kusari-gama (coupled with the Kama skill), kyogetsu-shoge, and manrikigusari in melee combat. It is added to REF for AV and can be added to DEX for DV (in melee only).
- ! **Cyber Weapons** [REF]: It can be anything from a wolver to scratchers, but it does not include concealed firearms. It is added to REF for AV and can be added to DEX for DV (in melee only)

**FIREARMS** [REF]: Hojutsu (or teppo)jutsu, the skill of firing firing guns such as matchlock rifles and pistols (teppo), and small cannons (sodeteppo). During asncient times it was not unknown to samurai, this skill is typically used only by common foot soldiers (ashigaru) in battle. Also a common skill among ninja. It covers a wide range of firearms from history, modern, and even futuristic firearms. It is added to REF for AV.

- ! **Pistols** [REF]: Pistols covers anything that is handheld in one hand, but is not a fully automatic weapon. It is added to REF for AV.
- ! **Rifles** [REF]: Rifles covers anything that is held in two hands, but is not fully automatic weapon. It is added to REF for AV.
- ! **Automatic Weapons** [REF]: Covers anything from SMGs, Assault Rifles, and Machineguns. It is added to REF for AV.
- ! **Heavy Weapons** [REF]: Covers anything from mortars to Heavy Machineguns, but not artillery. It is added to REF for AV.

**GUNNERY** [REF]: This skill covers the use of mecha, vehicle, stationary mounted weapons. It is also used for weapons built into Power Armors, Hardsuits, and even concealed cyber firearms.

- ! **Mecha Gunnery** [REF]: Mecha, like Japanese anime.
- ! **Vehicle Gunery** [REF]: Vehicle mounted weapons such as tanks, APC, etc...
- ! **Artillery Gunnery** [REF]: Everything like howitzers, motars, etc...

**PROJECTILE WEAPONS** [REF]: Kyujutsu?, the skill of using the bows, crossbows, blowguns, and slings like the daikyu (or yumi) and hankyu.

- ! **Bows** [REF]: Kyujutsu, the skill of using the bows like the daikyu (or yumi) and hankyu.
- ! **Crossbows** [REF]: Kyujutsu, the skill of using the

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crossbows.

- ! **Slings** [REF]: You know you used them when you were 5yrs old.
- ! **Blowguns** [REF]: Fukiburi-jutsu, the skill of using the blowgun, or fukiburi. This skill was rarely, if ever, used by those of the Buke or Kuge castes. It is a favorite method of delivering poison for assassins, however. Fukiburi can be disguised as a number of innocuous items, like a flute, staff, scroll tube, wind chime, and so forth.

**THROWN WEAPONS** [REF]: Shurikenjutsu, the skill of throwing weapons, such as knives, shuriken (or shaken), and the uchi-ne. The character can also throw improvised weapons, such as rocks and even coins. Unlike most combat skills, there is no non-proficiency penalty associated with this skill. Ninja are able to put this skill to particularly effective use, being able to spit small needles and darts at their foes (the range is equal to their CON in meters). While not true throwing, it is a variant of this skill that ninja may use at no extra cost.

- ! **Shafted Weapons** [REF]: Spears, etc...
- ! **Non-Aerodynamic Weapons** [REF]: Grenades, rocks, etc...
- ! **Aerodynamic Weapons** [REF]: Shurikens, throwing knives, shakra, etc...

**HAND TO HAND** [REF]: Basic skill at fighting with your hands. Adding Martial Art Talents allows the character to use Martial Arts maneuvers and actions. Japanese unarmed martial arts include Atemi-waza (a precursor to modern karate), Jujutsu (throwing and binding limbs), Ninpo Taijutsu (a martial art used by ninja, and taught only to members of the various ninja clans), and Sumai (Sumo Wrestling). You can even Concentrate on either Punches, Kicks, Grabs, and or Athletics.

- ! **Punch Maneuvers** [REF]: Your fist.
- ! **Kick Maneuvers** [REF]: Your foot.
- ! **Grab Maneuvers** [REF]: Get a hold on your life.
- ! **Athletic Maneuvers** [REF]: Jumping around, and even tackles.

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## MISCELANEOUS COMBAT SKILLS

**DRIVING** [REF]: This skill allows the use of any type of ground based vehicle.

- ! **Bikes/Motorbikes** [REF]: Two wheel motorized bikes.
- ! **Cars/Light Vehicles** [REF]: Any car or light truck, sport vehicles, etc...
- ! **Trucks/heavy Vehicles** [REF]: Mac trucks, Peterbults, etc...
- ! **Hovercraft** [REF]: Anything that uses fans or anti grav to hover above ground.
- ! **Motorboats** [REF]: Any motorized boat.

**PILOTING** [REF]: This skill allows the use of any type of sea or air based vehicles, and even spacecraft.

- ! **Rotorcraft** [REF]: Helicopter, gyro copters, etc...
- ! **Sailboat** [REF]: Any sail craft.
- ! **Vecored Thrust** [REF]: Any aircraft with VTOL.
- ! **Spacecraft** [REF]: Any spacecraft like those large war ships.
- ! **Mecha** [REF]: Japanese Anime stuff.
- ! **Winged Plane** [REF]: Yes anything with wings and includes space fighters, shuttles, etc...

**DODGE/EVADE** [DEX]: This skill represents someone's overall training and experience in avoiding attacks from melee weapons, hand to hand attacks, and even ranged attacks, either through parrying, ducking or just side-stepping out of the way. Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV versus melee attacks only (not Hand to Hand). Characters may substitute their score in a Melee Weapon, Power Use, or Hand to Hand skill for this skill, but with a -4 penalty. You can even have a Concentration such as Melee or Hand to Hand Evade (+1 Concentration and -1 Others).

- ! **Evade Melee Attacks** [DEX]: This skill represents someone's overall training and experience in avoiding blows from melee weapons, either through parrying, ducking or just side-stepping out of the way. Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV versus melee attacks only (not Hand to Hand). Characters may substitute their score in a Melee Weapon skill for this skill.
- ! **Evade Hand to Hand Attacks** [DEX]: The basic skill at getting out of the way of someone who is trying to hit, shove, kick or throw you. This skill is used for defense when you are being attacked by

someone using the Hand-to-Hand skill. Characters may substitute a Evade Melee Weapon skill for this one if the weapon is readied, or they can use the Melee Weapons skill but at a -4 penalty.

- ! **Evade Ranged Attacks** [DEX]: The Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a matchlock rifle (teppo), magical energy blast, arrow, shuriken, or whatever. Everyone is assumed to have score of at least 0 in this skill. This skill is added to DEX to gain a DV (versus Ranged attacks only).

**ATHLETICS** [DEX/STR/CON/MOVE]: Taijutsu, or basic athletic skills. This Everyman skill group represents the overall athletic inclinations (or lack thereof) of a character. A high score in Athletics indicates the character has a natural gift or general experience with physical pursuits, including (but not limited to): climbing, throwing (non-combat), running, swimming, jumping and endurance. The GM may call for a skill roll pairing Athletics with the appropriate Stat for the circumstance: CON to overcome fatigue, STR to make a jump, DEX to scale a wall, and so on.

- ! **Running** [MOVE/CON]: When running you can push your speed by making a MOVE feat. You also need to make a CON feat vs the time you run or become fatigued.
- ! **Jumping** [MOVE]: When jumping you can push your distance by making a MOVE feat.
- ! **Swimming** [MOVE]: When swimming you can push your distance by making a MOVE feat.
- ! **Climbing** [DEX]: The Everyman skill of scaling walls, trees and the like. Using climbing aids, such as ropes and ladders, provide a bonus to this roll.
- ! **Strength Feat** [STR]: You can add it to STR feats.
- ! **Endurance** [CON]: You can add it to duration type of CON feats.

**ACROBATICS** [DEX]: Karumijutsu, the ability to perform flips, jumps and rolls like an acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. GMs may permit characters making a successful Acrobatics roll (with appropriate Difficulty) to cross difficult terrain or run through (or over) obstacles with no Movement penalty. Acrobatics might also be used to gain an advantage in combat, to regain one's feet without spending an Action, or to make spectacular leaps (into trees, onto rooftops, and so on) by adding the character's Acrobatics score to his MOV for calculating his Leap distance (a classic chambera skill).

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! **Gymnastics** [DEX]: It includes anything like bars, rings, balance beam, etc..

! **Tumbling** [DEX]: This is the flip, rolls, summer saults etc..

**BOATING** [DEX]: Maru, the ability to handle boats small without sails, including sampans, junks (when rowed), dingies and small river boats. This skill does not allow the character to pilot a large ship, with or without sails.

**DANCE** [DEX]: This Everyman skill represents the ability to move gracefully and perform formal dance movements. Everyone knows at least one form of dance, whether it be the common folk dances performed by farmers and townsfolk at harvest celebrations and parties or the ritualized dances used by Nihon's priests to gain the attention and favor of the spirits. One form of dance must be chosen as a specialty. The forms include: Comedic Dance (???), Court Dance (Buy じ), Popular Dance (Dengaku), Sacred Dance (Kagura), and Sword Dance (Kenbu). Half of the character's skill may be applied to the other forms of dance.

**JUGGLING** [DEX]: Daikagura, the skill of juggling objects and performing feats of incredible dexterity (like balancing a spinning top on the blade edge of a sword).

**RIDING** [DEX]: Bajutsu, the skill of horsemanship. This skill enables a character to ride a horse under difficult circumstances. When fighting from horseback, characters use the lower of their Riding or combat skill scores.

**SAILING** [REF/TECH/INT]: Suifujutsu (or Hans じutsu), the skill of piloting ships with sails, from small junks to large galleys and ocean-going vessels. Characters know how to trim the sails, navigate, steer, and so on. This is an uncommon skill in Nihon, as there are few sailing vessels other than those owned by some daimyo, wealthy merchants and barbarians.

**GIMMICK** [REF]: This is the ability to get out of bonds and overall eye hand coordination. The old where is the pea in the shell game.

! **Contortionist** [REF]: Nawanukejutsu, 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.

! **Sleight of Hand** [REF]: Kijutsu, the skill representing a character's overall hand-eye coordination. Characters with this skill can palm objects, cut purses and do illusory "magic" tricks. It is

also a favorite skill of ninja who use it to deceive their enemies in all manner of ways. Typical skill contests involve Sleight of Hand + REF against the viewer's Perception + INT.

! **Pick Pocket** [REF]: This sub skill allows you to remove items from other people.

**STEALTH** [DEX]: Shinobijutsu, the Everyman skill of moving quietly and unseen. While it is a basic ability that all characters have some measure of ability in, it is considered suspicious behavior in all but the rarest of circumstances. It is common among samurai scouts, but more so among ninja, bandits and thieves. Typical contests involve Stealth + DEX against another person's Perception + INT. (Note that in Sengoku, this skill combines the skills formerly known as Stealth and Shadowing (bik じutsu) into one skill).

! **Urban/Suburban** [DEX]: In the city, if the character is familiar with that city.

! **Wilderness/Jungle** [DEX]: In the wilderness, if the character is familiar with that wilderness area.

! **Farmland/Prairie** [DEX]: In the prairies, if the character is familiar with that prairie area.

! **Desert/Tundra** [DEX]: In the desert, if the character is familiar with that desert area.

**BADMINTON** [REF]: The skill of playing Hanetsuki, a game similar to European badminton. Using a decorative paddle, the object is to keep the shuttlecock from hitting the ground on your side of the net.

**MEDICAL/BIOTECH** [INT/TECH]: Igaku, the skill of doctoring in Nihon. It can be used to diagnose an illness or cause of death (using INT) as well as to treat and bind wounds and administer medical aid (TECH). A companion skill is Herbalist (tenyaku). Both skills are necessary for any truly respectable doctor in Nihon.

! **Organ Culture** [TECH]: Creating organs.

! **Replacement Construction** [TECH]: Limb and organ replacement either organic or cybernetic, it may require other related skill to perform properly.

! **Extended Care** [TECH]: The ability to care for them after the surgery.

! **First Aid** [TECH]: The ability to prevent further injury, it does not allow for healing afterwards. It will only stop the injury for a limited amount of time.

! **Medical Surgery** [TECH]: These people can actual fix injuries, but people still need to heal at their normal rates. Thank goodness for speed healing drugs of the 21st century.

! **Diagnose Illness** [INT]: You can actually diagnose what is wrong with them, but it may not actually

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allow you to actually heal them.

- ! **Forensics** [TECH/INT]: You can practice medicine on the dead even diagnose how it happened, their dying that is.
- ! **Massage** [TECH]: Shiatsu, the skill of therapeutic massage, a minor healing art. This skill requires time to be effective (5 minutes minimum or more), but a successful roll will completely restore all lost Stun. Many professional masseurs in Nihon are blind, as there is little else they can do as productive citizens.

**ELECTRONICS** [TECH/INT]: The ability to work on electronic items anything from wiring to microchips and even nanites.

- ! **Control Systems** [TECH]: Any type of controlling system. Usually it is for large systems like boilers, etc...
- ! **ECM/ECCM** [TECH]: Thank goodness for Electronic Warfare.
- ! **Maglocks** [TECH]: This sub skill allows you to install and control magnetic locks.
- ! **Diagnosis** [INT]: This sub skill allows you to diagnose problems with electronics, it becomes easier with proper tools.

**MECHANICS** [TECH]: Gosoku-shi, the ability to create and repair various items such as armor, weapons, etc... (including samurai and ashigaru armor, chain mail and leather). If using the optional armor damage rules, characters may repair up to their Armorer score in KD/SDP of the item in the field. Any damage beyond that point must be done in an armory shop.

- ! **Build/Repair** [TECH]: The ability fix and building items.
- *\*Carpentry* [TECH]: Daiku, the skill of designing and constructing buildings, castles and bridges of wood.
- *\*Masonry* [TECH/INT]: The skill of creating structures of stone, such as fortifications, walls and bridges.
- ! **Jury Rig** [TECH]: This skill allows you to temporarily patch an item until it can be repaired properly.
- ! **Kit Bash** [TECH]: This skill allows you to put odds and ends together to create something totally new.
- ! **Systems Operations** [TECH]: This skill allows you to operate various types of systems, like boilers, control systems, etc...
- ! **Weaponsmith** [TECH]: This skill allows you to create weapons both archaic and modern weapons.
- *\*Bowyer* [TECH]: Yumi-shi, the skill of making and repairing bows and arrows. Characters with this skill can manufacture arrows from bamboo and affix the fletching and arrow head (note, however, that it requires the work of someone with the Smithing skill to actually forge the arrow heads). Given the appropriate equipment, a character can create a number of arrows equal to their skill roll -10 per hour (minimum 1). Thus, someone who rolled their Bowyer at

20 could make 10 arrows in an hour.

- *\*Smithing* [TECH]: This skill group encompasses a character's ability to design and craft simple tools (dogu), equipment and weapons with metal, including firearms (teppo and sodeteppo) given access to the proper supplies and equipment, as well as an overall facility with metalworking tools. It does allow the character to create simple swords, but they can never be of any quality greater than average. To create truly masterful swords, one must have the Swordsmith skill (see SWORDS).
- *\*Swordsmithing* [TECH]: This is the honored art of crafting swords (katana) in Nihon, and sharpening all bladed weapons to a razor fine edge. It is considered a highly revered art with religious overtones and, in fact, a Shinto ceremony surrounds the crafting of such blades. Because swords are believed to be imbued with the spirit of their maker, it is important for sword smiths to be pure of heart and mind. (For more details see SWORDS.)
- *\*Sword Polishing* [TECH]: Togi-shi, the art of polishing. This skill is also considered an art form. Many Buke believe that the quality of their sword's polish is indicative of their status and their sword's worth, so highly skilled polishers are much sought after by samurai.

**DEMOLITIONS** [TECH]: This skill allows you to create and dismantle bombs.

- ! **Set Up** [TECH]: This sub skill allows you to create bombs.
- ! **Removal** [TECH]: This sub skill allows you to remove bombs.

**ESPIONAGE/INFILTRATION** [TECH/PRE]:

Onmitsu, the skill of infiltrating into areas, disguising, and social groups or populated areas (like towns or provinces) without attracting attention, and then gathering information. This skill is often used by female buke when married into an enemy clan, government spies and ninja. Note that to infiltrate an area unseen requires Stealth.

- ! **Security Systems** [TECH]: This sub skill allows you to use security systems and set them up.
- ! **Bugging** [TECH]: This sub skill allows you to set up and monitor bugging devices.
- ! **Lockpicking** [TECH]: Kagi-ake, the skill of opening padlocks and other simple locking devices. This skill is illegal to everyone, with the possible exception of police officials and locksmiths. In actuality, very few locks are in use in Nihon because of the overwhelming respect for privacy. The common exceptions include store houses, treasuries and the like.
- ! **Forgery** [TECH]: Gisho-giin-jutsu, the ability to create false documents, travel permits, letters and so on. Note that other complimentary skills, such as Calligraphy, may also be needed to effectively forge similar documents.
- ! **Binding** [TECH]: Hojojutsu, the skill of binding people with rope or cord, using elaborate methods

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and complex knots. This is a popular skill with police, samurai and ninja alike. Characters trying to free themselves from such bonds must make a contested skill roll using his DEX plus Escape scores against the binder's Binding + TECH.

- ! **Disguise** [TECH]: Hensu-jutsu, the skill of changing a character's appearance through makeup, costumes, body language and facial expression. While a perfectly proper skill for N<sup>1</sup> and Kabuki actors, it was otherwise considered inappropriate for people to use (in fact, dressing as someone from other than your caste is a crime in some regions). Ninja put this skill to special use, having developed a repertoire of disguises that they could use to move about unnoticed. Favorite ninja disguises include the farmer, Buddhist priest (shukke) or nun (ama), traveling Buddhist priest (komuso), actor or entertainer (sarugaku), yamabushi, merchant (akindo), masterless samurai (ronin), and others.

**GAMBLING** [INT/PRE/TECH]: Bakuchi, the ability to win gambling games that require some skill, such as a version of Oicho-kabu (a card game), Hanafuda (flower cards) and other more esoteric games. This skill can also be used to cheat at games of chance which require little or no skill, such as Han-Cho ("odd-even") and sporting bets. Cheating can be spotted in a contested skill roll, using the cheater's (TECH + Gambling + 3D6) versus the observer's (INT + Perception + 3D6); if the observer wins, he spots the gambler cheating.

- ! **Cards** [TECH/PRE]: This sub skill allows you to play card games with reasonable skill.
- ! **Dice** [INT]: This sub skill allows you to play dice games.
- ! **Machines** [INT]: This sub skill allows you to play machines.

**USE POWER; "Specify Type"** [TECH]: This skill allows you to use a Super Power with accuracy. It can be used to create new types of "Power Stunts". Thus allowing you to use your powers in new and different ways.

- ! **Mental/Psionic Powers** [TECH]: This sub skill allows the use of Mental powers.
- ! **Mystical/Magic Powers** [TECH]: This sub skill allows the use of Mystic powers.
- ! **Technological Powers** [TECH]: This sub skill allows the use of Technological powers.
- ! **Other Powers** [TECH]: This sub skill allows the use of Other powers.

**ARTISAN** [TECH]: This skill allows you to create visual art work that is pleasing to others.

- ! **Draw** [TECH]: This sub skill allows the creation of

beautiful works of art by using a drawing tools.

- ! **Painting** [TECH]: Sumi-e, the skill of creating beautiful works of art (typically depicting scenes of nature) using a brush and paint (sumi). There are several styles of painting, all of which are encompassed by this skill.
- ! **Sculpture** [TECH]: Chogoku, the skill of creating items from slabs or blocks of stone. A long and tedious process, Sculpture is the skill used to create stone lanterns, small statues, grave markers and the like.
- ! **Jewelry** [TECH]: This sub skill allows you to create beautiful jewelry.
- ! **Print** [TECH]: This sub skill allows you to create beautiful prints.
- ! **Photograph** [TECH]: This sub skill allows you to create beautiful photographs and videos.
- ! **Calligraphy** [TECH]: Shogaku, the skill of creating artful works by drawing Chinese ideographs (kanji) with a brush and ink. Calligraphy is considered a fine art. If the character is simply trying to convey a written message then TECH is used with this skill. If the intent is to create a beautiful image or one that invokes an emotion or conveys some hidden meaning, then AES should be used.
- ! **Carving** [TECH]: Netsuke, the skill of creating small sculptures and decorative items from wood, ivory and soft stone. Netsuke are small decorative carvings in the shape of animals or people which hold together wrapping cloths (furoshiki) and belts (obi). TECH is used to create a simple, functional netsuke, while AES is used to create a more beautiful one.
- ! **Flower Arrangement** [TECH]: Ikebana, the artistic skill of creating beautiful flower arrangements from natural flora.
- ! **Gardening** [TECH]: Niwatsukuri, the skill of creating and maintaining beautiful displays of nature using rock, sand, water, plants, or a combination. Particularly beautiful and harmonious gardens are said to enhance the effects of contemplative meditation.
- ! **Miniature Landscaping** [TECH]: Bonsen, the art of growing, creation and maintaining miniature trees (bonsai). Either TECH or AES may be used with this skill, depending on the effect the character desires with his creation.
- ! **Puppeteer** [TECH]: Bunraku, the skill of manipulating large marionettes and conducting theatrical performances with them. Bunraku becomes quite popular in the Tokugawa era.

**MUSIC** [TECH]: This skill group covers a variety of skills, including playing musical instruments (gakkiya), singing (uta) and more. Characters must purchase each skill group separately (skill in playing

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drums does not make one a better singer).

- ! **Drums** [TECH] (Taiko): Includes the double-headed folk drum (Bkedo), large stick drum (Bdaiko) and medium stick drum (taiko).
- ! **Flutes** [TECH] (Fue): Includes the bamboo flute (shakuhachi), Mouth organ (sho), N<sup>1</sup> flute (n<sup>1</sup>kan) and Small flute (shinobue).
- ! **Strings** [TECH] (Gengakki): Includes the Biwa (a pear-shaped lute), and Shamisen (a banjo-like instrument played with a large pick).
- ! **Koto** [TECH]: The skill of playing the large Japanese zither.
- ! **Singing** [TECH] (Uta): Note, singing uses INT or AES rather than TECH.

Characters may use their Music skill to create compositions (using INT or AES) as well as to perform them (TECH).

## MENTAL SKILLS

**COMPUTERS** [INT]: This skill allows you to use computers, repair hardware and fix software problems. It even allows you to create new software, and even hack into the toughest main frames.

- ! **Hardware** [INT]: This sub skill allows you to fix and build computer hardware.
- ! **Software** [INT]: This sub skill allows you to program and diagnose software.
- ! **Hacking** [INT]: This sub skill allows you to break into other computer systems.

**INVENTOR** (INT): This skill allows you to create never before seen hardware and various types. The only limitation is your imagination.

- ! **Normal Tech** [INT]: This sub skill allows you to create new hardware that already exists.
- ! **Military Tech** [INT]: This sub skill allows you to create new hardware for military use.
- ! **Super Tech** [INT]: This sub skill allows you to create new hardware even beyond present technology levels permit.

**EDUCATION/GENERAL KNOWLEDGE** [INT]:

Sh<sup>v</sup>chi (or J<sup>1</sup>shiki) is an Everyman skill group which represents a character's overall education, knowledge and experience. It's a "catch-all" skill that anyone can roll to see if they know something about something. It covers customs and basic manners (gy<sup>1</sup>gi), clothing, who's who in Nihon, familiarization with popular games (like hanafuda, card games and children's games), holidays, and so on. In most case, especially where a more specific skill is better used, the Education or General Knowledge skill should be required at a much higher Difficulty. It is, however, a great way for GMs to get information to players that otherwise might go unrevealed.

- ! **Math** [INT]: This sub skill is knowledge in math.
- ! **Trivia** [INT]: This sub skill is knowledge in trivia
- ! **Current Events** [INT]: This sub skill is knowledge in current events.

**EXPERT: "SPECIFY TYPE"** [INT or other]: This is a catch-all skill covering any one field of knowledge not already listed elsewhere: the Tokudate Clan, children's songs, and so forth. This can be a hobby, or an in-depth knowledge of a field or area.

- ! **Business** [INT]: Jitsugy<sup>1</sup>, the knowledge of basic business practices, laws of supply and demand, employee management, accounting and bookkeeping, procurement, sales, and marketing. Characters with

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this skill are able to run a business themselves. An essential skill for characters of the merchant caste (akindo) and shopowners.

- ! **Local Expert** (Green Bay, Chicago, Paris, etc...) [INT]: This skill allows the user to know about a particular area, like a city or town.
- ! **Professional** (Welder, Pharmacist, Art Teacher, etc...) [INT]: This skill allows the user to know about a particular profession, and how to perform that profession.
- ! **Barbarian Customs** [INT]: Banpu, the knowledge of barbarian (i.e., European, also known as yabajin) customs. Characters with this unusual skill have a rudimentary understanding of how the barbarians behave and why. Understanding the ways of the barbarians makes them all the more reprehensible to most natives of Nihon. As a result, GMs may require characters with this Skill to take a -1 to -3 penalty on any social skills when interacting with them.
- ! **Buddhism** [INT]: Bukkyū, the study of the teachings of Buddha. Characters with this skill are familiar with the concepts of Buddhism as well as basic Buddhist doctrine. Nihon's culture is very influenced by both Buddhism and Shinto, making this an Everyman skill. Buddhism + PIE is also used by Buddhist priests to invoke the Buddhist spirits and cause magical effects. As you can see, even laymen have the potential to call upon the Buddhas (although their chances are minuscule compared to that of a studied priest).
- ! **Christianity** [INT]: Kirishitendo, the study of the Holy Bible and the teachings of God (Bkami). Most barbarians are of the Roman Catholic faith, although a few (namely the Dutch) claim to be of a rebellious Catholic sect known as "Protestants." This skill confers knowledge equally applicable to both. A number of Nihon's inhabitants have been converted to Kirishitendo by the Jesuit missionaries, although they are still very much a minority (most of whom reside on Kyushu). Christianity (in both its forms) are tolerated by the ruling daimyo... for now.
- ! **Classical Literature** [INT]: Kobun, the knowledge of classic texts, stories, legendary tales and poetry written by scholars, poets and philosophers. Examples include the chronicles of Nihon (Nihonji and Kojiki), myth-history of Nihon, and so forth. The character may specialize in Chinese Classics (Jugaku) or Japanese Classics (Kogaku). Your skill is halved in the non-specialty unless the skill is bought twice.
- ! **Confucianism** [INT]: The knowledge of the philosophical teachings of Confucius, as well as a basic understanding of the social moors and values of Chinese and Japanese societies. This is an Everyman skill.

- ! **Cooking** [INT/TECH]: Suiji, the skill required to prepare fanciful meals and culinary delights - not just your ordinary bowl of rice. Characters with this skill can put together a good meal seemingly "out of nothing," and know how to make any food taste better. A successful use of this skill is required to prepare blowfish (???), for example, without poisoning the meat (and the eater).
- ! **Cosmetics** [INT/TECH]: Keshō, the skill of applying make-up and improving one's looks. It also confers knowledge of popular cosmetic styles of the day, which typically originate in Kyoto, the home of the Imperial Palace. It is used extensively by Imperial nobles (kuge), actors, and women of all castes. Note that this is not the same as Disguise, which is used to alter one's appearance entirely.
- ! **Craft** [INT/TECH]: Craft is a catch-all skill governing the various practical arts of Nihon not otherwise listed. There is no Familiarity between any of these specialties; each must be purchased separately and knowledge in one does not convey a partial score in any other. Crafts include: Lacquerware (Nuri), Pottery (Togei), Sake Brewing, and Shipbuilding (Zosen). The GM is free to include other crafts to this list. INT is the Stat used for designing items, and TECH is used for their actual creation.
- ! **Falconry** [INT]: Tori-oi, the skill of hunting with a trained falcon. Characters with this skill are trained in the social ritual of the hunt, popular among buke aristocrats. Falconry is accomplished on horseback with a falcon perched initially on a padded sleeve. This is a popular pastime among the wealthier buke courtiers and the Kuge.
- ! **Farming** [INT]: Kōsaku, the knowledge of land and soil, irrigation techniques, as well as planting and harvesting various crops. You know the best time and place to sow seed, how to make best use of land, and how to estimate the yield of a crop before harvest.
- ! **Fishing** [INT]: Tsuru, the skill of catching fish by hook or by net. Characters with this skill know the best times to fish, as well as the best fishing spots in their area.
- ! **Folklore** [INT]: Densetsu, the Everyman skill covering knowledge of the common myths and lore of Nihon (some true and some not). You can identify all manner of mythical creatures (like tengu, oni and kappa), and you are familiar with the famous people in Nihon, including master artisans and swordsmen, famous entertainers, sumo wrestlers and religious figures, as well as their legendary accomplishments.
- ! **Go** [INT]: The skill of playing Go, a board game involving a grid and small white and black stones, the object of which is to surround and "capture" all of



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your opponent's stones. Go holds an important place in Nihon's society, being similar to that held by chess in medieval Europe. Go is a popular skill among aristocrats and the "upper class."

- ! **Heraldry** [INT]: Monshogaku, the skill of recognizing the family crests (mon) of various samurai clans and (in later periods) of famous actors and artists. A successful use of this skill will identify not only the family to whom a crest belongs, but some general information about them as well, such as their home province and anything they are particularly noted for (like a particular style of kenjutsu or a reputation for declaring blood feuds).
- ! **Herbalist** [INT]: Tenyaku, the skill of creating herbal medicines and antidotes to various poisons. This skill also allows characters to recognize the medicinal value of various herbs and wild plants. (INT)
- ! **History** [INT]: Shigaku, the knowledge of historical events and people. You know the outcomes of crucial battles, Characters may specialize in Chinese history (Chv/gokushi) or Japanese history (Nihonshi). Half the skill is applied to the non-specialty. (INT)
- ! **Hunting** [INT/TECH,DEX]: Kari, the skill of hunting and trapping wild game. This skill can also be used to participate in the "Dog Hunt" festivals which are popular among the Buke in Nihon.
- ! **Incense Ceremony** [INT]: K[-do, the Way of Incense. Characters with this skill are adept at preparing and participating in the incense ceremony. Characters with this skill can discern the exact type of incense (and even know where it was made) by its fragrance alone. While not a very practical skill, it is nevertheless considered a fine art among aristocrats.
- ! **Local Knowledge** [INT]: This skill represents a character's knowledge of an area, including geography, climate, who's who, general customs and traditions, and so on. It also encompasses knowledge of the society, politics, belief systems and general demeanor of the people in the area. Characters with high scores know where the best places to eat are, which merchants offer the best prices, and so on. All characters have at least a score of 2 for where they come from (an Everyman skill), be it a village (mura), town (machi) or city. Local Expert must be bought for each area a character wants to have expertise in.
- ! **Poetry** [INT]: Waka, the skill of creating and reciting poems. This skill covers the myriad of poetic styles in Nihon, including the popular haiku. Spontaneous poem recitation and creation was is considered an art form, and buke who are to commit seppuku often create a "death poem" on the eve of the event.
- ! **Research** [INT]: Kosho (or tankyu) is the skill of using libraries and official records, as well as

uncovering information from obscure or uncommon sources (like classical, ancient or foreign texts). This is a vital skill for members of the mystic professions.

- ! **Shinto** [INT]: Shinten, the Way of the Kami. This is the knowledge of Niho's indigenous religion. Characters with this skill are familiar with the concepts of Shinto and the myriad of spirits that make up its pantheon. Nihon's culture is very influenced by both Buddhism and Shinto, making this an Everyman skill. Shinto is also one of the five forms of "magic" in Nihon. Shinto + PIE is used to perform Shinto rites for mystical effects. As you can see, even laymen have the potential to call upon the kami (although their chances are minuscule compared to that of a studied priest).
- ! **Shogi** [INT]: This is the skill at playing Shogi, a chess-like game that is popular among all castes in Nihon. (Note: It is featured in the film Zatoichi and the Chess Master.)
- ! **Silkworm Raising** [INT]: Y[<sup>3</sup>san, the knowledge and skill of raising silkworms and collecting the silk created by them.

**DETECTIVE** [INT/PRE]: This skill allows you knowledge of the law and how to enforce it.

- ! **Law** [INT]: This sub skill is actual knowledge of the law itself.
- ! **Criminology** [INT]: This sub skill allows you to know about the criminal mind.
- ! **Authority** [INT/PRE]: This sub skill allows you to enforce the law, and enables others to have respect for the cop.

**SCIENCE; "Specify Type"** [INT]: This skill allows knowledge and use of scientific methods. Usually though the individual has concentrated in a particular area.

- ! **Astronomy** [INT]: Tenmongaku, studying the stars and heavenly bodies to predict coming events, such as earthquakes and the quality of harvests, and determine the current date using the Chinese calendar. Predictions using this skill must be very general. Further, the predictions are the result of complex calculations; this is not a magical power.
- ! **Biology** [INT]: The study of biological organisms.
- ! **Physical Science** [INT]: The study of physical science, gravity, etc...
- ! **Chemistry** [INT]: Yogen, the skill of combining elements to achieve spectacular results. The character can create gun powder, poison and aphrodisiacs (see POISONS). The compounds required to create the desired substance may be difficult to obtain. (INT)
- ! **Sociology** [INT]: The study of people's social behaviors.
- ! **Criminology** [INT]: The study of criminals.

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- ! **Pharmacology** [INT]: The study of medicines.
- ! **Xeno Biology** [INT]: The study of alien organisms.
- ! **Cyber Technology** [INT]: The study of cyber technology.
- ! **Magic Theory** [INT]: The study of magic.
- ! **Military Theory** [INT]: The study of Military tactics and strategy.

**LANGUAGES** [INT]: Gago, or knowledge of a language. Unlike most skills, there is no roll associated with Languages. The score simply reflects the character's overall knowledge and fluency in that language.

\*The fluency levels are:

1. Basic (you can speak and understand very simple, short phrases; the typical tourist)
2. Conversational (you speak the language but have a thick accent or a limited vocabulary)
3. Fluent (your accent is noticeable only with a Perception roll)
4. Expert (you are better than most natives)
5. Master (only Linguists may have this level, even for a native tongue).

Characters receive a minimum score of 2 in their native language (an Everyman skill). Skill in one language does not transfer to other languages; each must be bought separately.

\*The available languages include:

- ! Latin Based (French, Spanish, Italian, Portuguese)
- ! Asian Based (Mandann, Cantonese, Hakka, Thai, Chinese, Korean, Bumese)
- ! European Based (Rusian, Polish, Czech, German, Dutch, English, Afrikaans, Yiddish, Swiss, Danish, Norwegian, Swedish)
- ! Mid Eastern Based (Arabic, Persian, Hebrew, Berber)
- ! Computer (BASIC, C+, Fortran, Cobol)

\*The Available languages for Shengoku include:

- \* Chinese (Ch/gokugo)
- \* Dutch (???)
- \* Japanese (Nihongo)
- \* Korean (Chosengo)
- \* Latin (???)
- \* Portuguese (???)
- \* Secret Language (Ingo)
- \* Signing (Kuji-kiri)

A Secret Language can be a secret ninja clan dialect, yakuza "slang," samurai clan codes for sensitive messages, or even a lost ancient language (like Yamatogo).

**NINJUTSU** [REF/DEX/INT/TECH]: Ninjutsu is the

secretive art practiced by ninja, and is available only to ninja characters. Historically, ninjutsu encompassed a wide range of skills. In Sengoku, the Ninjutsu skill acts as a complimentary skill to any skill attempted by the ninja, with the limitation that the other skill must be related to his ninja training. This reflects the extra training that ninja receive in that area, above and beyond what is traditionally taught. For example, a ninja attempting to use Ventriloquism to distract a guard or use Stealth to sneak by the guard could use Ninjutsu as a complimentary skill. He could not use it as a complimentary skill to Trading if negotiating the price of a horse, however. The GM is the final authority on whether Ninjutsu may be used as a complimentary skill. The following are a suggested list of skills that Ninjutsu may compliment: Acrobatics, Athletics, Binding, Climbing, Concealment, Contortionist, Espionage, Forced March, Hand To Hand Evade, Juggling, Lockpicking, Melee Evade, Swords, Navigation, Perception, Ranged Evade, Scouting, Sleight of Hand, Stealth, Strategy: Seiges, Streetwise, Survival, Throwing, Tracking, and Ventriloquist.

**PERCEPTION** [INT]: Kan, the skill of observation, perception and spotting hidden things (like clues) and deduction skill. (ninj 1). Police and official inspectors often have good scores in this skill.

! **Cryptography** [INT]: Anjojutsu, the ability to solve simple ciphers and encrypt or decode messages. Skill in another language (such as Chinese or a Secret Language) may be required as well; in that case the Language skill may be used as a complimentary skill.

! **Deduction** [INT]: Bakuyakujutsu, the art of taking several facts and leaping to an inobvious conclusion. It is a common skill among competent police officials and gossips. This skill should be used sparingly, but can be an easy way for a GM to provide clues to the players when they are stumped.

! **Lip Reading** [INT]: This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly and he must know the language being spoken by the target. The level of success on a roll should determine how much information is gleaned in any situation. Note that the use of this skill by anyone other than the deaf is considered very bad manners, indeed.

! **Navigation** [INT]: Kojutsu, the skill of finding one's way across land, sea, air, or even space. It includes knowing how to take sightings, use maps and charts,

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plot courses, work from wind, weather and the stars.

- ! **Shadowing** [INT]: This sub skill allows you to follow others.
- ! **Surveillance** [INT]: This sub skill allows you to watch people from a distance.
- ! **Tracking** [INT]: This sub skill allows you to track others.
- ! **Concealment** [INT]: Meisaijutsu, the skill of secreting and finding items. You can hide things and find things that other people have hidden - like important papers, weapons, jewelry, artifacts, drugs, and so forth.
- ! **Divination** [INT]: Bokusen, the skill of consulting the Book of Changes (I-Ching) and determine the general nature of events. With a successful roll, the GM will convey the general impression of any item or event that the player states. The result should be suitably vague and esoteric, giving clues but not revealing everything to the player. This skill should not be abused.
- ! **Scouting** [INT]: Teisatsu, the skill of moving through terrain and observing enemy positions, towns, castles, troop movements and the like, and reporting useful information. A character's Scouting roll may be complimentary to their leader's Strategy or Tactics roll. A useful skill for samurai scouts, ninja and other militant types.
- ! **Tracking** [INT]: Tsuiseki, the ability to discover tracks, prints or other evidence of passage through an area and to follow them. Tracking can be used to follow game while hunting, follow a criminal on the run, or even to find one's own way out of the forest when lost. This skill is popular among bounty hunters and ninja.

**STRATEGY** [INT]: Sakusen, the skill of military strategy. Unlike Tactics, which focuses on small unit actions, Strategy is the crucial skill of commanding large armies and coordinating campaigns. Characters with this skill are well versed in the Art of War, and know the most effective troop formations, how to supply their army, which travel routes are best, and so on. A specialty must be chosen. All others are at 1/2 of primary. Specialties include:

- ! **Campaigning** - Shusai, the skill of handling large scale military campaigns and handling the logistics of war, such as coordinating large scale troop movements, movement routes, supplies, communication, and so on. This is the primary skill (and role) of a daimyo (or Sh[gun] in war time.
- ! **Battles** - Senjo-jutsu, the skill of commanding troops, pressing advantages of terrain, coordinating attacks and directing their sub-units on the field of battle.

This is a crucial skill for generals and other troop commanders.

- ! **Siege** - Chikujo-jutsu, the skill of laying siege to enemy castles, undermining the castle's defenses, cutting supply and communication lines, and the like. Defensively this skill provides knowledge in defending a castle. This is an important skill for garrison commanders, and is a specialty of ninja in war time, as well.
- ! **Tactics** [INT]: This skill represents a character's knowledge of small unit combat tactics (for groups no larger than about 50 people). Characters with this skill know the best way to move a unit through difficult terrain, the best place to set up an ambush, what the enemy is likely to do or how they will react in a combat situation, and so on. Tactics may also be used to gain an Initiative bonus: By taking a full action before combat begins and rolling Tactics + INT against a Difficulty of 18 (though terrain and other conditions, such as visibility, can modify this), each number rolled above the target number may be applied to the Initiative of all friendly forces that the character may effectively communicate with. This bonus applies to the first round of combat only, and only to those people that the character can directly influence. A character may also spend a full round evaluating an existing battle (and nothing else) and apply a successful roll as a similar bonus for the subsequent round. If characters on both sides are using Tactics, a skill versus skill contest should be used instead.
- **Note** - For added realism, and to better represent the ability, the GM is encouraged to require that anyone wanting the INIT bonus must let the Tactician actually move their character (if miniatures are being used), though they would still determine all other actions.

**SURVIVAL** [INT]: The skill of surviving in the wilderness, in all types of terrain (including mountain, desert and snow). The character knows what wild plants are safe to eat, how to build a fire and simple shelter from the elements, and so on.

- ! **Urban/Suburban** [INT]: This sub skill allows surviving on the streets.
- ! **Wilderness/Jungle** [INT]: This sub skill allows surviving in the woods.
- ! **Farmland/Prairie** [INT]: This sub skill allows surviving on the prairies.
- ! **Desert/Tundra** [INT]: This sub skill allows surviving in the desert.

**CONCENTRATION** [WILL]: Haragei, the Everyman skill representing a character's ability to focus and mental control. This includes feats of

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memory, recall, and physiological control. By focusing (and doing nothing else) a character might receive bonuses based a successful Concentration roll toward some feat of mental or physical exertion.

- ! **Resist Torture/Drugs** [WLL/CON]: This sub skill allows you to resist torture and drugs.
- ! **Resist Magic/Powers** [WLL]: This sub skill allows you to resist certain types of mental and mystal powers.
- ! **Forced March** [WILL]: Hayagakejutsu, the skill of extended movement on a strategic scale. Characters with this skill can get that extra ri (2.5 miles, or 4 kilometers) out of a day's walking. A successful roll allows the character to increase their movement in a day by a number of ri equal to their skill level.
- ! **Meditation** [WILL]: Meiso, the art of transcendental meditation. Learning the proper techniques will allow characters to gain near to full rest with little time lost (anywhere from just half the time needed to a mere 5 or 10 minutes, depending on the level of success of the skill roll). With a high enough roll (GM's discretion), the character may be treated as if he were in "Light Sleeper: mode, as per the Talent. Meditation may also be used as Mental Defense, conferring MD equal to the skill score (this assumes that the character is at 0 DEX, however).

**VENTRILQUIST** [INT or TECH]: This is the ability to "throw" your voice, a skill that be used to no end of mischief. It is used with INT or TECH, whichever is higher. It is typically used as a contested skill roll against the listener's Perception + INT. A popular ninja trick involved distracting their pursuers by having false voices calling from nearby. The GM may allow characters with both Mimicry and Ventriloquist to use them together (hearing one's own voice from nearby can be quite eerie, indeed!).

**SOCIAL/ETTIQUETTE** (PRE): This skill alllows you to properly socialize in public groups or social classes.

- ! **Corporate** [PRE]: This sub skill allows you to socialize with corporates.
- ! **Matrix** [PRE]: This sub skill allows you to socialize over the net.
- ! **Media** [PRE]: This sub skill allows you to socialize through the media.
- ! **Streetwise** [PRE]: Use of this skill aids a character in getting around the "underside" of life, which includes dealing with the proverbial black market, getting information and finding places to hide from the authorities. Characters with Streetwise are at home in the "floating world" of Nihon, and are familiar with all manner of sub-cultures, including the gambling gangs (yakuza), courtesans and tea houses,

entertainers and criminal networks. This is an important skill for Otokodate and Yakuza. Most Buke wouldn't be caught dead exercising such knowledge, although some police may have gained it in their dealings with criminals.

- ! **Tribal** [PRE]: This sub skill allows you to socialize with tribal cultures.
  - ! **Xeno** [PRE]: This sub skill allows you to socialize with alien cultures.
  - ! **High Society** [PRE]: Haikaragaku, the knowledge of upper-class culture - what clothes to wear, what are considered sophisticated foods, and how to mingle with royalty and other VIPs. This skill also covers Buke and Kuge court etiquette. You know how to conduct yourself and how to make the best impression to honored guests and dignitaries, as well as how to present legitimate gifts and request favors in a formal court setting. A popular skill among wealthy merchants. A necessary one among buke and Kuge courtiers.
  - ! **Bureaucratics** [PRE]: Shinshi, the skill of dealing with bureaucrats. You know how to cut out red tape, who to talk to, how to reach them and how to extract information from bureaucracies, whether it's the Sh [gunate government (bakufu), a religious sect (sho) or a village council.
  - ! **Diplomacy** [PRE]: The skill of negotiations and resolving disputes. This is an important political skill, especially for buke with an eye toward gaining temporal power (or simply gaining favor). It is also used by go-betweens who find prospective spouses and arrange marriages.
  - ! **Fashion** [PRE]: Shozoku, the skill of fashion, wardrobe and personal grooming. A character with this skill stays abreast of the current fashion trends from Kyoto and Nagasaki, and knows how to show off clothes and look his best. This skill is considered unseemly among male Buke, but is quite common among the Kuge and wealthy merchants.
- LEADERSHIP** [PRE]: Shud [ , the skill of leading others, especially in stressful situations or where management is desired over persuasion. Leadership is an important skill for troop commanders, businesses with a lot of employees, and the like. It is only practical when dealing with NPCs, however, as using it "against" PCs would be counterproductive to role-playing.
- ! **Morale** [PRE]: This sub skill allows you to boost morale with followers.
- PERSUASION** [PRE]: Zei, the ability to convince, persuade, or influence individuals.
- ! **Bargaining** [PRE]: This sub skill allows a character to bargain with others. Usually gaining a better price

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in the deal.

- ! **Bibery** [PRE]: Baish<sup>v</sup>, the art of giving "gifts." A character with this skill knows when to bribe someone, how to approach him, how much to offer and (most importantly) how to disguise the bribe so that the other party can accept it without losing face. This can be a risky skill to use, as a failed roll nearly always means the intended recipient has been dishonored or insulted.
- ! **Fast Talk** [PRE]: This sub skill allows a character to persuade others into doing things before they have realized they have done it.
- ! **Conversation** [PRE]: Danwa, the Everyman skill of extracting information from people with careful conversation. The use of this skill takes time, and if the roll is missed the subject realizes he is being pumped for information.
- ! **Flattery** [PRE]: Geig<sup>l</sup>, the Everyman skill of making others feel good about themselves through carefully crafted compliments and flowery speech. Flattery is a very important aspect of society in Nihon, where proper respect and courtesy are expected. To greet someone politely is basic manners; to compliment them at the same time is the mark of a civilized person. While flattery won't necessarily change someone's opinion about an issue, it can influence their reaction when dealing with you. Caution is advised, however, as insincere flattery can be as risky as insulting someone. Flattery is considered an art form among the Kuge.
- ! **Hypnotism** [PRE]: Saiminjutsu, the skill of subtly influencing another person's thoughts and distracting them. This is a popular skill among ninja, who use it to great effect to escape from their enemies and to influence others during espionage missions.
- ! **Interrogation** [PRE]: Gomonjutsu, the skill of extracting information and confessions from people, either by coercion or just plain torture. The character knows how to avoid leaving marks (if necessary) can judge how close a victim is to death, unconsciousness or breaking, and is an expert at manipulating subjects into revealing desired information. Common forms of torture include buri buri (dunking in water and beating with sticks while suspended), breaking fingers and applying heavy stone slabs atop a kneeling person's legs. In Nihon no criminal is convicted without a "confession," making this skill invaluable to police officials.
- ! **Oratory** [PRE]: Shikiji, the ability to speak to an audience and to deliver a convincing presentation.
- ! **Rhetoric** [PRE]: Mongaku, the skill of written and verbal presentation in the Chinese literary tradition. This skill is used in framing official petitions, legal cases and religious preaching and debate. As it also

encompasses the art of "formal debate," skills associated with the subject will be Complimentary. For example, in a religious debate between Buddhist priests, Buddhism (Bukky<sup>l</sup>) would be a Complimentary skill. It may also be used as a complimentary skill to High Society in formal settings, such as court. This skill is commonly found among priests, but it is also found among the Buke and Kuge, and other people who wish to be perceived as "educated" and "highly cultured."

- ! **Seduction** [PRE]: The ability to gain another's trust by offering companionship or favors. This is an important skill for courtesans, female ninja (kunoichi), and even female Buke married into enemy clans. Flattery can be used as a complimentary skill to Seduction.
- ! **Negotiation** [PRE]: This sub skill allows a user to negotiate a better deal.
- ! **Trading** [PRE]: Akinai, the skill of bartering, haggling and otherwise negotiating the price of things. This is a crucial skill for merchants of all types. Most Buke feel that this level of emphasis on money is beneath them, but female Buke have been known to be very thrifty managers of their household's money.
- ! **Tea Ceremony** [PRE]: Cha-no-yu, the art of preparing for and performing the famed tea ceremony. The tea ceremony is a refined art form in Nihon, and symbolizes the best qualities of human grace and spiritual purity. They bring much honor to both the guest and the host, if performed properly. Tea ceremonies are often performed to cement the bonds of friendship or to reaffirm a vow or promise.
- ! **Teaching** [PRE]: Jygy<sup>l</sup>, the skill of imparting knowledge to others. A character can teach almost anything they are skilled in; the nature of the skill and the student's capacity to learn it will figure into the GM's decision as to how difficult it is to teach and how long the process will take (see EXPERIENCE).

**PERFORM** [PRE]: This skill allows the user to perform in front of others.

- ! **Mimicry** [PRE]: Kowairojutsu (or gion) is the specific talent of being able to imitate other voices. Skill in this area will greatly enhance a good Disguise, especially if used in conjunction with Acting. It can also be used by hidden ninja to lure their prey into the open or to distract guards.
- ! **Ventriloquism** [PRE]: This sub skill allows a user to throw their voice so it doesn't look like they are actually talking.
- ! **Acting** [PRE]: This is the skill of the performer, known as monomane, used to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. While

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Dance makes one adept at the motions required in theater performance, this skill is required to move an audience's emotions. A typical use of Acting is to add a character's PRE and Acting scores in an opposed roll against the viewer's PRE + Perception scores.

- ! **Kabuki** [PRE]: The skill of performing the popular kabuki theater. Also includes a knowledge of popular kabuki stories or "scripts."
- ! **NB** [PRE]: This is the skill of dramatic N<sup>o</sup> theater performances, popular among aristocrats and cultured persons in Nihon. As Kabuki is to the common folk, N<sup>o</sup> is to the aristocracy and well-to-do.
- ! **Wardrobe & Style** [PRE]: This sub skill allows the user to dress appropriately and in style with the latest fashions of the time.

**ANIMAL HANDLING** [PRE]: Bakuro-jutsu, the skill of animal handling, training and basic care. This skill can be helpful in calming an ager predator or frightened horse, as well as in hunting or trapping game. You must specialize in a class of animal - dogs, birds or horses. Your skill is halved when dealing with animals of a class not your specialty. This skill is ineffective when dealing with intelligent animals, such as the mystical Kitsune, Tengu, Kappa and the like.

- ! **Animal Training** [PRE/INT]: This sub skill allows you to train animals.
- ! **Animal Communication** [PRE]: This sub skill allows you to crudely communicate with animals.

## MYSTICAL SKILLS

**CONJURING (MAGIC)**: This skill allows you to conjure magical effects.

- ! **Elemental Conjuring** [MAG]: This sub skill allows you to conjure elemental magical effects.
- ! **Nature Spirit Conjuring** [MAG]: This sub skill allows you to conjure nature spirit effects.

**SORCERY (MAGIC)**: This skill allows you to create sorcery magical effects.

- ! **Spellcasting** [INT/MAG]: This sub skill allows the use of spell casting.
- ! **Ritual Magic** [INT/MAG]: This sub skill allows the use of ritual spell casting.
- ! **Gogyo** [INT/MAG]: One of the four forms of mysticism or magic in Nihon, Gogyo is the ancient Chinese art of elemental magic and study of the universe. Gogyo theories are incorporated into several other mystical arts, but true study and mastery of Chinese mysticism requires this skill as well. Gogyo + MAG is used to cast "spells", while Gogyo + INT is

used for skill rolls involving theory and recall of knowledge associated with the art.

- ! **Mikkyo** [INT/MAG]: One of the five forms of magic in Nihon, mikkyo is the knowledge and theory of esoteric Buddhist mysticism and magic. The two most famous practitioners of this art were Kukai (also known as Kobo Daishi) and Shotoku Taishi (also known as Umayado no Miko). A required skill for practitioners of Mikkyo (primarily priests of the Shingon and Tendai sects of Buddhism) to use their mystic abilities. Mikkyo + MAG is used for skill rolls involving the actual use of their powers, while Mikkyo + INT is used for skill roll involving the recall of knowledge.
- ! **Onmyodo** [INT/MAG]: One of the five forms of magic in Nihon, Onmyodo is the ancient Japanese form of magic, or sorcery. It involves the concepts of Chinese elemental magic (gyogo) and Taoist mystic principles of "light and dark" (known in Nihon as in-yo). The most famous practitioner of this art was Abe no Seimi, a powerful onmyoji who had at one time 12 familiars (shiki)! Onmyodo is a required skill for practitioners of the sorcerous art, called onmyoji. Onmyodo + MAG is used for casting various spells, while Onmyodo + INT is used for skill rolls involving knowledge and lore of the art.
- ! **Shugendo** [INT/MAG]: One of the five forms of magic in Nihon, Shugendo is the mystic theory practiced by the esoteric priests of the Yamabushi mountain cult. The most famous practitioner of this art was En no Ozunu. Shugendo is a mixture of Buddhist esoteric magic (Mikkyo), Japanese sorcery (onmyodo) and Shinto mystic principles. Shugendo is a required skill for Yamabushi. Shugendo + PIE is used for casting various spells, while Shugendo + INT is used for skill rolls involving knowledge and lore of the art.