

Total FUZION Powers Plug-In

For the Upcoming SMF Campaign Book

(Includes Mental and Automation Powers) Additional Material by Robert Kwon and Gary Townsend. Edited by Gary Townsend. HTML Conversion, formatting and additional editing by Darrin Kelley.

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POWERS

Powers

Powers are abilities far beyond those of mortal men for example, flying or firing bolts of energy. The Powers listed in this section can be used to simulate the powers of a superhero, the spells of a sorcerer, the properties of a zombie or drone robot, or even the abilities of an alien.

1. COULD IT BE MAGIC?

Well, yes, it could be. Any weird ability, or even sufficiently advanced technology can be construed as magic instead of superpowers. An Ranged Attack can be called a laser bolt or a sorcerous fireball -- depending on what you want to call it. The beauty of the Fuzion system is that it simply defines the game effect of a power; you get to decide how it was created and what it looks like -- in short, its Special Effects.

2. SPECIAL EFFECTS (SFX)

Special Effects (SFX) are very important in superheroic adventures. The special effects of a power define what it is and how it's created, and help distinguish one power from another power. For instance, three different characters could all have 12 dice of Ranged Attack, but each might have different SFX: One is fire, another uses electricity, and the third fires a sonic attack.

Each type of special effect can have extra benefits or limits beyond the basic power description; exactly what is up to the GM. Most powers should have some special effect designated for the power. Each of these categories is very general; within each category there can be many types of special effect, related but different. The only limits are your imagination.

Common Powers SFX in Superheroic Games

Biochemical: This category includes acids, venom, poisons, diseases, drugs and other chemicals. Biochemical attacks can often be unusual ones, such as Drains. Biochemical attacks are sometimes manifested as gasses, which might be affected by high winds or extreme temperatures.

Cold/Ice: Everything related to extreme cold, including freezing blasts of supercold materials, ice, or

other such effects. Cold attacks can work against physical or energy defenses, depending on what you decide when you buy the power. Cold powers are usually less effective in high-temperature environments.

Electricity: The classic electrical bolt, lightning, sparks, and zaps. Any combination of amperage and voltage would be in this category. This is the classic attack against energy defenses. Electrical powers may have greater effect against delicate electronics, and less effect against well-insulated targets.

Gate Key Power: This fundamental force indirectly powers many other effects, but some rare items, people or phenomena tap it directly. This power is rarely seen in its raw form, but when it is, it's unlike anything else. Note: This SFX is not available in the Starfire Master Force campaign world.

Heat/Fire: Everything connected with high temperatures, such as flames, hot metal, or hot gasses. Fire can start fires in flammable materials, which is sometimes handy and sometimes can cause excess property damage or threaten innocent lives. Heat powers are usually less effective in low-temperature environments.

Kinetic: This category includes all physical force, such as punches, clubs, rocks, chunks of ice, or anything that creates a solid thump on target (works against Stun Defense or Killing Defense rather than Energy Defense or Energy Killing Defense). This can include force-blasts or telekinetic attacks if you choose to define them that way.

Light: This category is electromagnetic radiation in the visible or near-visible spectrum, from infrared to ultraviolet. This includes lasers, high intensity flashes, and similar effects. VIPER and UNTIL blasters fall into this category. Light attacks are often less effective in very dusty or smoky environments.

Magic: A catch-all term to describe mysterious forces used to produce a wide variety of effects. It's important to note that magic can be used to create many different special effects; for instance, magic could be used to create a lightning bolt. That bolt should be considered Lightning, not Magic, in terms of special effects. Magical SFX do not exist in the world of SMF.

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Magnetism: This covers magnetic and paramagnetic effects, and is often connected with force fields and telekinesis. Magnetic attacks often work against physical defenses rather than energy defenses. Magnetic powers are often less effective against non-metallic substances, and more effective against magnetic materials such as iron.

Psionics: This force is psychic power or mental forces; the raw power of the mind. Mental powers are usually (but not always) created by psionics, and have a psionic special effect. Psionic attacks usually work against mental defenses.

Radiation: This includes ionizing radiation such as gamma rays, and radiation from radioactive materials, as well as more bizarre forms of radiation emanated by comic book materials. Essentially, all short wavelength electromagnetic radiation falls into this category. Radiation attacks most often work against energy defenses.

Sonics: Pressure waves of all varieties (including infrasound and ultrasound) are in this category. This category of effects would not work at all without a medium of transmission, so it won't function in a vacuum. Sonics would generally be less effective in a low pressure environment, and more effective in a high-pressure environment. Usually Sonic attacks affect Stun Defense or Killing Defense.

Handling SFX

Special effects can and should be used to make adventures more dramatic, and sometimes to help characters overcome problems. It's a classic comic book bit - the hero manages to defeat the villain's plot by tuning his Ranged Attack to just the right frequency to deactivate the force field, or some such pseudo-scientific explanation.

Special effects can let a character do a little bit more than the basic power description suggests, or sometimes they can restrict a power somewhat. For instance, sonic effects just won't work in a vacuum, but the GM may let you do some extra damage with a sonic effect under water. It's up to the GM how much or how little SFX can affect a power.

The GM can have the player make a Use Power Skill roll to see if special effects can be used to help; this is often based on Technique, but can be based on other stats. If you want to make a raw power vs. power

contest, you can base the Power skill on the number of points in the power instead of on a Characteristic.

Designing New SFX

The list of SFX provided is a basic one which the GM can add to, or subtract from, if needed. A new character invented by the GM may have completely new special effects; the Power Cosmic, for instance, which is unlike any other power. Or existing special effects categories can be split into two or more categories.

3. POWERS FROM HERO TO FUZION

The Fuzion Power Plug-in is designed to create simplified superpowers that can be converted in and out of the HERO System.

Important!: All of the powers in this Plug-in were created by dividing their HERO System cost by 5; we tried to avoid fractions wherever possible, which is why some of the powers, like the Explosive Blast, have costs like 3 points for 1 dice of effect.

Unlike previous plug-ins, this Total Superpowers Plug-In includes all of the Powers from the 4th Ed. Hero System and more, converted into Fuzion, so you should be able to build any Power you could conceivably want. There are also Adders and Limiters that can modify Powers; these are "Fuzionized" Advantages and Limitations, which usually translate as +/-1 PP in Fuzion for every +1/4 in Hero; but there are exceptions, like Armor-Piercing (+1/2 in Hero, but in Fuzion it becomes +3). If the GM disagrees with the cost of an Adder or Limiter, or any Power for that matter, she has the right to modify them as she sees fit.

The Plug-in Powers List is organized by functionality. Each power is organized by type, such as attack, defense, movement, etc. This makes it easy to find the type of power you want. Within each power group, the powers are organized alphabetically.

4. HOW MANY POINTS FOR POWERS?

As a rule, referees should always give Power Points for powers to characters as a separate pool. This allows greater control over the power level of the campaign and helps focus the effect that paranormal abilities have on the game universe. The Dial below is a good way to determine the extent of Powers on a

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campaign by providing guidelines for their frequency and impact on everyday life.

Power Level of Universe Points

- Powers Unheard of (Almost Reality)5-10
- Powers Uncommon (Paranormal is known about)10-20
- Powers are Special (Heroes are rare)20-30
- Powers Common (Typical Comic Book)30-40
- Powers are Everyday (A Power-based Society)40-50
- Cosmic Powers (Off the Scale)60+

Not Enough Power Points?

With the permission of the GM, you can add Option Points to your Power pool at a ratio of five to one Power Point.

Unusual Uses of Powers

Unusual uses of Powers in Fuzion can be determined by using the Use Power skill in conjunction with the most appropriate Characteristic. Attack and Movement Powers are generally used with the REF or DEX Characteristic; Defensive, Adjustment, and Sensory Powers with INT, Size powers with CON.

However, the most appropriate Characteristic to use (if a roll is required) is up to the GM of your campaign.

** Power Building 101: An Example **

Let's say we want to build Fuzionman, the Master of Nuclear Force. We first should decide exactly what Fuzionman's powers are. We settle on the following:

- Fuzion Power Blast (equal to the power of a cannon).
- Fuzion Power Shield (Can stop anything up to a heavy handgun).
- Electron Speed (Allows Fuzionman to fly as fast as a supersonic jet).
- Nuclear Vision (Fuzionman can see through almost any material).

Now let's build Fuzionman's powers. We'll start with the Powers List. Fuzion Power Blast is an Attack Power, the closest thing we can find is a Ranged Attack. We decided that a cannon is equal to DC 16. At a cost of 1 PP per 1d6, this means his Atomic Power Blast costs 16 PP. Its range is 10 times the cost -- 160 m/yds.

The Power Shield is a Defensive Power; we decide it's best described as a Force Field. We decide that since a handgun can deliver an average of 20 PP. of damage; Fuzionman's shield must stop this much at

least. At 1 PP per 5 PP. of resistance for a total of 20 KD, the Power Shield will cost us 4 PP.

Electron Speed is a Movement power. We decide that Supersonic Flight is the best way to do this -- if our jet plane can move at Mach 1, then 2 PP buys us that one Mach. Plus, since Supersonic Speeds are only for non-combat movement, we'll also buy Flight for 10m/yds per phase plus an extra Non-combat multiple. The final cost will be $4+2+1 = 7$ PP.

Finally, the Enhanced Sense of Nuclear Vision translates nicely as N-Ray vision, with a base cost of 4 PP. Fuzionman's total powers will cost us $16+4+7+4=31$ points. So much for Fuzionman in Fuzion.

But how about in HERO? Simple: converting this value to HERO will cost us 5 times as much, raising this total to 155 points (which we can buy down with various Limitations and Frameworks available in the full HERO system).

Note: All ranged powers have a range equal to 10m/yds for each point invested in the base Power. END-using Powers use END at the rate of 1 point of END for every 2 points of active Power, each phase. 1 PP will increase the Power's duration 1 level up the Time Table. Unless otherwise bought or specified, use REF + Use Power to target ranged Powers.

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The Powers List

Attack Powers

Attack Powers are used to damage or otherwise handicap an opponent.

Darkness

With this power, the character can create a field that is impervious to one sense (usually normal sight). This can be centered around the character, or at range as an attack action. A character who cannot perceive his opponent is at 1/2 DEX, 1/2 REF in Melee, and 0 REF in ranged attacks. If the character can make a Perception Skill roll against a Target Number of 20 he becomes -1 DEX and 1/2 REF in all cases.

- Darkness Cost: 2 PP for a Darkness Field to one sense, +1 PP per each additional sense, +2 PP per each additional sense group. A Constant Power (stays up as long as you spend END on it).

Entangle

This Power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the player can think of. An Entangled character can use his STR or any other non-gadget attack to break out of the Entangle.

An Entangle can be modified in several ways. +1 PP makes an Entangle so that if a character is entangled and then attacked while entangled, both the character and the Entangle would take simultaneous damage instead of the entangle being damaged first. An Entangle bought with this Adder cannot be used as a wall or Defense, since attacks would simply pass through it. For +2 PP only the character entangled takes damage. For +3 PP, any damage from a weapon or Power used to damage an Entangle will reflect back on the entangled character in full, as well as affecting the Entangle normally.

- Entangle Cost: 1 PP per each 1d6 of SDP. +4 SD & ED for +1 PP; +3 KD & EKD for +1 PP. +1 PP if the both the victim and the Entangle take damage from the attacks that hit the Entangle; +2 PP if only the trapped victim takes damage; +3 PP if any damage directed at the Entangle is reflected on an entrapped victim. Costs END each Phase.

Find Weakness (FW)

This power acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check (1 Action) against a Target Number of 20 will automatically cut the target's defenses in half. This power can be used more than once on the same target, but each successive roll raises the Target Number by +2. If you miss a Find Weakness check on a target, you may not use Find Weakness on him against for that battle.

Find Weakness is normally purchased for a single kind of attack. Find Weakness does not use any Characteristic when making a skill check; it is resolved by rolling 3D6 and adding that to the Find Weakness skill.

- Find Weakness Cost: 2 PP for a base value of 10; add +1 to your roll for each additional 1 PP. To use Find Weakness on a group of related attacks costs an additional +1 PP for each. To use it on all your attacks costs +2 PP.

Flash

This power allows the character to "flash" an opponent's senses, rendering them unusable (as in the Power Darkness). Flash normally affects a single sense; additional senses and sense groups may be purchased. Flash is resolved as a normal Ranged Attack, but it ignores normal defenses (see Flash Defense.)

- Flash Cost: 3 PP per 2 Phases of Flash of a single sense. To affect additional senses costs +1 PP per sense; sense groups costs 2 PP per sense group.

Ranged Attack (a.k.a. Attack Blast; or, Hand-to-Hand Attack, Hand Attack Blast)

A character with this Power can make a ranged STUN attack up to 10m/yds for every point spent (Example: spending 20 points gives you a 200 m/yd ranged Ranged Attack). The exact nature of the attack is left up to the player, but must be determined when the power is purchased; it can be a rock from a sling, lighting, a blaster bolt, lasers, sonics, a magic blast, or

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anything else. It does not even have to cause any collateral or SDP damage.

Ranged Attack normally affects SD but it can be designated to affect ED (if that optional Characteristic is being used), depending on the special effect. Once again, this must be determined when the Power is purchased and cannot be changed later. You must make a Use Power Skill roll to hit with this attack.

At the player's option, this attack may be designated as a Hand-to-Hand Attack. To create this ability, the Power loses range, but does an additional 1d6 of Stun damage for every 1 level of Strength that the character has, which can no more than double the original amount of dice in the Power.

- Ranged Attack Cost: 1 PP per 1D6 of damage. Costs END.

Ranged Killing Attack (or, Hand-to-Hand Killing Attack)

This allows the character to make a Killing Attack at range. (See Ranged Attacks.) Like a Ranged Attack, the special effects of a Killing Attack can vary from a bullet to a laser beam to whatever else the player might desire. Killing Attacks are resolved against the KD/EKD of the target, if any. (See Damage.)

This Power can also be defined as a Hand to Hand Killing Attack; in these cases, the character trades range for a damage bonus of 1 additional die for every level of Strength, up to a maximum of twice the number of dice originally generated by the attack.

- Ranged Killing Attack Cost: 3 PP for 1d6 of RKA; 1 PP per additional 1d6. Costs END.

Telekinesis (TK)

A character with this power can manipulate objects at a distance and exert a STR at range. The TK STR is separate from the character's STR, and is defined when this power is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying character and be dragged along, for example.

TK can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR).

- Telekinesis Cost: 3 PP per 2 STR; +2 PP for the ability to make fine manipulations with that STR.

Defensive Powers

Note: Any power that gives your character Killing Defense can be defined as giving your character Stun Defense instead. This must be determined when the Power is purchased. If Energy Defense is being used, then Armor, Force Field, and Force Wall provide an amount of Energy Killing Defense (EKD) equal to the Killing Defense provided. If such powers are defined as providing Stun Defense, then they also give an additional amount of Energy Defense equal to the Stun Defense provided.

Remember: you will always use the highest value of either Stun Defense or Killing Defense (respectively) in combat, and to determine Defensive Rule of X.

Armor

With this power, the character has some kind of inherent physical defense against Killing and Stun Attacks; thick skin, armor plates, etc. Armor doesn't need to be "turned on"; it's always in effect (aka a Persistent Power).

- Armor Cost: 1 PP for +2 Killing Defense. Armor uses no END.

Damage Reduction

Characters with this Power are tougher than normal characters; only part of any damage that gets through is applied to their Stun or Hits. Damage Reduction is purchased separately for each kind of attack (Mental, Physical, or Energy). When a character is hit by an attack, he applies his defenses normally. If Damage Reduction applies to the attack, all remaining damage is cut by half. This Power works against both Stunning and Killing Attacks.

- Damage Reduction Cost: 6 PP for 50% Physical, Mental, or Energy Damage Reduction. Add half of the cost of this Power to a character's Defensive RoX for determining RoX. Costs no END.

Damage Resistance

Damage Resistance is a useful Power for martial artists and bricks, who wish to be hard to hit without

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having to come up with a rationale for Armor or having to buy a Focus. This Power changes a character's innate Stun Defense and Energy Defense (if that Derived Stat is being used) into Killing Defense, and Energy Killing Defense, respectively. Since SD and ED are both based on Constitution, the cost of this Power is also determined by this Stat. A character cannot gain more KD/EKD then she had of SD/ED. For RoX purposes, add the PP cost of this Power to the character's CON Stat. This Defense does not "stack" with Armor or any other Defensive Power.

- Damage Resistance Cost: 1 PP for every 10 points of SD/ED that become KD/EKD, rounded up.

Danger Sense

This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in combat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DEX + Skill; he could also attempt to dive clear of a trap, etc. If the character rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20.

- Danger Sense Cost: 2 PP for a base value of 10, +1 to your roll for each additional 1 PP; +1 additional PP to have the power work out of combat against attacks he could normally sense; +1 additional PP to allow the power to work against any attack. Sense Danger in the immediate area for +1 PP; Sense Danger in the general area for +1 additional PP; Sense Danger over any area for +1 additional PP. Uses no END.

Flash Defense

This power lessens the effect of a Flash attack. Each point of Flash Defense subtracts one round from the duration of a a successful Flash attack. Flash Defense only affects one sense group; to cover other senses, the points from this power must be allocated among the six sense groups as desired.

- Flash Defense Cost: 1 PP for 5 PP. of Flash Defense. Uses no END.

Force Field

This power creates a field around the character that can absorb damage. A Force Field provides defense against Killing Attacks.

- Force Field Cost: 2 PP for 5 PP. of Killing Defense. Costs END.

Force Wall

The ability to project a barrier at a distance. This barrier acts like a wall and has SDP. A Force Wall may or may not have a Stun Defense, a Killing Defense, and/or extra area. Force Walls stop damage as per a normal wall. However, if the Force Wall's SDP is reduced to 0, the Force Wall is destroyed and must be re-erected. A Force Wall can also be used to support a weight equal in STR to the number of PP invested in SDP dice and Defenses.

- Force Wall Cost: 1 PP per 1d6 of SDP in a wall 2 m/yds wide. +4 SD & ED for +1 PP; +3 KD & EKD per +1 PP; +4 m/yds of additional width per +1 PP. +2 PP to allow one type of Special Effect or Attack Power to penetrate the wall both ways without damaging it. Force Wall costs END.

Humanity Defense

This "Power" will lessen the Humanity Costs a character sustains during the campaign from seeing horrible or unearthly events. Every 1 point of Humanity Defense cancels out 1 of HC sustained. Humanity Defense can also be used in non-superheroic games to represent a "jadedness factor", and would be bought as a "Talent" that costs 5 OP per level.

This Defense only protects the character from the Humanity Costs of experiencing horrible or shocking events; it does not effect HCs from cyberware or Powers, either at character creation or during the game. In addition, this Defense will not affect the HCs of Powers with the Limiter: Costs Humanity.

- Humanity Defense Cost: 1 PP or 5 OP per 10 points of Humanity Defense.

Invisibility

This power can be used to turn invisible to one sense (usually normal sight). Invisible characters have

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a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 m/yds or less. In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting PER Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range.

- Invisibility Cost: 4 PP to be invisible to one sense, +1 PP for each additional sense; +2 PP for each additional Sense Group, +2 PP extra for No Fringe Effect. Invisibility costs END each Phase.

Knockback Resistance

A character with this power takes reduced Knockback from attacks. Each point of Knockback Resistance subtracts 5 meters of Knockback from all attacks.

- Knockback Resistance Cost: 1 PP for -5 meters of Knockback. Knockback Resistance uses no END.

Lack of Weakness

It is much harder to spot a weakness with Find Weakness on a character with this power. Each point of Lack of Weakness adds to the Target Number for Find Weakness Skill Checks.

- Lack of Weakness Cost: 1 PP to raise the Target Number of Lack of Weakness Rolls against the character by 5. Costs no END.

Invulnerability

Invulnerability allows a character to be undamaged by attacks composed of one specific type of special effect. For example, the character could be invulnerable to fire based attacks, Ice based attacks, Sonic based attacks, etc... The type of Invulnerability must be defined when the Power is purchased. The GM makes the final decisions about whether or not the defined special effect is proper.

- Cost: 8 PP for Invulnerability to attacks of one special effect. Add two points to the Defense X value for purposes of Rule of Calculations. No END.

Life Support

This power allows the character to operate in unfriendly or deadly environments without harm. Life Support Cost: See the list below. Life Support costs no END.

- Breathe in an unusual environment (Underwater, in Methane, etc.) 1 PP per environment
Self-Contained Breathing 2 PP
Doesn't need to eat, excrete, or sleep 1 PP
Safe Environment: (Vacuum/High Pressure, High Radiation, Intense Heat/Cold) 1 PP per Safe Environment.
Immunities: (Disease, Aging) 1 PP per Immunity

Missile Deflection & Reflection

A character with this power can block incoming ranged attacks. (See Ranged Combat and Actions.) The Block is made as per the normal blocking rules; use the character's DEX plus any Skill Levels with Missile Deflection he might have. To Reflect an attack, first make a successful Block, and then a standard to-hit roll against the target.

- Missile Deflection Cost: Check the table below.
Missile Deflection and Reflection costs no END to use.
Deflect Thrown Object 1 PP. Deflect the above and Arrows and Projectiles 2 PP. Deflect the above and Bullets & Shrapnel 3 PP. Deflect the above and Energy Beams 4 PP. Reflect Attack back at attacker +4 PP
Reflect Attack back at any target +4 PP

Power Defense

A character with this Power is especially resistant to many Adjustment Powers. Subtract the total Power Defense against any incoming offensive Adjustment Power directed at the character before dividing the Attack's die roll by 5 to determine effects.

- Power Defense Cost: 1 PP per 5 points of Power Defense. Costs no END.

Presence Defense

This Power provides protection from being overwhelmed by another character's Presence Attack. It works much like Mental Defense vs. Mind Control; the character's Presence Defense subtracts from the number of points rolled on the attacker's Presence Dice on a 1-to-1 basis.

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Presence Defense must be defined as working against a specific type of Presence Attack: either “intimidating” (attacker is trying to coerce victim with possible force) or “charming” (attacker is trying to persuade or seduce the victim without the threat of force). Additional PP must be paid for Defenses against both.

- Presence Defense Cost: 1 PP for 10 points of Presence Defense, which must be defined as either vs. Intimidating or Charming Attacks. Costs no END.

Defensive Power Options

Fusion-Proof Defenses

In Starfire Master Force and other Fuzion games, there exist mecha (and sometimes characters) with an ability called Material Absorption or Material Fusion. This ability allows the mecha to merge with and take control of any any inorganic substance. If your character has a Defense like Armor which is defined as metal skin, a suit of armor, or some other metallic or Focused Defense, your character could be in danger! To make your Defenses Fusion-proof, simply double their cost. Therefore, a suit of Fusion-proof 24 KD/EKD Armor would cost 22 PP. (12 PP base cost for the Armor, $12 \times 2 = 24$ PP for Fusion-proof Armor, and -2 for Attached Focus.)

- Fusion-Proof Defenses Cost: 2x the Defense’s normal cost in PP. Costs no END to use.

Hardened Defenses

This modifier can be applied to any Defensive Power that provides SD, ED, KD, or EKD. Any Defenses that are Hardened are not cut in half when hit by any sort of Armor-Piercing Attack.

- Hardened Defenses Cost: 1 PP per 4 PP. of Defense Hardened. Costs no END.

Movement Powers

Movement Powers are those Powers which help the character get from place to place. All characters start with running, sprinting, swimming, and a running leap; see Characteristics for details. These

movement powers can supplement those starting values, or add new modes of movement.

There are two types of movement: a Run (or Combat Movement), and a Sprint (or Noncombat Movement). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Characteristic (in m/yds). A character has no penalties to his DEX or REF when Running.

A character may also move as fast as he can, in a Sprint (aka Non Combat Movement). This has the advantage of increasing the character’s running speed, but halving his DEX + Skill levels as well as reducing his REF to 0 at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current MOVE (in m/yds).

A character can also increase his non-combat speed by buying Noncombat Movement Multiples (NCMs). Each NCM costs 1 point and doubles the non-combat speed of a specific type of movement. Example: Speeder has a MOVE of 20, giving him a Sprint (Noncombat Move) of 60 (or three times his MOVE). He decides to buy two levels of non-combat movement multiples for his Sprint. His non-combat move jumps to 120 (60×2), then 240 (120×2).

Clinging

This power allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with Clinging subtracts $1d6 \times 2$ in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement.

- Clinging Cost: 2 PP. for Clinging. Clinging uses no END.

Extra-Dimensional Movement

This Power is the ability to travel from one dimension to another. The base version lets the character transport himself to a single other location in another dimension; this location must be chosen when the Power is purchased. Advanced versions of this Power allow the character to transport himself to a related group of dimensions (The Nine Hells, Alternate Earths, etc.)

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Normally, a character with Extra-Dimensional Movement can only move himself and his clothing. This can also be increased.

Extradimensional Movement does not give the character any enhanced Movement in our world. A character could not transport himself from New York to Valhalla and then to Tokyo. The GM should either say that the character returns to the same place he started from, or only travels as far in his original plane as he did in the one he was transported to.

This Power is extremely tricky, and can be difficult to use in a campaign setting. The GM should regulate it in some fashion, by making it unreliable (requires an Activation Roll or a Use Power Check).

- Extra-Dimensional Movement Cost: 4 PP to transport character to a single point in another dimension. +2 PP for a related group of dimensions; +4 PP for any point in any dimension. Travel through time for +4 PP. 1 PP for x2 mass. Extra-Dimensional Movement costs END to use.

Faster-Than-Light (FTL) Travel

This movement power allows the character to travel faster than light in space, but not in an atmosphere or on planetary surfaces. Life Support works well with this power.

- FTL Travel Cost: 2 PP. for the ability to travel 1 Light Year (LY) per year; 3 PP. to travel 8 LY per year (about two a season); 4 PP. to go 32 LY per year (about one a week); 6 PP. to travel 1000 LY/Year (about 3 LY a day). No END cost.

Flight

With this the character can fly through the air. With Flight, the character can hover in place, gain altitude, etc. Flight Movement is not derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Flight Movement.

- Flight Cost: 1 pt. per 5 m/y of Flight Movement; +1 pt. per x2 NCM. Flight costs 1 END per every 10 m/y moved.

Gliding

A character with this power can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight.

A Gliding character must drop 2 meters per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the Ref's control; doing it slowly by using thermals is usually easy. Gliding Movement is not derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Gliding Movement.

- Gliding Cost: 1 pt. per 10 m/y of Gliding Movement; +1 pt. per x2 NCM. Gliding costs no END.

Running

A character with this power can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats.

- Running Cost: 1 pt. per +5 m/y of extra RUN and +7.5 m/y of extra SPRINT; +1 per x2 NCM. Running costs 1 END per each 10 m/y moved.

Superleap

This power supplements a character's natural leap. It can be used to simulate an "animè leap" as well.

- Superleap Cost: 1 pt. per 10 m/y of extra Leaping; +1 pt. per x2 NCM. Superleap costs 1 END for each 10 m/y leapt.

Supersonic Flight

This power allows a character to fly (non-combat only) at Mach speeds (>750mph). Acceleration is at a rate of 300kph/200mph/phase.

- Supersonic Flight Cost: 2 PP. for each Mach level, up to Mach 4 (atmosphere) or Mach 10 (space). Flight costs 1 END for each 100km of Flight.

Surface Float

This power allows movement on any surface. With this power, a character with increased mass could walk without leaving holes in the concrete, or a high speed character could run on water. Combined with clinging, the character could run up a waterfall! Characters using this power will not leave footprints but, at Gms descretion, will leave a scent trail and set off pressure plates. Also, any character using this power wil take Knockback as though he were flying.

- Cost: 2 PP. No END.

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Swimming

This power allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic.

- Swimming Cost: 1 pt. per 10 m/y of Swimming Movement; +1 pt. per x2 NCM. Swimming costs 1 END for each 10 m/y swam.

Swinging

A character with this power can swing great distances from a line. The character can also swing up to a certain location by attaching a line. To use Swinging the character must be able to attach his swinglines to high buildings, trees, cliffsides, or other high things. Swinging starts at a 0 move.

- Swinging Cost: 1 pt. per 10 m/y of Swinging Movement; +1 pt. per x2 NCM. Swinging costs no END.

Teleportation

A character with this power can disappear from one point and appear at another, without traveling in-between. He can prepare one extra phase to teleport 2x his base distance; this distance can be increased by purchasing Noncombat Multiples. He may also increase the amount of mass he can take with him.

- Teleport Cost: 1 pt. per 5 meters of Teleport; +1 pt. per x2 Distance (requires an extra Phase to use), +1 pt. per x2 his Mass (requires an extra Phase to use), 1 pt. per 5 memorized locations; 1 pt. per 1 floating location (i.e.; a location that can be changed by taking at least one Round to memorize a new location).

Tunneling

Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0 Move. This distance can be increased by purchasing Noncombat Multiples.

- Cost: 1 pt. per 2 meters of Tunneling through a Defense of 1. Move through an additional +2 Defense for +1 PP; fill tunnel in behind you for +2 PP. Uses 1 END per 10m/yds traveled.

Adjustment Powers

Adjusting a Fuzion Characteristic or Power is done in multiples of 5; you must roll at least 5 PP. on your dice to have any effect. The Characteristic that the Adjustment Power affects must be chosen when the power is purchased. Example: Draino hits Strongman with his amazing STR Drain power; Draino rolls his 5D6 and comes up with a total of 17. 17/5 is 3 and some fraction. Draino drops the fraction, and Strongman subtracts three points from his STR.

Power or Characteristic points gained or lost via an Adjustment Power return to their previous value at the rate of 1 Power or Characteristic point a Round. This rate can be adjusted up the Time Table (see Using Your Skills) for the cost of a x1/4 multiplier per level. Thus, to have a Drain that returns at 1 pt. per hour would be 4 steps up the Time Table, for a total of a x1, or 4 PP. a die.

Absorption

The ability to absorb part of an attack and increase your own power. This does not act as a defense. Absorption works against all incoming damage, regardless of Defenses, which still work normally. To determine the power of an attack, count the number of dice rolled. To determine your Absorption threshold for that round, roll the number of dice indicated. Absorption effects will fade at a rate of 1 level per Round.

Absorption must be designated as working against either Physical Attacks (SD & KD) or energy attacks (ED & EKD) when it is first purchased. Absorption should be limited to special effect; Absorbing from a Common Special Effect (Elemental, Kinetic) would be a -1 Limiter, Absorbing from an Uncommon Special Effect (Psionic, Radiation) would be a -2 Limiter, and Absorbing from an Extremely Rare Special Effect (Gate Key Power) would be a -4 Limiter.

- Absorption Cost: 1 pt. per 1D6 of Absorption threshold. Uses no END.

Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. If Aid raises Characteristic above its starting value, the additional Aid will fade at a rate of 1 level per Round. Aid that

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restores a Characteristic to its normal levels does not fade. The maximum number of points that can be added through Aid is equal to the highest value that could be rolled on the die in one roll.

- Aid Cost: 2 PP. per 1D6 of Effect; No Range (touch only). Costs END.

Drain

The ability to temporarily lower one of your target's Characteristics or Powers. Drain effects will fade at a rate of 1 level per Round.

- Drain Cost: 2 PP. Per 1D6; No Range (touch only). Cost END.

Dispel

A character with this Adjustment Power can turn off the Power of another character. Dispel is all-or-nothing; either it completely negates the whole target Power, or it has no effect. To use Dispel, make a normal attack roll against the target; if you hit, roll the appropriate number of dice and total their numbers up. Divide this by 5; this is the number of Power Points of a

Power you have affected. If the Power is reduced to 0 PP or less, it shuts off. The victim of the Dispel can always start from scratch and reactivate the Power, but he must perform any preparations all over. When using a Dispel against a Power with Limiters, the Limiters are always ignored when determining the target Power's PP cost.

Dispel normally only applies to a single Power; for example, a character could only Dispel Ranged Attacks or Regeneration's. The target Power should be chosen when the Dispel is first purchased. Dispels that affect any one Power of one type of SFX, as well as Dispels that affect all Powers of certain SFX, can also be bought, for extra points.

A character can use a Dispel to defend against an incoming attack if she has a saved action to do so. The character must abort her action, and then may roll the Dispel dice, with effect determined as normal.

- Dispel Cost: 2d6 of Dispel costs 1 PP. Affect any single Power of a certain Special Effect for +1 PP; Affects all Powers of a creation Special Effect for +4 PP. Costs END to use.

Endurance Reserve

This is for characters who want to have their Powers function off of an independent END-supply other than their own. Thus, the character should purchase an END Reserve (a.k.a. END Battery). This can be use to simulate the battery of a suit of powered armor, the reserves of a magic wand, or any effect that does not come from the character directly.

Powers must be designated as either using END from the character's END or from the END Reserve when they are first bought and cannot be changed later. A Power that can draw END from either source is bought with a +1 PP Adder.

END Reserves must purchase a REcovery, like characters, in order to regain their END. END Reserves get their RE back in END points, once per turn. This can be moved down the time chart for +1 PP. Unlike a character's normal END, END Reserve does not become 0 if the character is knocked unconscious.

- END Reserve Cost: 50 END for 1 PP, 3 REC for 1 PP. END Reserve costs no END to use.

Suppress

A character with this Power can partially or wholly neutralize another character's Powers. To use Suppress, make a successful Use Power Check to hit, then roll and total your Suppression dice. Subtract the target's Power Defense, if any, and then divide by 5. This is the number of Power or Characteristic Points that the target loses. If the points in a Stat or Power are brought to 0, then the target loses that ability, or it is turned off as long as the Suppress is in effect. Suppress lasts until the user stops paying END.

Usually, Suppress only affects one Power or Characteristic. However, for an increased PP cost, it can be made to affect any one Power of a given special effect, or all Powers of a particular special effect at once.

- Suppress Cost: 1 PP for 1d6 of Suppress. To affect any Power of a given special effect, one at a time, costs +1 PP. To affect all Powers of a given special effect costs +4 PP. Suppress costs END every round that it is in use.

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Transform

This Adjustment Power allows a character to turn his target into something else. The character must decide what kind of target he can affect and what he can Transform it into when this Power is first purchased; this cannot be changed later. For example, a sorcerer might want to change a person into a toad. Thus, the target would be defined as “human” and the result would be “toad”. The GM must approve any Transform before a player can use it.

To use a Transform against a living target, the character must make a Use Power roll to hit. If successful, the user rolls his dice, totals them, subtracts any Power Defense the target might have, and then divides the remaining amount by 5. If the total is twice the target’s BODY Stat, it is Transformed into the predetermined result. If the target is an inanimate object, the total of the dice must exceed the object’s SDP. If the result is less than twice the target’s BODY, or SDP, the target is unaffected.

The character may choose and define one of two ways that the target may regain its normal form. First, the target may “heal” the Transformation at a rate of REC divided by 5 in BODY per day. Once the creature has healed back twice its BODY Stat, it reverts to its normal form. Regeneration will help a victim regain its original form much faster. A target must have a REC and a BODY Stat in order to heal this way.

The second way is for the character to define an “all or nothing” circumstance that must occur in order for the target to revert back. Examples include, “must be kissed by a princess”, or, “must be given special medicine”. This means that the Transform effect must be treatable in some way. Once the target receives the treatment, it immediately reverts to its original form.

Transform is usually all-or-nothing; it either has its full effect or it has no effect on the target at all. For additional PP, the user of the Transform can define its effect as a Cumulative Transform. This way, the target must keep track of the number of BODY affect by the Transform. When that number reaches twice the target’s BODY, through one or multiple Transforms, the target become whatever the Power’s result was defined as. Remember, Power Defense is subtracted from each Transform attempt, so it is much more useful against a Cumulative Transform.

- Transform Cost: 3 PP for 1d6 of Transform; +1 PP for each additional 1d6. Cumulative Transform costs +2 PP. The type of target and the result must be defined when Transform is purchased. To change a limited class of targets (humans, mutated humans, mecha) costs +1 PP; to change any type of target costs +4 PP. To change a target into a limited class of things (amphibians, stone statues, toasters) costs +1 PP; to change a target into anything costs +4 PP. Transform costs END.

Transfer

The ability to temporarily lower one of your target’s Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Transfer effects will fade at a rate of 1 level per Round.

- Transfer Cost: 3 PP. Per 1D6. No Range (touch only). Transfer costs END.

Adjustment Power Options

These Options are Adders and Limiters specifically for Adjustment Powers. They are entirely optional, and are only allowed with GM permission.

Affects Any Small Related Group of Powers

This Adder allows an Adjustment Power to affect any small related group or Characteristics (like Mental Characteristics, or all forms of Telepathy) instead of just one Power or Characteristic.

- This Adder increases the cost of an Adjustment Power by 1 PP.

Affects Any Characteristic

This Adder allows an Adjustment power to affect any characteristic or any large related group of powers.

- This Adder increases the cost of an Adjustment Power by 2 PP.

Affects All Powers

This Adder allows an Adjustment Power to affect all Characteristics or Powers in a small related group at once (like all Combat Characteristics). All Powers

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are affected at the same time instead of requiring separate applications.

- To affect all Powers in a large related group (like flame Powers) or all Characteristics, the character must buy a +8 Adder. The ability to affect all Powers or Characteristics at once in a small, related group increases the cost of an Adjustment Power by 4 PP. To affect a large group of Powers or Stats (like all Characteristics at once) increases the cost of a Power by 8 PP.

Increased Fade Rate

This Adder changes the fade rate for Adjustment Powers so that it is set at one step higher on the time chart. Thus, an adjustment power that fades at 5 points/minute would be bought with a +1 adder.

- This Adder increases the cost of an Adjustment Power by 1 PP for every 1 step up the Time Table.

Size Powers

These Powers allow a character to alter his size, weight, and other corresponding values.

Growth

The ability to grow bigger. In general, Growth doubles your height, width and mass for every point invested. Note that changes to Primary Characteristics do affect Derived Stats. See the following Growth Table:

Growth Table

PP Spent:	1	2	3	4	5	6
STR	+1	+2	+3	+4	+5	+6
BDY	+1	+2	+3	+4	+5	+6
STUN	+1	+2	+3	+4	+5	+6
Mass	x2	x4	x6	x8	x10	x12
KB (m/yd)	-1	-2	-3	-4	-5	-6
DEX	0	0	-2	-2	-2	-4
Ht/Reach	x0	x0	x2	x2	x2	x4
PER AV	+0	+0	+1	+1	+1	+2

- Growth Cost: Each 1 PP gets you +1 STR, x2 Mass, -1m/yd Knockback, +1 BODY, +1 STUN. Each 3 PP of Growth also gives you -2 DEX for Combat Purposes, x2 Height and Width, x2 Reach, and +2 to other's Perception AVs in order to spot you. Growth costs END.

Shrinking

The ability to become smaller and lighter, which also gives you several advantages. Note that changes to Primary Stats do affect Derived Stats. The effects of Shrinking are summarized on the following table:

Shrinking Table

PP Spent	2	4	6	8	10	12
Height	1/4	1/8	1/16	1/64	1/256	1/1024
Mass	1/16	1/64	1/256	1/1024	1/4096	1/16384
Combat DEX	+2	+4	+6	+8	+10	+12
Perception	-2	-4	-6	-8	-10	-12
KB(m/yds)	+6	+12	+18	+24	+30	+36

- Shrinking Cost: 2 PP gets you 1/4 height and width, 1/16th Mass, +2 DEX for Combat Purposes, -2 to all PERception Skill Rolls made against you, and +6 meters/yds Knockback when you are attacked. Shrinking costs END to use.

Enhanced Senses

These powers give a character the ability to sense things beyond the range of normal human senses. A character can buy several Enhanced Senses to reflect a wide array of sense. For ease of organization, all the senses have been grouped into Sense Groups. These groups can also affect some of the other powers, like Darkness and Flash Attacks.

Sense Groups

The Sense Groups are:

- SightNormal Sight, IR, UVHearingNormal Hearing, Ultrasonic Hearing, SonarRadioRadio Listen & Transmit, High Range Radio Hearing, SonarSmell & TasteNormal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory TasteUnusual SensesSpatial Awareness, N-Ray Vision, Clairsentience, Detect/SenseMentalMental Awareness
- Enhanced Sense power descriptions and costs are listed below. Enhanced Senses cost no END to use.

Active Sonar

The character emits high-frequency sound that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard

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by anyone with Ultrasonic Hearing. Active Sonar is a targeting sense.

- Cost: 3 PP.

Detect/Sense

This is a sensing or detection ability that the player can define. A normal Detect requires a simple Action to use, has no Range, and uses the character's normal Perception Skill. A sense requires no time to use; it happens automatically. with a Perception Check.

- Detect/Sense Cost: 1 PP for the ability to Detect a substance, energy or thing with a simple Action. 2 PP for the ability to Sense a substance, energy, or thing with no Actions required. The thing being Detected/Sensed must be defined when this Power is purchased.

Discriminatory Sense

The character can make a Perception check to absolutely identify and analyze an object with a certain sense.

- Cost: 1 PP.

Enhanced Perception

A character gains +3 with one sense for 1 PP; +2 with all senses for 1 PP.

High Range Radio Hearing

The character can hear and transmit up and down the radio and television communications bands.

- Cost: 2 PP.

Infrared Vision

The character can see heat patterns and traces. The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright.

- Cost: 1 PP.

Mental Awareness

The character can sense the use of Mental Powers. A character with this sense can "see" both the user and the target of Mental Attacks that are used in the character's line of sight.

- Cost: 1 PP.

Microscopic Vision

The character can view nearby objects at 10x magnification. This power may be purchased more than once; the second time allows 100x magnifications, the third time 1000x, etc.

- Cost: 1 PP per level.

N-Ray Vision

The character can make normal sight Perception checks through most materials. The character must define a reasonably common substance that his N-Ray Vision cannot see through.

- Cost: 4 PP.

Radar Sense

The character emits radio waves that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with High Range Radio Hearing. Radar is a targeting sense.

- Cost: 3 PP.

Radio Hearing & Transmit

The character can hear and transmit on local AM, FM, and Police band signals.

- Cost: 1 PP.

Range

This allows a character to use a non-ranged sense at range. For example, a character who bought this for his sense of taste would be able to taste objects at range.

- Cost: +1 PP.

Spatial Awareness

The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense.

- Cost: 5 PP.

Targeting Sense

The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets

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in combat. Targeting Sense can be bought with any normal or special sense.

Cost: 4 PP.

Tracking Scent

The character can track someone or something by scent with a successful smell Perception check.

- Cost: 2 PP.

Ultrasonic Hearing

The character can hear very high and very low frequency sounds.

- Cost: 1 PP.

Ultraviolet Vision

The character sees at night as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in the power Darkness) then the character gains no advantage.

- Cost: 1 PP.

360 Degree Sensing

The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character.

- Cost 2 PP. for one Sense Group; 5 PP. for all Senses.

See in the Dark

The character can see in total darkness (including the Power) as though it were normal daylight.

- Cost: 2 PP.

Mental Powers

Mental Powers are based on a character's mental, rather than physical abilities. They directly affect the target's mind, ignoring conventional defenses. Mental Powers are targeted with the mind, using WILL + Use Power Skill to target instead of REF or DEX. All Mental Powers are invisible to characters who don't themselves have a Mental Power or Mental Awareness. However, the target of a Mental Power can sense the source of the attack and the identity of the attacker. This identification occurs immediately for Mental

Attack or Mind Scan; for Telepathy, Mind Control, or Mental Illusions it occurs after the Power is no longer affecting the character.

Mental Attack

The ability to directly attack another mind. Mental Attacks are Stun only, have no effect on inanimate objects, and have no knockback or Stun Rollover.

- Mental Attack Cost: 2 PP per 1D6 of damage. Uses WILL to target. Mental Attack costs END.

Mental Defense

Characters who are resistant to Mental Powers use this power. A character with Mental Defense can resist some of the effects from Mental Attack, Mental Illusions, Mind Control, Mind Scan, and Telepathy. Note: Mental Defense is bought as a Power.

- Mental Defense Cost: 1 PP per 5 Mental Defense. Costs no END.

Mental Illusions

The ability to project illusions directly into the target's mind. These illusions seem real to the target, and can even do damage. The subtler the illusion, the more likely it is to affect the target.

- Mental Illusions Cost: 1 PP per 1D6 of effect. Uses WILL to target. For every 1 PP spent in the illusion, you can do 1D6 STUN. or for every 3 PP, you can do 1D6 Killing. Costs END.

Mind Control

This power can take control of a character's mind, and thereby his actions. Once again, the subtler the control (you must issue verbal commands), the more likely it is to affect the target.

- Mind Control Cost: 1 PP per 1D6 of effect. Uses WILL to target. +1 PP allows the controller to control a target without using a verbal command. It does not automatically allow telepathic communication. Costs END.

Mind Link

This variation of telepathy sets up a two-way mental link, within the area of one planet, allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link to be established.

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- Mind Link Cost: 1 PP per one specific mind; +1 PP to for a related group of minds, one mind at a time; +1 more PP for any one mind; +1 PP for 2x the number of minds; +1 PP for any distance; +1 PP for any dimension. Mind Link costs no END.

Mind Scan

The ability to establish a line of sight to a target via your tremendous mental powers. The LOS is a two-way connection; the target will know where the attacker is and can use Mental Powers to defend himself. Modified by number of minds in scan area (see table)

Mind Scan Table

Number	Mod
1	0
10	-2
100	-4
1,000	-6
10,000	-8

-Increases by -2 for every multiple of 10.

- Mind Scan Cost: 1 PP per 1D6 of effect. Uses WILL to target. Mind Scan costs END.

Telepathy

This power allows the character to read or send thoughts. Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach.

- Telepathy Cost: 1 PP per 1D6 of effect. Uses WILL to target. Telepathy costs END.

RESOLVING MENTAL POWER USE

Resolving Mental Attacks:

1. The attacker adds his Willpower + Use Power Skill to make the attack. The Defender adds his Willpower + Concentration to Defend.
2. If successful attacker rolls the DC of the Mind Attack (which is determined by how the power was purchased), then...
3. Subtract the target's Mental Defense (if any) from damage done.

The target takes the remaining damage as Stun. Mental Attacks do no collateral or rollover damage.

Resolving all other Mental Powers:

With the exception of Mental Attack, Mental Powers are resolved as follows:

1. The attacker decides on the appropriate effect desired from the Power. Example: "I want to Control his mind to follow me into the trap."
2. The attacker adds his Willpower + Use Power Skill to make the attack. The Defender adds his Willpower + Concentration to Defend.
3. The attacker rolls the DC of the Mental Power to determine the effect number.
4. Subtract the target's Mental Defense (if any) from the effect number.
5. Multiply the target's Willpower by three to determine his Resistance (a Derived Characteristic), and then compare the results to the most appropriate chart below.
6. If the attacker's effect number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a Legendary (Difficulty value of 20) using his Willpower + Concentration. If this roll is successful, the target loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effects from the Mental Power.

Mental Illusions Result Effect

0 > than Resistance Attacker can make cosmetic changes to setting. 10 > than Resistance Attacker can make major changes to setting. 20 > than Resistance Attacker can completely alter setting. 30 > than Resistance Target no longer interacts with real environment.

Modifiers (subtracted from Effect Number) can be applied at any level):

- +10 Target can take STUN from illusory attacks
- +20 Target can take Killing Damage from illusory attacks

Mind Control Effect Effect

0 > than Resistance Target will perform action he is inclined to perform anyway. 10 > than Resistance Target will perform actions he wouldn't mind doing.

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20 > than Resistance Target will perform actions he is normally against doing. 30 > than Resistance Target will perform actions he is violently opposed to doing.

Modifiers (subtracted from Effect Number)

- +10 Target will not remember actions performed while Mind Controlled
- +20 Target will remember actions and will think they were natural
- -5 Order is worded in exceptionally convincing manner.
- +5 Order is poorly conceived or contradictory.

Telepathy Effect Effect

0 > than Resistance The telepath can read or send surface thoughts. 10 > than Resistance The telepath can read deep, hidden thoughts. 20 > than Resistance The telepath can read into the target's memory 30 > than Resistance The telepath can read into the target's subconscious.

Mind Scan Effect Effect

0 > than Resistance Attacker can establish Mind Link or use first level of Telepathy (communication.) He also knows the direction of the target. 10 > than Resistance Attacker can use all Mental Powers on target, and can estimate general distance to target. 20 > than Resistance Mentalist can attack with all types of attacks mental or otherwise. (Mind Scan as a Targeting Sense). He knows the exact location of the target. To hit with a non-mental Power, the attack must be able to reach the target. Remember that Mind Scan works both ways. The target will receive all of the benefits the attack gets from the use of this power. 30 > than Resistance See above

Automaton Powers

Automatons are those individuals who, although active, aren't "alive" in the traditional sense. These can include non-sentient, but still automated cyberdroids and robots, as well as zombies. Automatons are nearly always created and controlled by the GM, even if they are used by players.

Automatons are made like normal Fuzion characters, except that they have a WILL of 0. Any Powers that an Automaton has should be bought as costing no END to use. Automatons may have Skills and Powers, but they may only buy Physiological, Watched, and Social Complications.

Since they have no free will or mind per se, automatons are not affected by Mental Powers. They otherwise function as normal characters; this may be modified with the special Automaton Powers below. These Powers should not be taken by player characters.

An automaton can follow a number of simple commands equal to its INT Characteristic. However, it must have the requisite Skill to execute the command; for example, an automaton commanded to track someone would have to have Tracking or Trailing Skill, and would probably have to have seen that person before. The automaton will follow its last order to the letter; if it has received no orders, the automaton will simply stand by.

These rules should only be used to build automatons which are about human size; anything bigger should be built as a vehicle or mecha with a computer or an Automatic System (see the Mecha/Vehicles Plug-In).

Cannot Be Stunned

An automaton with this Power is never Stunned. The automaton will continue to fight, regardless of how much Stun it takes, until it is destroyed.

- Cannot Be Stunned Cost: 3 PP. This Power is for automatons only. Costs no END to use.

Does Not Bleed

When this ability is bought for an automaton, it will not lose Hits or SDP when at 0 from bleeding, although it will stop functioning. If brought down to its BODY x —1 Hits or SDP, it is destroyed. If the Impairing Wounds optional rules is used, this Power will also exempt the Automaton from those penalties as well.

- Does Not Bleed Cost: 4 PP. Costs no END.

Takes No Stun

This Power eliminates the Stun Characteristic from an automaton; it only takes Hits. Killing Damage must be done in order to hurt it, and it continues to

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fight until totally destroyed. Impairing Wounds will not affect such an automaton either.

Normally, if an attack is successful, the automaton may lose a Characteristic, sense, or even a Power. What exactly is lost is up to the GM, but should be based on the location where the automaton was hit. The automaton will normally stop functioning at 0 Hits. Some automatons are even tougher, though; they will not decrease in power when hit, and must be completely (Hits down to a level equal to BODY x -1) destroyed for them to cease fighting.

- Takes No Stun Cost: 9 PP to take only Hits of damage and lose Characteristics or Powers; 12 PP to only take Hits of Damage. Costs no END.

Other Powers

This is a catch-all category for powers that don't fit into any other categories.

Change Environment

A character with this power can make minor changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment created must be chosen when this power is purchased.

- Change Environment Cost: 1 PP gives you the ability to change the environment for two m/yds, x2 Radius for +1 PP. A character may vary the effects of a Change Environment within a limited special effect (such as being able to produce any color of light, or any weather effect) for +4 PP. You can also vary the environment for double the cost of the power. Change Environment costs END to use.

Characteristics

With the GM's permission, characters can buy additional points of Characteristics as Powers, so as to be able to have Adders and Limiters on them. The points would be listed under "Powers" on the character sheet for book-keeping purposes, and added to the Characteristics (possibly in parenthesis).

Example: Ironfist has a STR of 10 normally, but he wants to buy 8 more points of STR. Unfortunately, he only has 4 PP to spend. He decides to buy the +8 STR as costing him x3 END to use, a —4 Limiter.

- Characteristics Cost: 1 PP per 1 Characteristic Point. Players must have GM's permission before using PP for Characteristics. STR costs END to use; other Characteristics cost no END.

Clairsentience

This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. The maximum range the character can project his senses is the points spent on the power x 50 m/yds.

- Clairsentience Cost: 4 PP gives you a PER Roll with one sense, +1 PP per additional Sense; +2 PP per additional Sense Group. See in the future is +4 PP; See into the Past is +4 PP; See into other dimensions is +4 PP. Double Range for +1 PP. Clairsentience costs END to use.

Cramming

Cramming is a Power that allows the character to quickly acquire a basic understanding of a non-combat Skill. Generally, only Intelligence-based, Technique-based, and language-based Skills can be Crammed. The character needs at least four hours to study the skill, and must have access to learning resources, like a teacher or library. If this is the case, the character can acquire 1 level in the Skill. This roll cannot be increased in any way, and the character forgets what he has learned once the adventure is over. Of course, characters who wish to spend experience can acquire the skill permanently. Cramming can be purchased multiple times, allowing the character to cram for more than one skill per adventure.

- Cramming Cost: 1 PP for one level of Cramming.

Density Increase

With this power, the character may become stronger and physically tougher by increasing his density. This increased density does not alter the character's appearance.

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- Density Increase Cost: 1 PP gives you 2x Mass, +1 STR, +1 PD, +1 ED, and -2 m/y Knockback. Density Increase costs END to use.

Desolidification

Allows character to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that will affect him while he is desolid. Mental Attacks still affect the character unless he buys extra points of this power.

- Desolidification Cost: 8 PP to become desolid, +4 PP if it affects Mental Powers as well. Desolidification costs END to use.

Duplication

Duplication is the ability to create an exact duplicate of the character with the same powers (with the exception of duplication which does not transfer over to the duplicate), skills, statistics, and complications as the base character.

It takes a half phase to create a duplicate, and a full phase to recombine, no matter how many duplicates are created or recombined. Both duplicates must be 1/2 DCV and touching each other to recombine. Duplicates have no special psychic link; they must communicate by talking.

When two duplicates recombine, their Body, Stun, END, charges, and END Reserves are averaged between them. If one duplicate was stunned, then the combined character will be stunned. If one duplicate is killed, he can't be revived by combining; he stays dead. The character has lost a part of himself.

- Duplication costs 10 PP for one basic duplicate with the Stats of a normal person (30 CP, 25 OP); +1 PP per additional 5 PP or 25 OP in the character; +5 PP for each additional duplicate.

Extra Actions

This Power allows a character one extra phase in which to act in a combat round, in the usual order of initiative. If the Speed Chart is being used, all Extra Actions are taken at the end of the round. No more than 3 Extra Actions may be bought without GM permission.

- Extra Actions Cost: 4 PP per extra action Costs no END to use.

Extra Limbs

A character with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or anything else. Extra Limbs have no effect on combat, but can have other uses in the game.

- Extra Limbs Cost: 1 PP for any number of extra limbs. Costs no END.

Images

Images is the power to create believable three-dimensional images, with sight, sound, etc. Unlike the Power Mental Illusions, Images allows the character to create physical constructs which are detectable by the senses of creatures and machines (such as video cameras and the like). However, images are very limited in scope. While they are believable, and might be used to frighten or deceive an opponent, the images are insubstantial and cannot truly damage an opponent. Furthermore, images cannot be used to duplicate the effects of other powers and can at best have limited combat applications.

Images can never have a tactile component. In order to successfully use images, the character must make an opposed use power roll versus the perception skill of each and every person seeing the image. Any character who wins the opposed perception roll sees that the image is somehow wrong. Any character who walks into or is otherwise touching an image perceives that it is not real, and can see hazily through the image at the point of contact.

- Images cost 4 PP for images against one sense. +1 per additional sense, +2 per additional sense group. Costs END to use.

Instant Change

A character with this power can instantly change from one identity to another and back again.

- Instant Change Cost: 1 PP for the ability to change into one other set of clothes, usually your costume; 2 PP to change to any set of clothes. Instant Change costs no END.

Internal Spaces

Characters with this power have spaces within their bodies, clothing, or armor. Objects or creatures

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placed inside these pockets gain the benefit of all the character's defenses.

- Cost: For 1 PP, enough space to carry what could fit in the pockets of normal clothing or a small backpack is created. For 2 PP, 1 m/yd. The m/yd of internal space can be doubled for 1 PP. For the character ignore the volume necessary to contain the space, +2 PP. For the mass carried in the space to be ignored, +2 PP. If the space is not to be protected by the character's defenses, -2 PP. No END.

Material Fusion (a.k.a. Material Absorbtion)

This scary Power allows a character to absorb nonliving, inorganic materials into his body and control them as if they were natural body parts. This does not give the object new abilities; it simply allows the character to use all of the pre-existing properties of the absorbed item. The fusing character automatically knows all of the functions of an absorbed object.

Automatons may be given this Power, but no player character may have it without GM permission. Fusion-Proof Defenses on characters or Fusion-proof armor on mecha, vehicles, or objects will prevent a character with Material Fusion from absorbing these items. Note that armor can be fused with, but the character inside it cannot be. An object that requires energy to function will run off of the character's END when absorbed.

- Material Fusion Cost: 2 PP to fuse with an object with 1/4th of the character's Hits in SDP; 20 PP to fuse with an amount of material with up to 4 times the character's Hits in SDP; 200 PP to fuse with an unlimited amount of inorganic material.

Multiform

This allows a character to have a completely different form with its own Characteristics, Options, Complications, and Powers. A separate character must be created to represent to represent each of other forms. The new character should be built with the same guidelines, RoX, etc. or less than the first character. The most expensive form (with the greatest number of CP, OP, PP, higher RoX, etc.) is the base character, which determines the Multiform Power's Cost. No other form may have more CP, OP, Complications, or PP (minus the Multiform's Cost)

than the base character. The Multiform Power Cost must be paid by all forms that the character can change into.

Example: I made a character with 50 CP, 50 OP, and 50 PP. This will be my base character; it would cost 22 PP, which each extra form must have in PP to pay for the Multiform. My base character also has +50 OP in Complications and a RoX of 24. Therefore, any other form the character bought could have no more than +50 OP in Complications and a 24 RoX.

- Multiform Cost: 1 PP for every 5 CP/PP, and +1 PP for every 25 OP in the base form. The full cost must be paid for each additional form that the character wishes to have. Complications and non-integral equipment for each form are bought as normal. Multiform costs no END to use.

Options

With the GM's permission, characters may buy Skills or Talents as Powers in order to have Adders and Limiters on them. Remember that 1 PP = 5 OP. Adders and Limiters applied to Options become OP; adding the Grabbable Focus Limiter to the Lightning Calculator Talent would reduce its cost to 1 OP instead of 3 OP. The minimum OP cost of any Option with Adders and Limiters is always at least 1 OP; small pieces of equipment may be created this way. See the Adders and Limiters section for more details.

- Options Cost: Skills cost 1 OP (1/5 of a PP) for 1 Skill Level at character creation and as many OP as the desired Skill Level during the game. Talents cost 3 OP per level. Options cost no END to use.

Probability Manipulation

This power allows the character to use their Hero Points (Luck Derived STAT) to positively affect or negatively affect a specified target. The character must clearly specify the target and desired effect of this power before each use. The target will not be affected until their next task. Once the character has used their HP for that game, they may no longer use this power. Additional HP may be purchased along with this power.

- Cost: 4 PP to positively affect a target. 4 PP to negatively affect a target. +1 PP for +5 HP (+1 Luck). +4 PP if not affected by use of HP/Luck.

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Regeneration

This Power allows a character to recover Hits much faster than normal. Usually, a character gets his REC in Hits back once per week, or once per day in a superheroic campaign. For every 1 PP spent, the character's Hits recovery moves up one level on the Time Table; the cost increases to +3 PP after the one minute level. For example, spending 5 PP would move the recovery up from once per day to once per minute; to move to one Hits recovery per round would cost 8 PP. Regeneration happens automatically, even if the character is unconscious, but stops if the character dies. For extra PP, the character can regenerate lost limbs or even from death. However, a specific set of circumstances (stake through the heart, shot with a silver bullet, etc.) must be defined that will stop Regeneration from death.

- Regeneration Cost: 1 PP per +1 level up the Time Table, up to the 1 minute level. +3 PP for each +1 level thereafter. +2 PP to Regenerate lost limbs; +4 PP to regenerate from death. Regeneration costs no END.

Shapeshift

This Power allows a character to change his outer form and appearance without altering his Powers or other abilities. The basic Power allows the character to change into a single other shape; for extra PP, groups of shapes or the ability to change into anything may be gained. The character will always retain his original mass and approximate size. To copy a particular thing, the Use Power Skill should be rolled; to impersonate a particular individual, the Disguise and Voice Mimicry Skills are required as well.

- Shapeshift Cost: 2 PP to change into a single other shape; 4 PP for the ability to change into a limited group of shapes; 6 PP to change into any shape of the same mass. Shapeshift costs END.

Storage Space

This Power grants the character extra storage space that she can access any time. This space can be defined in one of the following ways: either internal, which means that the space is located within the character's body; a "pocket" inside the character's clothing, armor, or inside an object (using the Focus

Limiter); or extra-dimensional, which means the space exists in some other dimension. All types of space take 1 phase to access and remove an object from. If the object is to be returned to the storage space, this takes another phase.

There are limits on how much Storage Space a character may buy. One quarter of character's STR is the maximum amount of internal space that may be bought and carried, without GM permission. After all, the character's insides must be somewhere! Furthermore, internal space might be difficult or embarrassing to access — what would you think if someone pulled a laptop computer out of a tight-fitting costume or shirt with no apparent pockets? For external space, the character's full lifting capacity is the maximum amount of weight that she may carry. In order to ignore the weight of the objects carried, extra PP must be spent.

A Storage Space has only the air that flows in when the character accesses it, and is the same temperature as its surroundings. The space may be modified so that living things may be carried in it for extra cost. If a character with internal space takes more than half her total Hits of damage, the GM may rule that her internal space has been breached. A creature trapped inside may also be able to force its way out by doing damage to the character internally; the character's Defenses may be applied for extra cost. A creature within a creature gets the benefits of the outer creature's external physical KD and EKD, however. Items within a focus can be removed or lost along with the focus, or if the focus is destroyed, so is the item within. Extradimensional space cannot be breached with damage; another character would have to have Powers with the Extradimensional Adder in order to affect it.

- Storage Space Cost: 1 PP for 50 kg of storage; 5 PP for 50 kg of extra-dimensional storage. +4 PP if the character can ignore the weight carried; +2 if the space is habitable by living creatures; -2 PP if the character's Defenses do not protect internal space. Storage Space costs no END to use if the weight carried in it is less than the character's STR would allow her to carry normally, or if the character can ignore the weight altogether.

Stretching

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A character with this power can stretch parts of his body, attack at range (2m/yds per point spent), and reach for things at long distance.

- Stretching Cost: 1 PP For 2 meters (4 meters of non-combat) Stretching. Stretching costs END.

Summon

Summon is the ability to summon another creature or a vehicle. The basic summons will bring forth a creature with 30 Character Points in Characteristics and 30 Option points. Additional Complications can be bought and added to the creature, although the summoned creature may not have more Complications than the summoning creature and may not have specific campaign-related Complications such as DNPC's, Enemies, or Reputations unless specifically okayed by the GM. All summoned creatures must be approved by the GM.

Summon normally allows the character to summon a single type of creature of the assigned power points. Thus, a character could summon a wolf, but not a lion.

When a character uses the Summon Power, he pays END, and the creature appears in the nearest unoccupied space where it will fit. Afterward, the character doesn't have to pay any more END to keep the creature here; it's here, and it can decide to go home at any time, if it can. When the creature first appears, it will be stunned and disoriented; it must spend its first phase shaking off its "summoning sickness".

Of course, summoning a creature can be a much easier task than getting it to do what you want. The summoned creature will likely be very disturbed by being pulled from its dwelling. Unless the summoner gives the creature a good reason not to, it will likely return from whence it came or even attack the summoner. Hence, the summoner should have some way to compel or convince the new arrival. This can range from bribes and promises, to a Power such as Mind Control. A truly powerful character might even be able to bully a summoned creature into performing a task.

Summon cannot be used as a cheap version of teleport, nor can it summon an individual so that the summoner can kill him. Summon should only be used

to summon a class of creature rather than a specific creature, except with special GM permission.

The best way to handle Summoning is for the GM to provide a list of the creatures that can be summoned. The capabilities of each creature should be roughly outlined. Only the GM knows the creatures specific capabilities. If the GM does not wish to put the requisite time and effort to do this, she can allow the player to build the creature. The GM should work closely with the player on this, and once the player has built the creature, the GM should modify the creature to fit his conception and standards. She should make sure that the creature will not be easy to control, especially if it is powerful.

Summoning is also a way for gadgeteers to create a vehicle instantly, but the GM has control over all aspects of the vehicle; the character will never know exactly what the vehicle can do unless she pays the OP! (See the Mecha/Vehicles Plug-In to create vehicles.)

- Summoning Cost: 6 PP for a creature with the same capabilities as a normal human (25 CP, 25 OP). 1 PP for each 5 PP or 25 additional OP that the summoned creature has. For vehicles, Summoning costs 1 PP for every 5 OP in a vehicle. +1 PP for double of the number of summoned creatures/vehicles. +1 PP to Summon a limited group of creatures or vehicles (wolves, CIA agents, trucks). +4 PP for the ability to summon any one creature or vehicle from a larger, more useful group (any creature of the Earth, any inhabitant of X Dimension, any military fighter jet, etc.). The point limitations of the Summon Power still apply however. +8 to Summon any one creature or vehicle of the above point total. Summoning only costs END the phase that the creature or vehicle is Summoned.

Universal Translator

This Power represents the ability to understand any sort of communication, from verbal speech to body language. The character must make a successful INT + Use Power check. The DV depends on how close or far the language that the character is trying to comprehend is from those that she is familiar with. For instance, the DV for an American with this Power

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attempting to understand German would be 14 or better. For the same person, attempting to understand Japanese might be a 22 or more.

This Power only enables its user to understand the current communication; it does not allow her to communicate back unless she has the proper physical attributes and knowledge skills. In addition, this ability only allows the character to translate; she does not know the language. The character must always make her Universal Translator roll, and will always have an accent. If the Use Power check fails, the character may not roll again for the same language during the present encounter.

A GM should be very careful about allowing this Power into her campaign, as it can allow players to go in unexpected directions with information that they might not otherwise have. The GM is within her rights to disallow this Power if it would unbalance her game.

- Universal Translator Cost: 4 PP for an INT + Use Power check. This Power costs no END to use.

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Power Modifiers

Power Modifiers

Power Modifiers affect the cost and utility of the Powers they modify.

Power Adders improve a Power, making it more useful or effective, but they also raise the cost, increase the amount of END needed to use the Power, and add to your Rule of X. Adders are added to the final cost of the Power.

Power Limiters make a Power cheaper, but they also limit the Power to some degree. Limiters are subtracted from the final cost of the Power, but do not affect the Rule of X. The minimum cost of a Power is always 1 PP, no matter how many Limiters are applied to it.

Optional Rule: Any power that is bought with an Advantage or Limitation may not be charged more than twice the number of power points spent on the underlying power. Thus a power that is bought with -10 in limitations, is only a 2 point power if the character has invested only one power point into the power. Also, a power that is bought with +4 points in advantages will only cost 2 power points, if the power is only one point without the advantages. This rule should only be used in high powered games.

Adders

Affects Desolid

This Adder allows a Power to affect desolidified characters with Powers.

- Affects Desolid adds +2 PP to a Power's Cost.

Area Effect

These Adders allow a Power to affect a wide area, instead of just a single creature. Area of Effect is purchased by the shape of the area to be affected. The different types of Area Effect and other options are listed below.

Attack Rolls vs. Selective Targets: This Adder makes it so that the character must first target the area affect, and then make an attack roll against the defensive AV of the target. However, in this case, the

character can choose which targets inside the area of affect are attacked. A character may not have both selective and the Area Effect Limiter: Multiple Attack Rolls on the same Power. This Adder increases an Area Effect Power's cost by +1.

- **Cone:** This adder allows a power to affect all characters in a cone shaped area as per the cone area effect power. Cone Area Of Effect increases the cost of a Power by +4 PP.
- **Double Area:** This Adder doubles the area of an Area Effect Attack. Increases the cost of a Power by +1 PP for every doubling of the Area of Effect.
- **Exploding Cone:** This Adder allows the character to affect a 60-degree cone-shaped area, radiating out from the target spot. Furthermore, the damage that the Power does follows the same rules for an Exploding Attack. When determining damage for the explosion, remove the highest die of damage for every 2 meters from the starting point of the cone. The cone length is 2m/yds for every 1 PP in the power. This is useful for simulating shaped-charge explosives and the like. This Adder increases a Power's cost by +2 PP.
- **Line:** This Adder allows a Power to affect a straight line of hexes; any target in the line of hexes is affected by the Power. The length of the line equal to 4m/yard for every 1 PP in the power not counting the Area of Effect Adder. Line Area of Effect adds +4 PP to a Power's cost.
- **Meter/yard radius:** This allows a Power to affect all characters within a circular area of 1m/yard radius. This adds +1 PP to a Power's cost.
- **Path:** This Adder allows a Power to affect an area determined by the path along which the character moves. The character is not effected by the Power, even though the character is within the area of effect. The area effected is a line equal to 4m/yard for every 1 power point in the power not counting the area effect adder, or the character's normal movement rate, whichever is lower, and the character's movement is restricted to this area of effect. This Adder increases a Power's cost by +4 PP.

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- **Radius:** This Adder allows an Attack Power to affect a circular area. For every 1 PP in the Power (excluding this Adder), it has a 1m radius area of effect. Area Effect: Radius increases the cost of an Attack Power by 4 PP.
- **Variable:** This adder allows a Power to affect an area in a shape determined by the character when he uses the Power. All the hexes must be adjacent to at least one other hex. The hexes may form a line, circle, triangle, square, or any other simple shape. Complex shapes cannot be achieved. The total number of hexes is equal to 1m/1yd for every 1 PP in the Power not counting the area effect Adder. This Adder increases a Power's cost by +4 PP.

Armor-Piercing (AP)

Allows a Power to pierce an associated Defense; the character gets only half his normal applicable Defenses vs. an Armor-Piercing Attack. Thus, if an AP Killing Attack were fired at 20 KD, the defender would only get to use 10 KD to stop the damage. Hardening (see Defensive Powers) will defeat Armor-Piercing.

- This Adder increases the cost of an Attack Power by 3 PP.

Attack Versus Limited Defense (AVLD)

An attack with this Adder is affected by only a limited or unusual defense. The defense must have some ascertainable value such as Mental Defense, Flash Defense, or Power Defense. For instance, an attack could be defended against by Power Defense. Any Power Defense the target had would be subtracted from the stun of the attack and the rest would be subtracted from the character's Stun. Attacks Versus Limited Defense do Stun Damage only.

- Attack Versus Limited Defense increases an Attack Power's cost by 6 PP.

Autofire

This Adder allows a Power to become an Autofire Attack. A character may fire 5 times per phase with the basic Adder; more shots per phase may be purchased for additional PP. Each shot costs the Power's full END cost.

Autofire increases the cost of a Power by +2 for a ROF of 5 per phase; +1 PP per additional ROF of 5.

Continuous

This allows a character to use an attack on a continuing basis without having to make a new attack roll every phase against the same target.

To use a Continuous Attack, the attacker makes an attack roll. If successful, the target takes the damage normally. From then on the target will take damage every time the attacker's phase comes around until the attacker turns off the power or is unable to pay END to maintain it. If Continuous is applied to an Area Effect Attack, the Power stays around in the segments between the character's phases. Any target who goes into the area will be attacked upon entering and every time the attacker's phase comes around while the target is still in the area.

The character must continue concentrating on the attack for the attack to continue doing damage. Thus, a character who is using a Continuous Attack must continue spending END and cannot initiate any other attacks. If a character wants to have a Continuous Power that can maintain itself without conscious thought from its user, she must buy the Adder "Uncontrolled" (see below).

- Continuous increases the cost of a Power by 4 PP.

Damage Shield

This Adder allows a character to set up a continuing shield around him that causes damage to any target that comes into extended contact with it. The character buys an Attack Power, and uses this as his shield. The shield is automatically around the character (the Power does not get the Limiter "No Range").

Any attacker that makes a successful Hand-to-Hand attack roll against a character with a Damage Shield takes the damage (and possibly knockback) from the shield. The character with the shield can also do the shield's Damage to a target by coming in contact with the target through a Hand-to-Hand attack. Optionally, a GM may want to apply the damage from the shield against any Focus an character might use while attacking, or against the Focus and the character. The Damage Shield does not give its user any kind of Defense against the attacks.

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Characters who want Defenses should buy a Defensive Power like a Force Field with the Limiter “Linked” to the Damage Shield.

This Adder can also be used to set up a Mental Damage shield. In this case, the character buys a Mental Power with the Damage Shield Adder. If the character is attacked by a Mental Power, the attacking mentalist will suffer the damage from the shield. This shield damage automatically hits the attacking mentalist; all the character has to do is roll the damage for the shield. A Mental Damage Shield is entirely “in the head”; it has no effect on normal combat. Of course, the character can still have a Mental Power with Damage Shield which is not defined as a Mental Damage Shield.

- Damage Shield increases the cost of an Attack Power by 2 PP.

Difficult to Dispel

A power with this Adder is exceptionally difficult to Dispel, Suppress, or otherwise adjust. The number of Power Points, before Limiters and after Adders, in the Power is doubled when determining the effects of Dispels and Suppresses. A power that is exceptionally difficult to adjust would be a +2 Adder, and the power would be considered to have double the value when determining the effects of Drains, Transfers, and other Adjustment Powers.

- Difficult to Dispel increases the cost of a Power by 1 PP to double the effective PP for Dispels and Suppresses; +2 for double effective PP vs. all Adjustment Powers.

Does Killing Damage

This Adder allows a Power that normally does Stun-Only to also do Killing Damage. This attack does not do Knockback. The GM may disallow this Adder for any reason.

- Does Killing Damage increases the cost of a Power by 4 PP.

Does Knockback

This Adder enables an attack to do Knockback, even if it normally does no Knockback. The attacker should compute the Knockback normally (even though the power does not do Killing Damage), and then roll

normally for knockback based on the power point total, before applying this adder.

- Does Knockback increases the cost of an Attack Power by 1 PP.

Double Knockback

A power with this Adder does increased Knockback. When a character with this Adder attacks, the amount of points in the Power (before applying this Adder) is doubled for the purposes of knockback.

- Double Knockback adds 3 PP to a Power’s cost.

Explosion

When this Adder is applied to an Attack Power, the Power causes an explosion. The explosion resembles an Area Effect Power, except it does full damage at the center, and loses the highest dice for every 2m traveled in a radius away from the center.

- Explosion raises the cost of an Attack Power by 2 PP.

Hole In The Middle

This Adder can be applied to any Power that affects an area (Darkness, Change Environment, Powers bought with the Power Adders Explosion or Area Effect...). A Power with this Adder has a hole in the center where the power has no effect. For +1 PP, the size of this hole must be defined when the power is bought. For +2 PP, the size of this hole can be varied by the character, or even made to disappear entirely. The size of the hole is usually static, although it will move with the character if the area of effect would move with the character.

- Hole in the Middle increases the cost of Power by 1 PP. +1 additional PP to move the hole with the character.

Increased Maximum Range

This Power doubles the effective range for a Power including range modifiers.

- This Adder increases the cost of a Power by 1 PP.

Invisible Power Effects

A Power with this Adder works invisibly. Normally, any Power that affects another character is quite visible, and the source of the Attacker is obvious. Such Powers are visible to three sense groups. Invisible

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Power Effects allows a Power to work without these visible effects, so the source of the Power remains inobvious.

- Invisible Power Effects increases the cost of a Power by a base of 2 PP, which makes an attack invisible to one sense group. Each additional sense group is an additional +1 Adder. Thus, a Power is completely invisible for a +6 Adder. Since Mental Powers are only detected with one sense, Mental Awareness, Mental Powers can be made completely invisible for a +2 Adder.

Explosion

Allows a Power to explode in a radius of 2 meters per PP in the Power before Adders and Limiters. The attack will lose the highest dice of damage for every 2 meters away from the center.

- Explosion increases the cost of a Power by 2 PP.

No Normal Defense

An Attack Power with this Power Adder ignores all conventional defenses like a No Normal Defense Attack. One reasonably common defense that will completely stop the attack must be chosen when this Adder is purchased. This can be a common Power or circumstance, or a reasonably uncommon set of Powers or circumstances. If the target has this defense, the NNDA does not affect it at all. Note that defenses that require a target to take action require a character to use an Action to defend himself. NND Powers are Stun-only and do no knockback.

Some Examples of NNDs and their Defenses:

- Attack SFX Defenses
- Gas Attack Life Support: Self-Contained Breathing;
- Target Holds Breath.
- Poison Dart Attack Any KD.
- Solidification Attack Force Field, Density Increase, Desolidification.
- Hypnotic Attack Mental Defense, No Eye Contact.
- Sonic Attack Flash Defense: Hearing, Solid Ear Coverings, Target Covers Ears.
- This Adder increases the cost of a Power by 4 PP.

Penetrating

An Attack Power with this Adder automatically does some damage, no matter what the defenses of the target are. The Power does a minimum of one point of damage for ever dice of damage in the Power. This Adder can not be applied to attacks that do not use dice like Flash Attacks.

- Penetrating increases the cost of an Attack Power by 3 PP.

Persistent

A Power bought with this Adder will stay on even when the character is unconscious. The Power must be bought to 0 END before a character may have this Adder.

- Persistent adds 2 PP to a Power's cost.

Personal Immunity

Powers bought with this Adder will not affect the character using them if the Power is reflected back. If a Power with the Personal Immunity Adder has an Area of Effect, its user will not be affected if she is within the radius.

- Personal Immunity increases the cost of a Power by 2 PP.

Reduced ENDurance Cost

Some Powers are second nature to some characters, or are otherwise very easy to activate. This adder either reduces a Power's END cost by half, or removes it altogether.

- Half Endurance Cost increases the cost of a Power by 2 PP. No END Cost increases the cost of a Power by 4 PP.

Sticky

This Power Adder makes a Power sticky -- any character who touches a character who is being affected by the Power will also be affected. This Adder can only be bought on powers that require no conscious control from the character, like Entangles and Attacks bought with the Power Adder Uncontrolled (see below). The Power must also have a physical effect; Mental Powers may not be bought with this Adder unless they also have the Limiter Mental Power Based on Physical Attack.

- Sticky increases the cost of a Power by 2 PP.

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Time Delay

This Adder allows its user to set off the Power at a certain time in the future (after a given number of phases or hours have passed). The time duration can be of any length but the character must decide the time duration when he "sets" the Power. The character pays END for the Power when he sets it off. Once the Power has been set, its user is free; he doesn't need to worry about maintaining the Power.

- Time Delay increases the cost of a Power by 1 PP.

Transdimensional

This Adder allows the character to use a Power to affect other dimensions. Although normally applied to Clairvoyance or Mind Scan, Transdimensional can be used with any Power that is indirect or that has purchased the Adder Indirect to the +3 or +4 level. This Adder does not involve any geographical distance; its user must still calculate range modifiers normally while in this dimension. Transdimensional may only be applied to Sensory and Mental Powers.

- Transdimensional increases the cost of a Power by a base of 2 PP. For +2 points, the character can use the Indirect Power to reach one dimension. For an additional +1 Adder, the character can use the Power in a group of related dimensions. For another +1 Adder, the character can use the Power to reach any dimension.

Trigger

This Adder allows the character to set up a Power that will go off when a given circumstance occurs. This circumstance must be easily verifiable, and cannot depend on any senses that the character does not possess. A Triggered Power is not targeted like a normal attack. Instead, the Power is centered around whatever had the Trigger placed on it. For example, if a character has an Attack Power that is Triggered any time that he is attacked, the character, not the attacker, will be hit with the attack. Furthermore, a Trigger cannot be used to duplicate any other Adder or Power (such as Damage Shield). The Trigger could even be a switch that the character must pull, or a button that he must push. GMs may want the player to write down the circumstances which will set off the Trigger; this can prevent arguments later.

The character pays END for the Trigger when he sets it up. A power with a trigger can usually be spotted with a Perception roll, unless the Power is bought with the Adder Invisible Power Effects. If the character wants to have the trigger use Special Senses, these can be bought specifically for use with the Triggered Power for a -4 Limiter (only used to activate triggered power).

- If the Power can only be set off by a single Trigger when he sets it up, then this is a +1 Adder. If the Trigger can be different each time the character sets up the Power, then the Trigger is a +2 Adder.

True Mental Power

A Power with this Adder is treated like any other Mental Power so that it uses WILL to target, its range is line of sight, and it is only detectable via Mental Awareness.

- True Mental Power increase the cost of a Power by 8 PP.

Uncontrolled

A Continuous or Constant Power with this Adder can maintain itself without conscious thought from its user. The base Power can be constant, like Darkness or Change Environment, or it can be a Power with the Continuous Adder.

To set up an Uncontrolled Power, the character must make an attack roll as normal. Once successful, the character feeds as much Endurance as he desires into the Power and creates a pool that the Power will draw on. The Uncontrolled Power will then run for as long as there is Endurance to power it. Once the character has set up an Uncontrolled Power he is not restricted in any way -- he could make more attacks, for example. GM's should be wary of Uncontrolled Attacks that are bought with Reduced or No Endurance.

If the Uncontrolled Power is an attack, the target takes the damage when the power is thrown. Every time the attacker's phase comes up from then on, the attack will use END from the pool set up by the character, and the attack will then damage the target. If an Uncontrolled attack is applied as an Area Effect, the effect stays around in the segments between phases. Any character who goes into the area will be attacked upon entering and every time the attacker's phase

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comes around (so long as the target is still in the area of effect).

Any Power bought with this Adder must have a reasonably common and obvious set of circumstances that will turn it off, like water on a fire, or antibiotics against a disease.

- This Adder increases the cost of a Power by 3 PP.

Usable Against Others, No Range

This Adder allows the character to use a Power against another character. The character using this Power will always be in control and must pay the END costs for using it. Thus a character with this Adder on teleport could use the power to Teleport an opponent away or into the air; similarly, Shrinking bought with this Adder could be used to shrink down an opponent.

Usable Against Others requires an attack roll against unwilling opponents and has no range. In addition, there must be a reasonably common set of defenses which will cancel out the attack. For example, the Teleportation bought with this Adder might not work against any character who had Teleport, Desolidification, or Power Defense.

Powers with this Adder can be used against inanimate objects of approximately human mass. This inanimate mass can be doubled for every +1 power point.

- Usable Against Others, No Range increases the cost of a Power by +4 PP.

Usable At Range

This Adder will make attacks that are normally Hand-to-Hand into ranged attacks that follow the normal rules for such Powers.

- Usable At Range increases the cost of a Power by 2 PP.

Usable By Others

With this Power Adder, a Power that normally only affects its owner can be used by another creature. For example, a character who had Flight with this Adder could use it to let his teammate fly, but the teammate would control the Flight. (To use a Power on another person without their consent requires the Usable Against Others Adder). If the character can give a target the power, but then cannot use it himself,

this is a +1 adder. If both characters can use the Power, then this is a +2 Adder. The END cost for the Power (if any) is paid by whomever is actually controlling it.

Usable By Other has no range and requires continued contact if the second character is to use the Power. Normally, only one additional character can use the power. This number can be increased by paying extra PP.

- Usable By Others raises the cost of a Power by 2 PP to allow 1 other creature to use the Power; double the number of creatures that can use the Power for each additional 1 PP.

Uses WILL to Target

A Power with this Adder makes its attack roll as if it were a Mental Power, and is not stopped by normal defenses. Instead the Power is only affected by Mental Defense. All Powers that use WILL to target are Stun only. Even though the power is based on WILL, the Power is not a Mental Power per se. It is detected by Mental Awareness, but is also still visible like a normal attack power.

- Uses WILL to Target increases the cost of a Power by +4.

Variable Adder

A Power with this Adder can have any Power Adder of up to a certain value. The character can change the Adder on the Power just before it is used.

- The Adder is equal to +4 more than the maximum total of Adders that the character can apply to the Power. For example, if a character could apply any +2 Adder on his Killing Attack, he must buy the attack with a +6 Adder.

Variable Special Effects

The special effects of a Power with this Adder can vary. This Adder is only applicable to Attack Powers, and are not generally applicable to special effect determined Attack Powers like NNDAs or AVLDS.

- Powers with this Adder can have their special effects varied within a limited group of related effects (the four elements, the electromagnetic spectrum,...etc.) for a +2 adder. For a +4 adder, any special effect can be used.

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Limiters

Ablative

A defensive power (like Armor, Force Field, Force Wall,...etc.) with this Limiter is shot off little by little as it is hit by attacks. As the Defense is damaged, the Power acquires a higher and higher Activation Roll, until the Defense is gone altogether. If a character has mixed types of defenses, some Ablative and some not Ablative, the Ablative Defense is always on top; it takes Damage first, and may be destroyed by attacks which do not penetrate the Defenses beneath it.

If the Stun or Hits of damage done by an attack exceeds the ablative Defense, it acquires an activation roll of 8+. Each time an attack exceeds the Ablative Defense, the Activation Roll goes up by one (9+, 10+, 11+, 12+, 13+, 14+, 15+, and so on). Once the Activation Roll goes past 15+, the Power is gone.

Every time an Attack Hits, make the Ablative Defense's Activation Roll. If the roll is successful, the Ablative Defense affects the Attack. If the Activation Roll fails, the Ablative Defense does not affect the attack, and the Activation Roll does not drop.

A character can restore his Ablative Defenses to their starting values at the end of each adventure, or more frequently, given the GM's permission. For more information see Charges.

- Ablative subtracts 4 PP from the cost of a Power.

Activation Roll

Each time a character uses a Power with an Activation Roll, the player must roll 3d6 and meet or exceed the Activation Number. You still pay the END cost, or lose charges, even if the Power does not activate. If a Power is activated, then it may be used for the rest of the phase without another Activation Check. Note that neither the Use Power Skill or any other Skill will modify an Activation Number.

- An Activation Roll of 8+ subtracts 2 PP from a Power's cost. An Activation Roll of 10+ subtracts 4 PP from the final cost of a Power.

Always On

A Power that the character can never turn off is bought with the Always On Limiter. The Power must be bought to 0 END and Persistent in order to qualify for this Limiter. Powers that are always on cannot be pushed. Generally, Always On makes it difficult for a character to disguise himself, and can cause other

problems. Such powers as Invisibility, Force Field, Growth or Density Increase have clear difficulties when Always On. The GM must define problems for the character whose Power is Always On.

- Always On subtracts 2 PP from a Power's cost.

Area of Effect: Multiple Attack Rolls

This Limiter to any Area Effect Attack forces the character to make an Attack Roll (with Range and other modifiers) against the defensive AV of every creature within the area.

- This Limiter subtracts —1 PP from a Power's cost.

Charges

A Power with this Limiter can only be used a certain number of times per day. This can be used to simulate a gun with a particular number of shots, or a wand with a certain amount of uses. Each Charge only lasts one Phase, so Charges of continuous Powers, like Force Field, are of extremely limited usefulness. A Power with Charges usually costs no END to use, but for a greater Limiter, the Power may cost END and still have charges. Large numbers of charges may actually increase the cost of a Power. Charges are often applied to Powers that are also bought with the Focus Limiter (see below).

Charges add or subtract a number of PP from the cost of a Power as per the table below. Powers with Charges normally cost no END to use, but for a further —2 Limiter, a Power may have Charges and cost END.

- Charges Bonus To Power's Cost: 17-32 charges -1pt, 33-64 charges -2 pt, 65-125 charges -3pt, 126-250 charges -4pts.

Clips

To purchase the Clips Limiter, a Power must have Charges. This represents a Power that has its Charges broken down in to smaller "Clips" of fewer Charges. Charges are normally bought in a single "clip"; that is, all of the charges are always available. By moving one level down on the Charges table above, a character can have x2 the number of Clips of those Charges. Changing a Clip requires 1 full Action. Example: I have a gun that has 8 charges, which is a —2 Limiter on the table above. I would like to be able to

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use it more often, so I buy 2 Clips of 8 Charges each; this would move the Limiter one level down on the table to &mdash1.

Concentration

This Limiter requires the character to concentrate partially or totally on turning on the affected Powers. As a result, the character will be either partially or wholly defenseless. The character can choose to have partial Defenses (1/2 Defensive Skill Action Value) for &mdash1 PP, or for -2, the character chooses to sacrifice all of their Defenses (0 Defensive Skill Action Value). Additionally, once he begins using the Power, he notices none of what's happening around him. Thus, a character who has turned on a Power with this Limiter may not stop voluntarily for any reason. If the Concentration is broken, then the Power turns off, and any preparations must be redone. Concentration will be interrupted by any Power requiring an attack roll that successfully gets through the character's Defenses, if any. Even if the Concentration only applies to an Instant Power, the character must Concentrate until his next action phase.

The &mdash1 and -2 Limiters given above are for Powers that only require Concentration while they are being turned on. This includes all Instant Powers (like attacks); it can also be used for Powers that are Continuous in effect (such as Flight or Force Field) that do not require Concentration once they have been turned on. The Limiter is doubled for a Continuous Power that requires Concentration throughout its duration (-2 for 1/2 defense, -4 for 0 defense). The character must set a predetermined time for the Power to last in such a case, since he can't turn it off based on information he gains while using the Power.

- Costs END

This Limiter may only be applied to Powers that normally cost no END to use (like Armor or Senses). With this Limiter, the END cost of a Power is figured normally (PP Cost after Adders, but before Limiters, divided by two).

- Costs END subtracts 2 PP from the final cost of a Power.

Costs Humanity

A Power with this Limiter causes "damage" to the Derived Stat of Humanity when it is used. The Humanity Stat must be used and the player must have GM permission before taking this Limiter.

When a Power that costs Humanity is used, 1 point of Humanity Cost (HC) is lost for every 2 active PP in the Power. This is in addition to any END or other costs that the Power may have. See the Humanity Plug-In for the effects of Humanity loss.

- A Power that costs Humanity but no END normally gets a Limiter of 1 PP. On a Power with a Humanity Cost instead of an END cost, this Limiter subtracts 2 PP. If the character must pay both END and Humanity, this Limiter subtracts 3 PP from the Power's cost.

Easy to Adjust

A Power which is particularly vulnerable to Adjustment Powers uses this Limiter. Any Dispelling, Suppressing, Draining, or Transferring Power is treated as if its effect were doubled.

- Easy to Adjust subtracts 2 PP from a Power's cost.

Extra Time

This Limiter causes a Power to take longer than usual to turn on. During the time that the character is turning on the Power he may take other actions, but the Power will only turn on once the proper amount of time has passed. The exception is for attacks: if the character uses this Limiter with a Power that requires an attack roll, he cannot make another attack until the Power has been used.

A character can abort a Power at any time simply by stopping his preparations. For example, if a character began an attack that would take a month to turn on, he could stop the power at any point and use a more immediate attack. However, any preparation would be lost; if he wanted to turn on the month-long delayed Power later on, he would have to start from scratch.

These values apply to Powers which require the extra time each time they are used. If the Power has a lengthy start up time, but can be used every phase from then on, then the Limiter's value is halved. If the character ever stops using the Power or stops paying

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END, the Power turns off and he must take the time again to restart it.

- Extra Time subtracts 1 PP from the Power's cost per extra level to activate on the time chart.

Focus

A Power that is bought with a Focus Limiter works through some kind of object or device, which may be magical, technological, or whatever. If the character is deprived of this object, she may not use the Powers Focused through it. Firearms are real-world examples of Powers bought through a Focus. These Limiters provide a way to create new equipment for a Fuzion campaign.

Focuses (or Foci) come in two varieties: Attached and Grabbable. A Grabbable focus is hand-held, like a pistol or a sword, and may be knocked out of its user's hand with the Grab maneuver or a Ranged Attack at —2 to REF. An Attached Focus can only be taken away from the character if she is unconscious or otherwise helpless; removing the Focus takes one Round. Armor or a backpack are examples of Attached Foci.

Most Foci are man-sized or smaller and are incapable of self-movement. An object that is capable of its own movement should be bought as a vehicle or mecha (See Mekton Zeta™ or Starfire Master Force.) Bionics, cybernetics, or items that would cause damage to a character if taken away are not Foci, and may not use this Limiter. (See either the Bubblegum Crisis™ Before & After sourcebook, the Starfire Master Force RPG, or the Cyberpunk® V.3 RPG for information about these sorts of abilities in Fuzion.)

Powers that are Foci still cost END; this may be changed with the Power: END Reserve, or these Power Modifiers: Charges, Clips, or Reduced END.

- Grabbable Focus is a -4 Limiter. Attached Focus is a -2 Limiter.

Other types of Optional Foci are listed below. The GM can allow or disallow these as she sees fit.

- Bulky Focus: Most of these Foci have been subsumed into the Mecha/Vehicle Plug-In. However, this additional Limiter to Focused Powers represents a Focus which is extremely large and unwieldy to use (like a SAM). Characters attempting to use the Focus suffer a -2 to their Defensive Action Value. Bulky Foci

should not be bigger than a small car, and should be difficult to move. This Limiter subtracts 2 PP from a Power's cost.

- Immobile Focus: A Focus that cannot be generally moved without tremendous effort. An example would be a Cray supercomputer, or Stonehenge. This Limiter subtracts 4 PP from a Power's cost.
- Fragile Focus: A Focus that is unusually easy to damage. Any damaging attack that specifically targets and hits the focus, doing at least 2 SDP of damage will destroy it. Fragile Focus subtracts 1 PP from a Power's cost.

Foulable

The player must define a part of the body as the source of the character's Power for this Limiter. Any attack that specifically targets that portion of the body will disrupt the Power. Any attack that grabs or entangles that portion of the body will make it so the character cannot use the Power.

- Foulable reduces the cost of a Power by 2 PP.

Gestures

This Limiter requires that the character make some gestures that are visible at a distance and are obviously out of the ordinary (like a cheerleader's routine, or a magician's hand passes). The character must be able to move freely; if he is encumbered or in a confined space, the Power should function poorly, if at all. If the character is restrained or grabbed, the Power cannot be turned on.

Gestures must be clearly visible at a distance and they cannot be used for any other purposes than turning on the Power (Gestures cannot include attacking through a weapon, for example). If any Power that uses an attack roll gets through the character's Defenses while he is gesturing, the Power with Gestures will fail and the Gestures must be started anew.

- This Limiter subtracts a base of 1 PP from a Power's cost. This Limiter is for all Instant Powers (like attacks); it can also be used for Constant Powers that do not require Gestures once they have been turned on. The Limiter is worth 2 PP if the Power is Continuous and requires gestures throughout its duration. Continuous

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Gestures means that the character must continuously gesture, and he cannot turn on a new power that requires gestures while he's keeping the current Power going.

Incantations

A Power with the Incantations Limiter requires the character to speak loud phrases that are audible at a distance and are obviously out of the ordinary (like a magician's magic words).

Constant incantation means that the character must continuously speak loudly, and he can use no new Power that requires Incantations while he's keeping the current Power going. The character must be able to speak clearly; if he's gagged or has his mouth full, he can't use the Power. It is impossible to use the Power while in a silence field (see Darkness). The Incantation must be clearly audible at a distance, and it cannot double as normal conversation. If any Power that uses an attack roll gets through the character's Defenses while he is saying Incantations, the Power with Incantations doesn't turn on.

- Incantations subtracts 1 PP from a Power's cost. This Limiter is worth 2 PP if the Powers require Incantations to continue for longer than one phase (like Force Field).

Increased Endurance Cost

Some Powers are just really hard to use, and require a character to use extra effort to control them. Powers with this Limiter cost more than their normal END. See increased END costs and Limiters below.

- x2 END Cost subtracts 2 PP from the Power's Cost; x3 END subtracts 4 PP; x4 END subtracts 6 PP; and so on.

Limited Power

If a player can't find the Limiter he wants anywhere else, Limited Power is the catch-all. The Limited Power Examples Table below shows some Power Limiters and the appropriate bonus. If a player wants a Limiter not listed, the GM should assign a bonus based on the list below.

Powers with Limiters fall into two groups: Limited Powers and Conditional Powers. In the first group, the Limiter takes away some of the normal effects of the power: a Ranged Attack could do no knockback, or

Half Stun, for example. Conditional Powers don't work at all in a given situation. This would include Powers that don't work at night, that don't affect dwarves, etc.

The PP bonus for the Limiter is based on how restrictive the Limiter is. For a Limited Power, the GM should decide how much is being taken away from the Power by the Limiter. If the power is losing half of its effectiveness it should receive a -4 Limiter; if it loses almost all its effectiveness, it should receive a -8 Limiter. For Conditional Powers, the GM should determine how often the character will be unable to use the power. The Limiter can range from -0 (the GM doesn't think it will limit the character at all - and therefore isn't worth a bonus) to a maximum bonus of -8 PP (the character will almost never be able to use the Power). This Limiter can, of course, add to other Limiters.

When assigning a bonus, the GM should try to relate it to similar bonuses to get an idea of how much it's worth. How frequently something occurs is related entirely to the specific campaign. A character with an Attack Power that only works in an intense magnetic field in a campaign set in the far future would only get a -2 Limiter, but in a World War II campaign, the character would get a -8 Limiter since she will almost never run into an intense magnetic field.

Limited Power Example Table

- Limited Powers :-2Power has no range.-2Power does no Killing Damage (only works for Powers that normally do Killing Damage).-3Power does no Stun (only works for attacks that normally do Stun).-1Power does no Knockback (only in campaigns that use Knockback Rules).-1Power may only be used at full power (only for Powers with adjustable effects).
- Conditional Powers: -1Only works in daylight.-1Only works while touching the ground.-2 Only works in darkness.-4Only works in twilight.-6Only works in water.-6Only works during natural rainstorm.-8Only works in tornadoes.-8Only works in a magnetic field.-8Only works under a full moon.-1Does not work in darkness.-1Does not work in water.-1Does not work in magnetic fields-2Does not work through common substance (like milk, concrete, lead, etc.).-2Must be beserked or enraged.-2Only works on common group (like

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men).-4Only works on uncommon group (like demons).-1Must make eye contact.

Linked Power

A Power with this Limiter can only be used when another Power is activated. If one Power is not turned on, than the Linked Power cannot be turned on, either. Linked always modifies the least expensive Power.

- If Linked Powers are attacks, then they are both fired at once (e.g. an Ranged Attack Linked with a Flash.) If one Power affects a character's Defenses (an SD or KD Drain), than the other Power goes off first. More than one Power can be linked; every Power but the first receives this Limiter, as long as they are not worth more PP than the original Power that they are Linked to. Linked Power is a -2 Limiter.

Mental Powers Based On Physical Attack

A Mental Power with this Limiter becomes a normal Attack Power. The attack can be applied against the target's Energy Defense or Stun Defense. Mental Defense is not applied. The dice of effect are totaled and then the target's Defense is subtracted from the effect; the remainder is compared to the target's Resistance. The effect is applied from the Mental Powers tables normally.

When a character is affected by a Mental Power based on a physical attack, the character responds to the first person to give commands. For example, if a character is hit with Telepathy, he would answer the question of whomever first approached him (assuming that a sufficient level of effect was rolled). If a character was hit with Mind Control, he would respond to the first order given him. If the character was hit with a Mental Illusion, he would respond to the illusion of whatever was first described to him. Note that the person who makes the attack is not always the first person to give a command.

A Mental Power based on a physical attack lasts like a normal Mental Power, until the target shrugs off its effects. In other words, the character must make a successful Willpower roll to throw off the effect with the same modifiers as described in Mental Powers. Powers with this Limiter are treated just like normal Attack Powers, and are not treated like Mental Powers.

They are visible, have normal modifiers for range, and can be deflected or reflected if appropriate.

- Mental Powers Based On Physical Attack reduces a Power's cost by 2 PP.

No Conscious Control

This Limiter indicates a Power that is not under the character's control. Although the character possesses the Power, he cannot consciously turn it on. The Power only turns on when the GM chooses - usually when it furthers the adventure. The GM could occasionally allow the character to turn on the power, but this should be done with large penalties to the Use Power Skill roll, or attack rolls. The Limiter could even be higher than the base bonus below if the GM intends to only rarely allow the character use the power.

This Limiter is good for simulating mysterious Powers - those that help the character but that can never be counted on. For example a character could buy Clairsentience to see through time, with No Conscious Control. The Clairsentience would occasionally give the character flashes of earlier events, but wouldn't allow him to see into the past whenever he wanted. Similarly, a character could buy Telepathy with this Limiter, and occasionally he would be able to read minds.

If the character wants to have more control over the Power, he should buy the Limiter as Lack of Control. This Limiter allows the character to use the power consciously, but the character doesn't always have control over the amount or the effects of the Power. Furthermore, the character can't always turn the Power on or off. Also, the character can never possess a specific Use Power Skill with this Power until this Limiter is bought off.

- No Conscious Control subtracts 8 PP from a Power's cost. Lack of Control subtracts 4 PP from a Power's cost.

No Knockback

An attack that has this Limiter never does knockback, regardless of how much damage it does. In addition, the attack is considered to exert no pressure -- it can't be used to flip a switch or push a button, for example. This Limiter can only be applied to Powers that normally do knockback.

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- No Knockback reduces a Power's cost by 1 PP.

No Range

This Limiter can only be applied to Powers that normally have a range, and that affect targets other than their user, like Ranged Attack. A Power with this Limiter can only be used on a target by touching it (making a Hand-to-Hand Attack or a Use Power Check in melee range).

- No Range subtracts 2 PP from the cost of a Power.

Only in Hero ID

This Limiter indicates a Power that can only be used while the character is in his heroic identity. Obviously, this can only be used for characters that maintain two distinct identities -- it is commonly used by superheroes who maintain a secret identity. There is usually some difficulty in switching forms, unless the character bought the Instant Change Power (or alternatively bought Accidental Change). Only In Hero ID and Focus cannot be bought for the same Power.

- Only in Hero ID reduces the cost of a Power by 1 PP.

Partially Limited Power

Partially Limited Powers are Powers which have Limiters on only a portion of the Power that is used. For example, an Ranged Attack could be fired from a "power glove" (an Attached Focus) but could have an overpower feature that sucks up more power for more damage. This would be built with Increased Endurance, acting only as a Limiter for the increased damage.

- Partially Limited Powers should only be allowed in cases where the number of points being limited is equal to the limitation. Therefore, if a character has a 10 point Strength and has an Attached Focus (-2) which partially limits the character's Strength, then the character could at best have a 6 Strength.

Reduced by Range

This Limiter indicates a Power that gets weaker with range. The Power does full damage to targets within 4 meters. It loses 2 DC for each doubling of

range thereafter: it is -2 DC after 4 meters, -4 DCs after 8 meters, -6 DCs after 16 meters, etc.

- Reduced by Range reduces a Power's cost by 1 PP.

Reduced Penetration

An attack bought with this Limiter has less ability to penetrate Defenses than a normal attack. Reduced Penetration splits the attack into two equal parts for the purpose of determining damage. When determining Stun Damage, the two Attacks are added together before applying Defenses. For example, a 4d6 Killing Attack that has this Limiter is figured as two 2d6 Killing Attacks when determining Killing Damage. A defender with 12 points of KD would take no hits, and he might take no Stun.

This Limiter is often bought to simulate animal attacks. When combined with Reduced by Range, Reduced Penetration can also be used to simulate shotguns.

- Reduced Penetration subtracts 1 PP from a Power's cost. An attack that also splits the Stun Damage into two separate attacks would be worth a -2 Limiter.

Requires a Skill Roll

The character must make a Skill Roll to activate a Power with this Limiter. The character must name the Skill and then buy it normally. To activate the Power, the character must make a successful roll with the Difficulty Value determined by one level of Difficulty for every 4 Power Points (determined after Adders, but before Limiters) in the power, rounding up. If the character is activating multiple Powers with this Limiter, then the Difficulty Value is determined at one level of Difficulty for every 4 PP for all the activated Powers at once, rounding up.

- Requires a Skill Roll subtracts 2 PP from a Power's cost.

Side Effects

This Limiter means that bad things happen to the character when he fails to use his Power properly. Side Effects is normally only taken with a Power that has some chance of failure -- one with the Power Limiter: Requires Skill Roll, or Activation. Each time the character fails to turn on the Power, he suffers the

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penalty for the Side Effect. If a character takes this Limiter for a Power that always works, then the character always suffers the Side Effect every time that he uses it.

The exact nature of the Side Effect is up to the player (with the GM's approval), but it's always bad and usually directly connected to the type of Power. The player and GM can choose any type of Power for the side effect. Attacks and Drains are favorites, but other choices might include Flash or Summon.

- The value of this Limiter is based on the number of points in the side effect. For a 2 PP Limiter, the side effect will do half the number of Power Points (before Limiters but after Adders) in the power of effect, with a minimum amount of 6 PP in effect. For a -4 Limiter, Side Effects have from 12 PP to the full active PP total in the Power.

Variable Limiter

A Power with this Limiter can have a variety of Limiters on it. The Power will always have a set total of Limiter bonuses, but the exact types of Limiters can be altered by the character to fit the circumstances.

- The character defines the value of the Variable Limiter on a Power. Each time he uses the Power, he must define the Limiters with twice that value. Thus, if the Power is defined as having a -1 Variable Limiter, the character must have a -2 Limiter each time uses the Power. The GM must define which Limiters can be used to satisfy the Variable Limiter, but a suggested list is: Concentrate, Extra END, Extra Time, Gestures, Incantations, Side Effects, and Visible effects.

Visible

This Limiter can only be bought for Powers which normally have no visible effect such as Density Increase or any of the Mental Powers. A Power that is visible can be perceived like any other Power and must be noticeable by 3 Sense Groups. Mental Powers with this Limiter are perceptible by 4 Sense Groups, since they are already perceptible by the Mental Sense Group.

- Visible subtracts 1 PP from a Power's cost.

Vulnerability to Specific Power or Special Effect

A particular Defensive Power, or Power with some form of defensive value (such as Entangle) takes double damage or only provides half of its Defense against a specific Power or special effect which it would normally effect. An example of this Limiter is a suit of ice armor which only gives half of its Defense against flame powers. Another example would be an ice Entangle which takes double damage from flame powers. Note that in order for this Limiter to be bought, the Power must have provided a Defense against the Attack Power in the first place. Buying Power Defense with the Limiter: Vulnerability to Mental Powers is not allowed.

- This Limiter subtracts 1 PP from a Power's cost for every level of Vulnerability. It can be bought for multiple levels (1/2, etc.).

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Power Frameworks

Power Frameworks

These are ways to save points if you are buying several different Powers with similar SFX.

Multipower (MP)

Because characters use only one attack Power at a time, you can buy Multiple Attack Powers (Multipower, or MP) at a reduced cost. Non-attack Powers may also be added to a Multipower, but only one of the powers in the framework may be active at any time. On the character sheet, list the cost of the largest attack power in the Multipowerslot, and list the cost of each power in the multipower as "2m".

Example: If your character has three attack powers that normally cost ten points each, you would pay 10 points for the Multipower and 2 points for each type of attack for a total of 16 points. Written out on the character sheet, the Multipower might look like this:

10 Fire Multipower
2m Ranged Attack: 10d6
2m Exploding Attack: 8d6, 10m radius
2m Ranged Killing Attack: 8d6

Adders and Limiters may be added to the point cost of the framework to increase or reduce its cost, as well as affecting the Powers within. You can also buy an Adder or Limiter for a specific Power within an MP; this modifier will then only affect that particular Power. Remember, the minimum cost for a Multipower slot is always 1 PP.

A Multipower with Adders and Limiters might look like this:

8 (10) Fire Multipower, Activation Roll of 8+
2m Ranged Attack: 10d6
1m Exploding Attack, 8d6, 10m radius, x2

END

1m Ranged Killing Attack: 8d6, x3 END

- Multipower Cost: A Multipower costs as much as the largest attack power in the group. Each power in the group also costs 2 points.

Variable Power Pool (VPP)

This Power Framework allows a character to set aside a certain amount of Power Points to produce any Power of a given special effect. The points in a VPP

are distributed among whatever Powers a character wants to have at a given time. The Powers created from the VPP must all be linked by common special effects.

The VPP consists of two parts: The Active or Pool Cost, and the Control Cost. The Control Cost is equal to half the number of points in the Pool Cost. No Adders or Limiters may be applied to the Pool Cost; they can only modify the Control Cost, which can be reduced no lower than 1 PP.

A character with a VPP can have any combination of Powers whose PP total does not exceed the points in her Pool. The GM must approve all Powers in a VPP to make sure they are within the SFX of the pool and the character's concept.

Normally, the Powers in a VPP cannot be changed in combat; to change a Power in a VPP takes between one round and one minute. However, a character can buy the Use Power Skill with her VPP, allowing her to change the Powers in one Phase. The character must make a TECH, REF, or WILL + Use Power Skill with a base Difficulty of 18 + the number of Power Points from the Pool being used.

Example: My character wants to buy a VPP to represent his ability to create little high-tech gadgets on the fly. This particular type of VPP is called a "Tech Pool". I want 10 Power Points in the Pool, so the Control Cost is 5 PP, for a total of 15 PP. I also buy the Use Power Skill, which, in this case, is based on TECH.

Let's say that I want to create an EM Pulse Emmitter, to mess up my enemy's gadgets. This sounds like a No Normal Defense Attack. Well, if I sunk all 10 of my points into an NNDA, I'd only get 5d6! So, since my VPP's special effects are gadgets, I could build it as a Grabble Focus (-4 Limiter). I could knock off even more by saying that the Emmitter only has two four-shot clips (-3 Limiter). That's 7 PP of Limiters, which means my NNDA only costs 3 PP, although it is still 5d6. I could use the rest to make me some armor; 20 KD of Armor costs 10 PP, but I add Attached Focus (-2), and Activation Roll of 8+ (-2) to make it affordable, at 6 PP. I still have 1 PP unspent in my Pool. I want a communicator, so I take High Range

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Radio Hearing, which is 2 PP, and get it down to 1 PP with Attached Focus (-2, but, minimum Power cost is always 1 PP).

This example assumes that I am making these items on noncombat time. Well, guess what? My enemy isn't using gadgets this time! Ooops! Well, I need to change my weapon to something that will affect him, but combat is going on. Assuming that I don't get hit, I want to change my EM Emmitter to a Laser Gun. Since I want the same Limiters, it will only cost 3PP, but I still need to add 10 PP (since I want a 10d6 Ranged Attack) to my base Difficulty Number of 18, for a final Difficulty of 28. Now I must make my TECH+Use Power Check to see if I can create the Laser Gun.

This VPP might look like this on my character sheet:

15 VPP: Tech Pool (10 PP)

Example Powers:

- EM Emmitter: NNDA, 5d6, Grabable Focus, 2 Clips of 4 Charges each: 3 PP

- High-Tech Body Armor: Armor, 20 KD, Attached Focus, Roll of 8+: 6 PP

- Helmet Communicator: HRRH, Attached Focus: 1 PP

- Variable Power Pool Cost: A VPP costs 1 PP for each point in the Pool, plus a Control Cost of 1 PP per 2 PP in the pool. No Adders or Limiters may be added to the Pool Cost.