

# FUZION

White Wolf conversions

## BASIC MANEUVERS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Attack (Shoot/Strike)-3	None	na	[+0]	[+0]	[+0]	[+0]	Autofire attacks count as one Action, Kicks do +1d6 at -1 to hit
Block-3	None	na	[+4]	None	None	[One]	Defensive roll, damage done to object, attack first next phase
Dodge-3	None	na	[+6]	None	None	[+0]	Dodge attacks, Abort, +3 Def Roll, DEX+Athletics+3+1d10
Dodge-2	None	na	[+6]	None	None	[1/2]	Dodge attacks, Abort, +0 Def Roll, DEX+Athletics+1d10
Dodge-1	None	na	[+6]	None	None	[1/2]	Dodge attacks, Abort, +0 Def Roll, DEX+1d10
Get Up-3	None	na	[+4]	None	None	[-2]	Get up from being prone
Half Move-1	None	na	[+3]	None	None	[1/2]	
Full Move/Sprint-3	None	na	[+3]	None	None	[+3]	
Other Action-3	None	na	[+0]	None	None	One	Any single action, such as loading, mounting, changing weapons
Throw Object-3	None	na	[+0]	[+0]	[+0]	[+0]	One object (-4 if not made for throwing) max damage=BODY of object
Grapple-3	None	na	[-1]	[+0]	[+0]	[+0]	Sustained Hold,
Heavy Kick-3	None	na	[-1]	[+1]	[+2]	[-1]	
Heavy Strike-3	None	na	[+0]	[+0]	[+1]	[+0]	
Quick Strike(Punch)-3	None	na	[+1]	[+0]	[+1]	[+0]	
Quick Strike(Punch)-3	None	na	[+3]	[+0]	[+0]	[+1]	

## A D V A N C E D MANEUVERS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Abort-1	None	na	[+0]	None	None	[+0]	Only possible if Previous maneuver is an Abort Maneuver
Aim-3	None	na	[+1/rd]	None	None	One	Max +3, No other Action possible
Disarm-3	HtH or Melee Weapons 1	na	[+0]	[+0]	None	[+0]	STR+HtH vs STR+HtH, successful weapon knocked out of hand
Dive for Cover-3	Athletics 1	na	[+0]	[-2/m]	None	[+0]	Abort Action
Draw & Attack-3	None	na	[+0]	[-3]	[+0]	[+0]	Draw weapon and attack in one Action
Entangle-3	Melee Weapons 1	na	[+0]	[+0]	[+0]	One	Sustained, Acts just like a hold
Escape-3	Athletics 1	na	[+0]	[+0]	None	One	Escape from Grabs or Entangles, STR+Athletics vs STR+Athletics
Haymaker-3	HtH 1	na	[+0]	[-3]	[+3]	One	
Martial Strike-3	HtH 1, Martial Artist	na	[+0]	Text	Text	[+0]	Offensive +1 WA per -1d6 damage, up to number of dice in HtH
Martial Throw	HtH 1, Martial Artist	na	[+0]	[+0]	[+0]	One	Knockdown, Target must spend 1 action getting up, -2 SPD
Move Thru/By-3	HtH 1, Athletics	na	[+0]	[-2]	[+MA/5]	[+0]	Full Move and HtH during movement
Recover-3	None	na	[+4]	None	None	One	Character is -5 to Defensive Combat, get Recover back in Stun
Sweep/Trip-3	HtH 1	na	[+0]	[-2]	None	One	Opponent falls; takes -2 penalty to REF next phase, spend Action get back up

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Wait-3	None	na	[+4]	None	None	None	None	Wait for a chance to take your action or hold an action till later
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## ATHLETICS-MOVEMENT

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Backflip-3	Athletics 4	4	[+3]	None	None	[+2]	Costs 1 Willpower
Breakfall-1	Athletics 1	3	[+0]	None	None	[+0]	Dmg -1/success, roll vs difficulty, ignore -2 penalty for getting up
Drunken Monkey Roll-1	Athletics 3	2	[+3]	None	None	[+2]	Crouching evade
Ground Fighting-1	Athletics 6	Text	Text	Text	Text	Text	Cost 1 Willpower; see text pg 24
Jump-3	Athletics 1	1	[+3]	None	None	[+1]	Avoids projectiles; see text pg 25
Kippup-1	Athletics 3	1	Text	None	None	None	Spring to feet, ignore -2 for getting up
Shoulder Smash-3	Athletics 3, Jump	2	[+0]	[-1]	[+2]	[-1]	Aerial

## ATHLETICS-EVASIONS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Displacement-3	Athletics 4, HtH 1, Evasion	2	[+2]	[-1]	[-1]	[+1]	Costs 1 Willpower; Move left or right, counter attack
Evasion-1	Athletics 3	2	[+2]	None	None	Two	See text

## ATHLETICS-BLOCKS

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Deflecting Punch-1	Athletics 4, HtH 1, Punch Defense	2	[+2]	[+0]	[-1*]	None	Abort, Block-counterpunch Dmg=HtH (max STR)
Kick Defense-1	Athletics 3	1	[+4]	None	None	None	PD+4d6, other types -2d6
Maka Wara-1	Athletics 6	5	Text	Text	Text	Text	Use whenever they use a Block, Auto Dmg=(Con+HtH)-3d6
Missile Defection-3	Athletics 6	2	[+3]	None	None	[-1]	Roll REF vs Attacker; Thrown 2 success, Bows 4, Bullets 8
Punch Defense-1	Athletics 3	1	[+4]	None	None	None	PD+4d6, other types -2d6
Weapon Block-1	Athletics 6	3	[+4]	None	None	None	Cost 1 Willpower, Normal PD vs Killing

## HAND to HAND-PUNCH

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Atemi Strike-3	HtH 6, Phoenix Eye	4	[-1]	[-1]	[+2]	[-2]	No PD; cost 1 Willpower
Disarm-3	HtH 1	3	[-1]	None	None	None	Disarm Opponent
Ducking Punch-3	HtH 3	2	[+0]	[+1]	[+1]	None	Crouching

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Ear Pop-3	HtH 3	3	[-1]	[-2]	[-3]	[-1]	Ignores PD; can cause deafness
Elbow Smash-3	HtH 1	2	[+2]	[+1]	[+1]	One	
Eye Rake-3	HtH 3	2	[+2]	[+0]	[-3]	[+0]	Blind for next turn
Grab Punch-3	HtH 3	2	[-2]	[+0]	[+1]	[+0]	Ignores Blocks
Haymaker-3	HtH 1	2	[-2]	[-1]	[+2]	[-2]	1 hex Knockback
Head Butt-3	HtH 1	1	[+0]	[+0]	[+1]	[-2]	
Hyper Fist-3	HtH 6	4	[+1]	[+1]	[-1]	One	3 Damage rolls
Knuckle Fist-3	HtH 3	3	[+1]	[+1]	[+1]	[+0]	1 hex Knockback
Phoenix Eye Fist-3	HtH 4	2	[+0]	[-1]	[+1]	[+0]	Opponent is -1 Move next Turn
Power Uppercut-3	HtH 1	4	[-1]	[+1]	[+1]	One	Knock Down, Aerial Opponents
Spinning Back Fist-3	HtH 3	3	[-1]	[+1]	[+1]	[+1]	Cannot hit crouching opponents
Sword Hand-3	HtH 4	4	[-1]	[+1]	[+2]	[-2]	Killing damage only
Two Fisted Smash-3	HtH 3	3	[-2]	[-1]	[+3]	One	

## HAND to HAND-KICK

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Axe Kick-3	HtH 3, Jump	3	[-1]	[-1]	[+2]	[-2]	Aerial, but hits Crouching
Double Kick-3	HtH 4	4	[-1]	[+1]	[+0]	[+1]	2 Damage rolls; see text pg 30
Flying Kick-3	HtH 4, Athletics 4, Jump	4	[+0]	[+1]	[+1]	[+2]	Aerial
Foot Sweep-3	HtH 1	1	[-2]	[+0]	[+1]	[-2]	Crouching; Knockdown
Handstand Kick-3	HtH 3, Athletics 3	2	[-1]	[+0]	[+2]	None	Costs 1 Willpower, Crouching, Knockdown
Heal Stamp-3	HtH 1	2	[+2]	[+0]	[-4]	[+1]	Knockdown; Knockback=STR+Athletics-Opponent's STR/hexes
Iron Broom-3	HtH 3, Athletics 1, Foot Sweep	4	[-2]	[+0]	[+2]	None	Crouching, Knockdown, Costs 1 Willpower
Knee Strike-3	HtH 4	3	[+2]	[+1]	[+1]	None	Knockdown
Reverse Front Kick-3	HtH 4	4	[-1]	[+1]	[+1]	[-1]	Ignores Block
Roundhouse Kick-3	HtH 1	3	[-1]	[+0]	[+3]	[-1]	
Spinning Thrust Kick-3	HtH 3	2	[-1]	[+0]	[+3]	[-1]	

## HAND to HAND-GRAB

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Back Breaker-3	HtH 4	2	[-2]	[-1]	[+2]	One	Can do Kill damage
Bear Hug-3	HtH 3	2	[-1]	[-1]	[+1]	One	Sustained
Choke Hold-3	HtH 4	4	[-1]	[+0]	Text	One	Sustained; no PD
Disengage-3	HtH 3, Athletics 3	3	[+1]	[+0]	None	[-2]	Used to escape form Grabs

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Dislocate Limb-3	HtH 6, Athletics 1	3	[-1]	[+0]	[+1]	[+1]	Renders a limb useless
Fighting Hold-3	HtH 4	4	[-1]	[-1]	[+2]	One	Sustained
Improved Pin-3	HtH 4, Athletics 3, Pin	4	[+0]	[+0]	[+2/+1]	[+1/One]	Cost 1 Willpower, see pin
Joint Break-3	HtH 7, Joint Lock	4	[+0]	[+1]	[+2]	[+0]	Breaks limbs; Kill damage
Knee Basher-3	HtH 6	3	[-1]	[-1]	[+2]	One	Knockdown, Sustained
Neck Breaker-3	HtH 7, Joint Break	5	[+0]	[+0]	[+3]	None	Kill damage Only; Costs 2 Willpower
Pin-3	HtH 3	3	[-1]	[+0]	[+2/+1]	[+1/None]	Sustained; Costs 1 Willpower; STR=3 vs Escape

## HAND to HAND-THROW

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Aerial Throw-3	HtH 3, Throw, Jump	3	[-1]	[-1]	[+3]	[+0]	Aerial
Back Roll Throw-3	HtH 3, Athletics 1, Throw	2	[-1]	[+0]	[+2]	One	
Choke Throw-3	HtH 4, Athletics 3, Throw	2	[-1]	[-1]	[+1/Text]	[+0]	Aerial, Knockdown, Sustained, must break before getting up
Flying Tackle-3	HtH 3, Athletics 3, Jump	3	[+1]	[+0]	[+1]	[+1]	Aerial, Knockdown
Throw-3	HtH 1	1	[+0]	[+0]	[+1]	One	Range=STR/2 hexes, Knockdown,

## WEAPON[S]

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Bash-3	Melee 3	1	[+1]	[+0]	[+1]	[+0]	
Dazing Blow-3	Melee 4	2	[-1]	[+0]	[-2]	[-1]	Does Stun Damage
Disarm-3	Melee 4	2	[-1]	None	None	None	Disarms Opponent
Fleche-3	Melee 3	2	[-1]	[+1]	[+1]	[+3]	
Great Blow-3	Melee 1	1	[-2]	[+0]	[+3]	[-2]	
Jab-3	Melee 1	1	[+2]	[+1]	[-2]	[+1]	
Parry-1	Melee 1	1	[+4]	None	None	None	Works like a Block
Riposte-3	Melee 3, Parry	2	Text	[+1]	[+0]	None	Must follow a Parry
Slash-3	Melee 1	2	[+1]	[+0]	[+2]	[+1]	
Smash-3	Melee 1	2	[+0]	[+1]	[+2]	[+1]	
Sweep-3	Melee 3	2	[+0]	[+1]	[+0]	None	Knockdown
Thrust-3	Melee 1	1	[+1]	[+1]	[+1]	[+1]	

## TOOTH & CLOW

Maneuver	Prerequisites	Pts	ITV	WA	DMG	MA	Special
Bite-3	HtH 1, Fangs	None	[+0]	[+1]	[+1]	[+0]	Basic Maneuver 1
Claw Rake-3	HtH 1, Claws	None	[+3]	[-1]	[-1]	[+1]	Basic Maneuver 1
Claw Slash-3	HtH 1, Claws	None	[+1]	[+1]	[+1]	[+0]	Basic Maneuver 2
Hanstring-3	HtH 3, Fangs	3	[-1]	[-1]	[+1]	[+0]	Crouching; Cripples opponent
Jaw Lock-3	HtH 3, Fangs	2	[+0]	[+0]	Text	[+0]	Sustained, Crouching, -1/Phase Escape
Leaping Rake-3	HtH 3, Athletics 1, Claws	3	[+1]	[+1]	[+1]	[+1]	Aerialm must move past foe
Neck Bite-3	HtH 3, Fangs	2	[+1]	[+1]	[+1]	One	Sustained
Pounce-3	Athletics 4, Jump	4	[+0]	[+1]	[+2]	[+4]	Costs 1 Willpower, Aerial
Ripping Bite-3	HtH 4, Fangs	2	[-1]	[+0]	[+1]	One	Tears Limbs