INSTANT FUZION GAIDEN
ROLEPLAYING ADVENTURE GAME

INSTANT FUZION GAIDEN

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This system reference document is a fan-made revision of the original Instant Fuzion rules. Instant Fuzion is a rules-lite derivative of the Fuzion System created by Fusion Labs Group (a collaboration of R. Talsorian Games and Hero Games). The original Instant Fuzion was featured in such great games as *Wildstrike!* From Hero Games, *Usagi Yojimbo* from Gold Rush Games and of course RTalsorian's masterpiece *The Dragonball Z Adventure Game*.

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WHAT IS A ROLEPLAYING GAME?

If this isn't your first rodeo, you can skip this part and skim over what's needed to play, then get on with reading the rules. If this is your first roleplaying game, let me start by saying Welcome! We're here to have fun, and so are you. So let's take a second to relax and talk about RPGs in general.

RPGs are equal parts board game, schoolyard pretend, and improvisational acting. Relax, that last one isn't too bad. We're not expecting Shakespeare here, we're not even expecting Days of Our Lives... Is that even still on TV? Does TV still exist? God I'm old... Anyway, what's expected of you is an open mind, a desire to have fun, and a willingness to meet the rest of the group half way on that trip to fun. So basically, all you gotta do is read these rules, have some dice on hand, and be in the mood to have fun.

WHAT IS INSTANT FUZION GAIDEN?

It is a low-to-the-ground universal system tabletop roleplaying game. That is A LOT of jargon, so lets explain a few of these terms. Low-to-the-ground is a personal neologism to describe games where there aren't a lot of rules, but the rules that do exist are pretty well detailed. If you're familiar, think something more akin to very early *Dungeons & Dragons* instead of *RiSUS* or *FATE*. Then, as a universal system *Instant Fuzion Gaiden* is a toolkit for running your own settings.

Instant Fuzion Gaiden doesn't really have a build-in setting. To be honest it won't do most settings better than a dedicated system for that setting could do. However, what it does do is be easy to learn, facilitate quick pick-up-and-play games, and allow for limitless homebrewing. Homebrewing? That's when you find the rules as written lacking and make your own stuff for it. Every game benefits from it, *Instant Fuzion Gaiden* exists for it.

WHAT DO I NEED TO PLAY?

Besides the aforementioned open mind? You need some friends; at least 2–3, but upwards to 5 is great. One of those friends needs to be the referee, preferably the one with the most experience with RPGs or a newer player whose been bitten by that bug. The other most important thing you need is six-sided dice (the number-marked cubes that are used in most board games). At least three of them, but preferably three per player with an additional 7–10 more to be passed around as needed. You also need to know the rules.

RULE ZERO

Every roleplaying game, whether they admit to it or not, uses rule zero. Rule zero effectively reads as *"Roleplaying games are entertainment; your goal as a group is to make your games as entertaining as possible. If that means breaking the rules temporarily, or permanently as a house-rule, then so be it."* What this means is these rules are guidelines and references, and if a rule as written or even as intended is getting in the way of the group's fun, it can go hang. You don't need it. You might need something to replace it, but you don't need it. If too many rules are getting in the way, you may want to go look at a different ruleset. There are thousands of RPGs and its okay to look around.

THE GOLDEN RULE

"The referee is the final arbiter of all rules disputes." If the referee ever puts their foot down on something, it is final. I know it can get a bit heated if you feel things need to go one way but the referee decides to make it go a different way, but so long as the referee has good intentions, you don't get to argue. That is a dick move, don't do it.

THE RULE OF X

The Rule of X is a guideline that allows the referee to establish the starting power level of the campaign. Before character creation starts, the referee of your game will inform the players of that campaign's value of X. If the referee is worth their cape, they will have created a campaign primer including the that campaign's value of X.

The value of X denotes a few things; primarily how many Character Points you have to spend on characteristics, the base number of Option Points you have to buy options, the maximum value your characteristics can be at character creation, and the total bonus your skill check bonuses can be.

If your campaign includes additional point pools at character creation, such as the various build points of **REDSHIFT**, they may also be limited by X. An example found later in this book (in the equipment section of Character Creation) are Resource Points, an abstracted form of money used to acquire equipment.

EXAMPLE VALUES OF X

X	DESCRIPTION	EXAMPLE
10	Everyday	Normal people living normal lives, the victims of a horror story
20	Heroic	Action movie stars, martial artists, magical girls
30	Super-heroic	Magical ninjas, superhero or magical academy graduates
40	Legendary	Very high level fantasy heroes, dragons, classical deities
50	Godlike	*Super Saiyans* and *Pre-Crisis Superman*

THE LIMITS OF X

The campaign's rule of X also has a two things it limits. Specifically how many points may be spent on characteristics and skills. The table below shows each of the common tiers, as well as what a character's maximum characteristic may be *at character creation*, and what the maximum combination of characteristic and skill may be when making checks.

LIMITS OF X

X	DESCRIPTION	CP/OP	CHARACTERISTIC	SKILL CHECK
10	Everyday	15/15	5	20
20	Heroic	20/20	7	40
30	Super-heroic	30/30	10	60
40	Legendary	40/40	15	80
50	Godlike	50/50	20	100

NOTE FOR REFEREES: The rule of X, while providing strict numbers, should not be treated as a straight-jacket. Don't encourage that your players ignore the limits, and do not allow characters that flagrantly reject the limitations, but also don't just say "no" to character concepts that may need to surpass the limits by a point or two. For example, if you're playing in a classical western fantasy setting and one of your players wants to create a character that is a giant-kin of some sort. Let that player set their [PHYSICAL] above 7 at character creation. A giant has no reason being more physically frail than a potato.

CHARACTER CREATION

Before you start spending any points you need to speak with your referee. In this conversation you need to find out what the overall tone of the campaign will be, what narrative genres it will have, and talk over your comfort levels with the referee. Pregame communication can go a long way towards ensuring everyone is having the kind of fun they want from a game.

In addition to all of the above your referee will inform you of the campaigns value of X, which equipment lists you have access to, and which (if any) plug-ins are being used. Your referee may even draft a campaign primer with this information and any guidelines for character creation.

CHARACTER CREATION STEPS

1. Character Idea
2. Base Characteristics
3. Derived characteristics
4. Option Points
5. Fill in other details
6. Equipment

CHARACTER IDEA

Talk it over with the referee and other players to determine what kind of character you want to play. Come up with a decent one or two sentences that define them loosely, then use those as a guideline when filling out the rest of the steps of character creation.

BASE CHARACTERISTICS

Spend X character points to determine your base characteristics, these are the numbers everything else is derived from and have limits based on the campaign's rule of X.

DERIVED CHARACTERISTICS

Use simple math to determine your secondary characteristics, such as Defense and Hit Points, Initiative, and other characteristics as the campaign needs.

OPTION POINTS

Spend X option points on Skills and Perks, and any other options the referee has allowed for the campaign. Depending on the nature of the added options you may have secondary option points to spend.

FILL IN OTHER DETAILS

Now that you have your characteristics, skills, and perks picked out, take some time to round out your character's personality, cosmetics, recent history and a few important things that happened in their past.

EQUIPMENT

Each campaign may have their own ways of determining equipment, these rules provide an example where you spend resource points to buy weapons, armor, and other sundry items for your character to use during play.

CHARACTER POINTS

You have character points equal your campaign's value of X to spend on your primary characteristics. These are Dexterity, Mental, Physical, and Movement. Primary characteristics are rated -5 to 20+, with most characters measuring between 0 and 10. A characteristic of 0 represents complete ineptitude, with 10+ being the realm of legends or gods. The most generic perfectly average modern-day human has a rating of 3-5 in each characteristic.

EXAMPLE CHARACTERISTIC VALUES

VALUE	DESCRIPTION	EXAMPLE
-1 or less	Nonexistent	The physical of a ghost, the mental of a vegetable.
0	Inept	The movement of a quadriplegic, the dexterity of an infant, the mental of an insect, etc
1-2	Handicapped	The dexterity of a navy veteran with a broken back who turned illustrator and game designer
3-5	Average	The everything of most normal humans in the modern age
6-7	Heroic	The mental of a wizard, the physical of a knight in shining armor
8-9	Super-heroic	The physical of a veteran soldier, the dexterity of a ninja
10	Legendary	The dexterity and physical of a kung-fu master
11-15	Godlike	The characteristic most related to a classical god's domain
16 or more	Super-God	The dexterity and physical of a *super saiyan*

CHARACTERISTIC DESCRIPTIONS

- **DEXTERITY**: [DEXTERITY] is the measure of your reflexes and fine motor control. It is associated with your [INITIATIVE] derived characteristic, and your skills related to fighting, using machines, and controlling vehicles and riding animals. *This characteristic is called Combat in other fuzion-based systems.*

- **MENTAL**: [MENTAL] is the measure of your awareness, learning, and reasoning. Mental is associated with [INITIATIVE] derived characteristic, and most of your skills. Characters with a low mental characteristic are not necessarily stupid (though they can be), however it instead can be represented via traits such as being scatterbrained, having poor focus, or being intellectually lazy.

- **PHYSICAL**: [PHYSICAL] is an amalgamation of your health, stamina, strength, and ability to control your on physiology. It is associated with your skills taht deal with controlling your body as a whole, as well as determining your [DEFENSE] and [HIT POINTS] derived characteristics, and your encumbrance. Characters with a low physical may be obese or underweight, or they may have certain impediments that weaken their immune system and ability to exert physical force.

- **MOVEMENT**: [MOVEMENT] is simply how fast you move, both in and outside of combat. It is not associated with any skills, but is referenced directly in combat movement and exploration movement.

DETERMINE DERIVED CHARACTERISTICS

There are only three derived characteristics found in all *Instant Fuzion Gaiden* games; Defense, Hit Points and Initiative. Presented here are these three, then a collection of other derived characteristics your referee may plug into the game as needed.

UNIVERSAL DERIVED CHARACTERISTICS

- **DEFENSE** [**(PHYSICAL×2)+Armor Worn**]: [DEFENSE] is the measure of how well you resist harm. Whenever an attack or hazard deals damage to you, subtract your [DEFENSE] from the damage roll to a minimum of 1 point. Then subtract the leftover damage from your current [HIT POINTS].
  Your [DEFENSE] is based on your [PHYSICAL] characteristic and your armor worn. As you equip better armor or your [PHYSICAL] increases, your defense automatically increases in kind. No matter how good your defense is, an attack or hazard that hits you will always cause you to lose at least 1 hit point.
- **HIT POINTS** [**PHYSICAL×5**]: [HIT POINTS] are the measure of how not-dead you are. They are a form of ablative plot armor that is lost when you take damage from an attack or hazard.
  HP represents a multitude of things including, but not limited to, your ability to roll with an attack reducing its effect on you, your general ability to power through pain and combat fatigue, and the "meat" of your body. When your current HP reaches 0, you are incapacitated. Death can even occur under the right circumstances, so watch out!
- **INITIATIVE** [**(DEXTERITY+MENTAL)/2**]: Your initiative is the modifier added to a d6 roll used to determine the turn order at the start of each round of combat.

OPTIONAL DERIVED CHARACTERISTICS

- **ABILITY POINTS** [**MENTAL+PHYSICAL**]: Each set of powers will have a different name for their individual type of ability points. Regardless however, ability points are basically the same no matter the system. They are the resource points spent to activate abilities.
  Whether or not ability points overlap is up to the referee. For example, a plugin that includes magical spells may introduce {MAGIC POINTS], then another that grants psychic powers might give you [PSI POINTS]. The referee needs to decide if MP and PP are the exact same pool of points or if they're different, and if they are different how do tehy interact with items that use/restore MP or PP.
- **HUMANITY** [**MENTAL×5**]: Humanity is the measure of your mental health. It is the HP for your sanity. Humanity is lost when you are forced to experience sanity-shattering events such as looking upon the old gods, or when you *willingly* hack off perfectly good parts of your body to replace them with combat-cybernetics. Humanity can be regained with medicine or therapy as per your referee's best discretion.
- **LUCK**: Luck is the measure of just how lucky you are. It acts as both a check bonus and a resource to be spent and gained. Luck is fully later in this book, under gameplay.

OPTION POINTS

You have character points equal your campaign's value of X to spend on "options". Options can include a great many things your referee wishes to include into the game. However, most (if not all) games will include Skills and Perks.

OPTION: SKILLS

COST: 1 option point per +1 to an individual skill

Skills are areas of special attitude and training you have that puts your chances of success above just your natural ability. Skills are represented as a bonus to your skill check roll, with each option point spend granting you a +1 to the roll.

SKILL VALUE DESCRIPTIONS

VALUE	DESCRIPTION	EXAMPLE
0 – 1	Untrained	What the average person knows of nuclear physics.
2 – 4	Amateur	A year of hobbyist experience, or a few months of schooling.
5 – 6	Journeyman	A few years of on the job experience.
7 – 9	Master	The [SHOOTING] of an army sniper.
10+	Grand Master	the [FIGHTING] of a *super saiyan*.

SKILL DESCRIPTIONS

- **AWARENESS [MENTAL]**: [AWARENESS] is your ability to perceive and interpret the world around. Awareness covers both spatial awareness ans well as emotional.
- **BODY [PHYSICAL]**: [BODY] is your inherent understanding of how your body works, your overall physical fitness, and your endurance.
- **DRIVE [DEXTERITY]**: [DRIVE] is your skill at controlling mechanical vehicles in motion.
- **EDUCATION [MENTAL]**: [EDUCATION] is your collected knowledge about the world around you and the subjects taught in school.
- **FIGHTING [DEXTERITY]**: [FIGHTING] is the skill you roll when making to-hit checks with melee weapons, and martial arts.
- **PERFORM [MENTAL]**: [PERFORM] is your skill at putting on a show.
- **RIDING [DEXTERITY]**: [RIDING] is your skill at caring for and using living vehicles (trained riding horses, car-pulling oxen, war elephants, etc).
- **SHOOTING [DEXTERITY]**: [SHOOTING] is the skill you roll when making to-hit checks with firearms, bows, and thrown weapons.
- **SOCIAL [MENTAL]**: [SOCIAL] is your ability to converse, to coerce, intimidate, and impress. This mostly applies to creatures of a similar intellect scale, but can apply to animals and monsters as the situation requires.
- **STEALTH [PHYSICAL]**: [STEALTH] is your ability to control your body in such a manner as to not be seen or heard.
- **SURVIVAL [MENTAL]**: [SURVIVAL] is your ability to survive in the wilderness; it includes finding your way when lost, finding and creating shelter, and hunting game.
- **TECHNICAL [DEXTERITY]**: [TECHNICAL] is your manual dexterity, particularly your ability to use mechanical and electronic devices. Knowledge of such devices is [EDUCATION], [TECHNICAL] is the practical use.

OPTION: PERKS

COST: 3 option points per perk

Perks are special abilities you have that do things other than just provide a bonus to a certain kind of check. Some perks can augment the your skill checks. However, these perks have some additional special effect. Most perks may only be taken once. Exceptions will describe their stacking effect within the individual perk description.

Many of these perks (the ones not built specifically for combat) are vague by design. It is up to you to try and exploit the description as much as possible via creative explanations as to how the perk benefits you in any given situation. **If you are not willing to put in the effort to describe how the perk breaks the game, then you don't get to do ridiculously awesome things with the perk.**

PERK DESCRIPTIONS

- **AMBIDEXTERITY**: Ambidexterity circumvents penalties for using your off-hand for actions, and for using two weapons at once in combat.
- **ANIMAL EMPATHY**: Animal empathy is the ability to instinctively understand the emotions of animals, and communicate with them. It circumvent penalties for social interactions with animals.
- **ARTISTIC**: You have a natural affinity for arts and crafts. It takes you half the time it would most other characters to produce content of the same level of quality, and you benefit from a +3 bonus to any skill check related to the creation of art.
- **BEAUTIFUL**: You have a natural or curated attractiveness beyond that which falls into normal perimeters. It provides you with a +1 bonus to any checks where being attractive would be useful. You may select beautiful up to 3 times, each time increasing how beautiful you are.
- **BODYGUARD**: Bodyguard allows you to take hits meant for your allies. Once per round, after an attack roll would hit an ally, you may make a combat move to a position as close to the ally as you can and have the attack hit you. If you do, you skip your next movement phase this combat.
- **COMBAT SENSE**: Combat sense increases your initiative check by +2. You may take combat up to three times, increasing the bonus to a maximum of +6
- **COMMON SENSE**: You have the least common super-power. Before you commit to any complex action (what counts as complex is up to you and your referee to figure out) you may ask the referee if they think it is a good idea, and the referee will answer honestly. Additionally the referee may interject and give you the chance to reconsider actions you did not ask about.
- **CONTACTS**: Each contact you take is a character or organization you know who can provide you information or assistance (at a price, of course). Work with your referee to create the contact. This perk may be taken multiple times, each instance is either a new contact, or increasing the resources and ability of the earlier contact.
- **DIRECTION SENSE**: So long as you can see the sky and/or known landmarks, you are never lost. You have a +3 bonus to [SURVIVAL] checks.
- **DOUBLE JOINTED**: You can bend your limbs and joints in almost impossible ways, allowing for wondrous feats of contortion and escape artistry. You have a +3 bonus to *saving throws* to avoid grab attacks, and to all skill checks for escaping being grabbed or otherwise bound.

- **EIDETIC MEMORY**: You never forget anything you have ever read, seen, heard, smelled, or touched. It is up to you to take notes, but the referee may help on occasion. You also have a +1 bonus to your [AWARENESS] skill.
- **EVALUATE ENEMY**: You are good at reading people, and it is extra useful in combat. You may ask questions of your referee about any enemy you can see. The questions must be specific in nature, but may not be about the exact numbers of the enemy's character sheet. Examples include "Is that guy stronger than me?" and "Who does that other guy look like he's going to attack next?" The referee is free to put a stop to the questions if asking them goes on too long.
- **EXPERT**: Choose a subject of focused study. You have a +3 bonus to [Education] and [Technical] skill checks related to that topic.
- **HIGH PAIN THRESHOLD**: You are more resistant to pain and shock. Increase your [DEFENSE] by 4, and [HIT POINTS] by 10.
- **IMMUNITY**: You are immune to a group of alike poisons or a disease. You may take this perk multiple times becoming immune to a new kind of poison or disease each time. For example, you can be immune to the venom of spiders, or fungal spores, or rabies. If you wanted to be immune to all three, you would need to take immunity three times.
- **LICENSE**: Having a license is allowance to do something that is usually illegal to someone of your age/occupation/social class. This perk may be taken multiple times, each instance is either a new license, or increasing the permission of the earlier license.
- **LIGHT SLEEPER**: You are not caught unaware due to sleep, and can be fully awake and active in mere seconds (no more than one combat round).
- **LIGHTNING CALCULATOR**: You are a math wiz, able to do advanced math in your head, as fast as if not faster than a skilled mathematician could do with a calculator. Your math abilities allow you to better gauge range and distance, granting you a +1 bonus to your [SHOOTING] skill.
- **MEMBERSHIP**: You have the rights and privileges of membership organization with a degree of power within the game setting. Work with your referee to create the organization. This perk may be taken multiple times, each instance is either a new organization, or increasing the resources and ability of the earlier organization.
- **MIGHTY LEAP**: You are able to jump great heights. Your maximum distance when jumping is twice your movement characteristic.
- **NIGHT VISION**: You can see exceedingly well in all but absolute darkness. The darker it is the harder it becomes to seecolor, but all other vision remain acute.
- **PERFECT PITCH**: You have a natural affinity for music, allowing you to read music by ear and have minute control over your own voice. You have +3 bonus to any skill check related to musical performance or vocal control.
- **SPEED READER**: You are super-fast at reading. You can read a whole textbook worth of content in under an hour; a full page of text in a single combat round (~3 seconds). You also have a +1 bonus to your [EDUCATION] skill.
- **TIME SENSE**: You always know what time it is. If strict timekeeping is tracked, you know exactly how long it has been since the last time you checked. If you can see the night's sky you can even pinpoint the date and time, even if you time traveled.

BUYING EQUIPMENT

The final step in character creation is outfitting your character for adventure. This involves determining your encumbrance limits, and using your resource points to go on a pre-game shopping spree.

BULK and ENCUMBRANCE

Equipment has a characteristic called bulk. Bulk is a measure of an item's size, shape, and weight all combined. If a character carries large enough quantities of bulk, they become weighed down and have their movements slowed. The encumbrance table shows your encumbrance limits based on your [PHYSICAL] characteristic.

ENCUMBRANCE LIMITS

CATEGORY	LIMIT	DESCRIPTION
Unencumbered	up to [PHYSICAL ×2]	No effect
Light Load	up to [PHYSICAL ×5]	Your [MOVE] is halved
Heavy Load	up to [PHYSICAL ×10]	Your [MOVE] is reduced to 0

CORE OPTION: RESOURCE POINTS

Resource points are one of the many ways your referee may choose to handle buying in-game. Resource Points, or RP, are an abstract representing money itself; your liquid assets and savings/investments, not favors owed or money tied up in art/luxury items. *For example, a wad of cash would increase your RP. However, a golden statue found after a shootout with a bunch of Black Beast cultists wouldn't until you found a buyer for it.*

Under normal circumstances, you begin play with a number of resource points equal to your campaign's value of X to spend on your starting equipment and sundry items. Your referee my double or even triple this value if they want the players to begin with additional resources.

When converting real world items over to resource points, items that would normally cost less than $10 should be only a single RP with more expensive items increasing in cost at a steady rate as per the referee's best discretion. A good rule of thumb is that 1 RP is the average cost of living one day in that world.

TOOLS AND SUNDRY ITEMS

Tools and other sundry items do basically the same thing they do in the real world. Things like toolkits allow a character to perform tasks they would not otherwise be able to, such as repairing an automobile or testing a shirt for gunpowder residue. High quality kits might provide a bonus to a related skill check, usually a +1 to +3.

To determine the price of a sundry item without a listed RP cost, look up how much it costs online and divide that value by 5 to 20, depending on how much the referee has established than RP is worth.

WEAPONS

Weapons are tools for the express purpose of causing harm to another person, creature, or object. The weapons presented here are a very basic simplified weapon list suitable for most settings that emphasize combat.

READING THE WEAPONS TABLE

- **COST**: The number of RP needed to buy the weapon. Even in more detailed lists these do not line up 1:1 with the examples given above. Don't worry about it, its more about gameplay than realism.
- **BULK**: How much bulk the weapons takes up.
- **MP [MINIMUM PHYSICAL]**: The minimum [PHYSICAL] characteristic you must have to use the weapon effectively. For each point your [PHYSICAL] is less than this number, you suffer a -1 penalty to-hit.
- **DC [DAMAGE CLASS]**: The number of dice rolled for damage when an attack hit.
- **RNG [BASE RANGE]**: The distance between you and the target that is your weapon's optimal range. If making a shooting attacks, this is used to determine the difficulty value your to-hit roll must beat to hit your target.
- **ROF [RATE OF FIRE]**: This is the mechanical limit of how many times the weapon can be used to make attacks in one round. An N/A denotes a melee weapon without a mechanical limit on its usefulness.
- **KEYWORDS**: These are special abilities and defects that affect the weapon's usefulness in combat.

WEAPONS

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Light melee	2	1	2	3	Melee	N/A	
Medium melee	3	1	3	4	Melee	N/A	Muscle-Powered
Heavy melee	4	2	4	5	Melee	N/A	Muscle-Powered Two-handed
Handgun	5	1	3	5	25m	2	Concealable Magazine 9
Hunting Rifle	4	1	2	4	30m	1	Magazine 5 Two-handed
Assault Rifle	8	1	4	5	40m	5	Magazine 30 Two-handed
Machine Gun	10	2	5	6	50m	5	Magazine 30 Two-handed

MUSCLE-POWERED: For each point of [PHYSICAL] you have greater than the weapon's minimum physical characteristic, you deal +1 DC of damage per attack to a maximum DC equal to your [PHYSICAL] characteristic.

MAGAZINE X: The contains multiple attacks worth of ammunition. The weapon may be used to make X number of attacks before an action must be used to reload the weapon. Magazine reloads cost half of the weapon's RP cost, and has a bulk of –.

TWO-HANDED: The weapon must be used two-handed. However, characters whose [PHYSICAL] is greater than twice the weapon's minimum physical characteristic may use it in one hand.

ARMOR

Armor is protective clothing that provides a passive boost to your defense. Shields, on the other hand, are hand-held defensive items made from wood, metal, or other materials to deflect attacks. Armor has a defense characteristic and shields have cover.

READING THE WEAPON ENTRIES

- ◆ **COST**: This is the number of RP needed to buy the armor. Even in more detailed lists these do not line up 1:1 with the examples given above. Don't worry about it, its more about gameplay than realism.
- ◆ **BULK**: This is how much bulk the armor takes up.
- ◆ **DEFENSE**: This is how much [DEFENSE] that is gained with the armor is worn.
- ◆ **COVER**: This is a penalty applied to-hit when attacks are made against the user.
- ◆ **COVERAGE**: How much of the body that is protected.

ARMOR

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Jacket	5	–	5	–	Torso, arms
Light armor	10	1	10	–	Torso, arms
Medium armor	15	1	15	–	Torso, arms
Heavy armor	20	2	20	–	Torso, arms, legs
Helmet	1	1	1	–	Head
Improvised shield	–	1	–	1	
Shield	3	2	–	3	

CHARACTER ADVANCEMENT

Characters are not static entities, they learn and grow. *Instant Fuzion Gaiden* uses a less traditional advancement system, and it may be a little awkward to get used to. However, once you have gotten used to it, you will love it.

ADVANCEMENT REWARDS

There are two kinds of advancement rewards, one is player tracked and the other is referee awarded. The player tracked advancement is Experience Markers and the referee awarded Advancement Points. Experience Markers increase skills, and advancement points can be spent to increase your Characteristics, Skills, or Perks.

EXPERIENCE MARKERS

The first time a player character or adventuring NPC makes a successful Hard (or higher difficulty) skill check, that skill gets an experience marker. During the next advancement phase, each player attempts to advance their character's skills then resets all of their experience markers.

Advancement phases happen whenever the referee so chooses. However, these are usually during times of extended rest (between adventures), after major story events, or when the referee thinks its been too long since the last advancement phase. In this last case, players should get involved and ask for one if it's been too long.

During the advancement phase, for each skill that has an experience marker, make a Hard check for that skill. On a *failed check*, roll 2d6. Add that as a fractional value to the skill's bonus. Track the fractional values, but round down when making skill checks. Regardless of success or failure, the experience maker is lost, and you may never have more than one experience marker per skill.

ADVANCEMENT POINTS

Advancement points are awarded by the referee after major story events. During the advancement phase accumulated advancement points may be spent to advance your character as shown on the advancement points table below.

ADVANCEMENT POINTS

ADVANCEMENT	COST
Place experience markers on two skills that do not have one	1
Gain a new perk	3
Increase a Primary Characteristic by +1	5

OTHER REWARDS

Things such as good roleplay and doing things that push the narrative forwards will be rewarded with luck points or in-character rewards such as resource points. The exact amounts and what is granted is up to the referee.

PLAYING THE GAME

Roleplaying games are built upon three pillars; Combat, Exploration, and Interaction. While these pillars have differing degrees of mechanical involvement, all three of them use the skill check, so that is what we're going to cover first.

SKILL CHECKS

With only a scant two exceptions, nearly every roll you make during a normal game of *Instant Fuzion Gaiden* is a skill check. Skill checks are a roll of three six-sided dice (3d6), to which you add the whole number value of the skill the referee called for and it's associated characteristic bonus. *For example, Rosa has a mental of 4 and thanks to experience markers her education has advanced to +5.4. When called to make a [MENTAL+EDUCATION] check when using a library, she rolls 3d6+9 to determine her action total.*

If you go back to character creation and look at the skill list, you will see a primary characteristic listed alongside each skill. When rolling that skill under normal circumstances, you add together that skill and the listed primary characteristic. The referee is free to call for different combinations during abnormal circumstances.

Your action total (AT) is the result of the die roll and all of the appreciable modifiers. That number is then compared to a difficulty value (DV) set by the referee or the skill check of another character. If the AT is equal to or greater than the DV, your check succeeds. *For example, Rosa makes the [MENTAL+EDUCATION] check described in the earlier example. She's trying to quickly dig through a pile of books to find a specific piece of information. Something the referee deems as "hard". Sadly, she rolls a 9 which adds to her bonus of +9 to make an 18. While she didn't find the information quickly, since the information was there and she didn't have an extreme failure* (described below) *she does eventually find it. After* hours *of searching.*

In instances of two characters acting in opposition to each other, and the result is a tie the result of a tie is counted as a partial success for both characters and the referee will adjudicate the results. Your action total may be modified by perks, other options, and random circumstance.

DIFFICULTY VALUES

VALUE	DESCRIPTION	EXAMPLE
10	Easy	Do not roll unless failure is immediate and harmful
15	Standard	This is the default difficulty for checks
20	Hard	
25	Very Hard	
30	Heroic	
35	Super-heroic	
40	Legendary	Only the greatest can achieve this, and only with good luck

PARTIAL SUCCESSES

The most common cause of a partial success happens when two characters are acting simultaneously and there is a tie in the roll. When these occur the referee will determine the outcome attempting to give both characters some degree of success *and* failure.

Ties on *saving throws* and *parrying checks* are never partial successes. If the *to-hit* roll ties the opposing roll, the attack hits. However, if for some reason there are opposing *to-hit* rolls, they can have a partial success.

BOTCHES AND BREAKS

As noted above, skill checks are rolled on 3d6. When the natural, unmodified roll is a three (each die shows a 1) or an 18 (each die shows a 6) you have rolled a botch or break. Botches cause the dice to implode downward, and a break explodes upward.

BOTCH: Roll 2d6 and subtract the outcome from your AT before checking against the DV.
BREAK: Roll 2d6 and add outcome the from your AT before checking against the DV.

CRITICAL FAILURES

If your action total is 10 or more less than the difficulty value of the check, you fail the check in a spectacularly bad fashion. Not only do you fail, you are left to the referee's mercy as to how things go badly for your character. The worst part, however? You can't even spend luck points to save result. If you spend any luck before rolling, it still applies. But you can't spend points after the roll to save the roll from the critical failure.

OPPOSED CHECKS: An opposed critical failure functions only as a critical success for the other character. Even if we want to make atrociously unlucky rolls be memorable, this is a game you play for fun. Not a punishment simulator... *unless you want it to be. But that's between you and your referee.*

CRITICAL SUCCESSES

Conversely to a critical failure, a critical success is when the AT is 10 or more greater than the DV. Not only is a critical success a success, it is a "Yes, and..." situation where the referee will generate a greater than success result. Be ready, as the referee may even ask you what you want for your critical success!

OPPOSED CHECKS: When you score a critical success on an opposed check, regardless of whether you rolled very well or the opposition rolled poorly, only you get the spectacular result. A critical success on a to-hit roll is typically an inflicted status condition appropriate to the situation, or a followup attack that doesn't increment your multiple attacks penalty. Sometimes the referee will even ask what you want to happen. *For example, Kain rolls a 24 to-hit against a chimera, and it rolls a 6 for its parry. In addition to hitting the referee asks Kain's player what they want Kain to do next. Kain's player deliberates for a moment and has two ideas; either Kain pulling the spear out and leaping into the air for a second strike, OR Kain grabbing a handful of sand from the ground and throwing it into the chimera's eyes. While the second one, which would blind the Chimera for a few rounds would likely be more tactically sound as it is too robust for one more hit to kill it outright, Kain's player decided for the followup attack because it was cooler.*

OPTIONAL RULE: LUCK

Luck is mentioned in character creation as an optional derived characteristic. It is not, however, derived from your characteristics. Instead, it is derived from your campaign's rule of X. Characters begin the campaign with a starting and maximum luck score as shown on the luck table below.

LUCK TABLE

X	STARTING LUCK	MAXIMUM LUCK
10	5	10
20	7	20
30	10	30
40	15	40
50	20	50

SPENDING LUCK POINTS

Luck points are spent at any point before or after a skill check or initiative roll to augment the outcome. Each point spent grants you a +1 bonus to your roll.

SPENDING LUCK

- **BEFORE ROLLING**: You may spend any amount of luck before rolling to increase the result of the check. Luck spent before rolling can result in a critical success.
- **AFTER ROLLING**: If you don't like the result of a check you can spent points to bolster the check result. You must declare that you are doing so before the referee describes the outcome of the check. You cannot spend luck to mitigate a critical failure or create a critical success after rolling.

LUCK CHECKS

In a situation where something affects you but your abilities have zero impact on the outcome, you may be called to make a luck check. This is a 3d6 roll akin to a skill check. However, the only thing you add to the 3d6 is your current luck score. You can botch or break a luck check, as well has critical successes or failures.

REGAINING LUCK

Luck points are a reward granted by the referee for good play, typically 1 – 3 points at a time. Good play is best described as anything that makes the game more engaging for the whole group. This can be compleating in-game story scenarios, roleplaying your character's flaws in a way that builds tension and drama, performing actions that break stalled gameplay, or even just helping the referee wrangle some cats (the other players).

NOTE TO REFEREES: Try to learn the difference between a player trying to fill dead air and a spotlight hog. The former, someone who is doing the bulk of the roleplay because nobody else is trying, is an asset. Reward their roleplaying to show the other players what they can be doing to earn bonus luck. However, a player who tamps down other players' roleplay should not be rewarded as they are taking away from the other players' fun.

COMBAT

Before the campaign begins the referee, with the players' input, must decide if combat is tracked via miniatures with a ruler, miniatures on a battle mat, or just in the theatre of the mind. These rules are written with the assumption of miniatures with a ruler with one inch on the table being one meter in the game world, as that is the most rules intensive version. However, you can just adapt them as you see fit. Using a battle mat simply makes each time one meter, and theatre of the mind greatly abstracts range and positioning to the point of meaninglessness.

COMBAT TIME

Combat is measured in a cycle of rounds and turns. Each round is just long enough for every character in that combat to take their turn, with each turn being a 3 – 5 second long block of time for the character to perform their actions and movement phases.

INITIATIVE ROLL

Each round begins with an initiative roll. which determines the order characters act. An initiative roll does not take up any time for the characters, only the players. Initiative is rolled on a single die (1d6). You add your [INITIATIVE] derived characteristic to this roll and may spend luck to increase your position in the turn order.

   The the referee rolls initiative for each group of alike enemy as a single unit, with unique enemies getting their own initiative rolls. Players who have a group of allied NPCs will also roll initiative for the group, using the lowest initiative score in the group. The player that rolls this initiative and controls these turns is the player of the characters those NPCs "work for". You don't get to drag a team of soldiers into a battle then expect the referee to take all of their turns for you.

   TIED INITIATIVE: If two or more allies are tied, then the allies just choose who goes in order. If an enemy is involved; the players choose one to go first, then then the referee chooses an enemy to go, then the players choose another ally, and so forth untul every character on that same initiative count has taken their turn.

TAKING TURNS

A round consists of turns; one turn for each participating character, to be exact. A turn is just enough time for a character to perform their actions and movement phases. These rules will talk about actions and movement phases as separate isolated things, but that is the furthest from the truth. A turn is *at most* 5 or 6 seconds long. The phases are happening simultaneously, and what you do in one phase can be paused while you do things in the other. *For example, Rosa wants to take a shot with her short bow but needs to get into the clear before she does. So she uses her movement to run between to pieces of cover, however, while in the middle of the run she fires with her bow twice (the maximum it allows in a round). Even though she split her movement before and after the attack, she still had only her actions and movement phase.*

THE ANATOMY OF A COMBAT ROUND

As noted, combat follows a pretty strict sequence of steps. There will occasionally be exceptions, especially in games that use combat expanding plugins. However, in general the sequence presented here will be followed.

COMBAT SEQUENCE

1. **START OF COMBAT**: When combat begins the referee will describe the area the fight takes place in, marking the positions of obvious enemies and notable cover. If one any characters are caught unaware by the combat they are *surprised* that round.
   1. **START OF ROUND**: The round begins, if using plugins that expand the combat rules, anything that triggers/ends at the start of a round happens now.
   2. **ROLL INITIATIVE**: Each character or alike group rolls 1d6+[INITIATIVE] to determine their position in the turn order.
   3. **TAKE TURNS**: Characters take turns in order from highest to lowest initiative roll.
      1. **START OF TURN**: The character whose turn it is starts their turn, if using plugins that expand the combat rules, anything that triggers/ends at the start of the character's turn happens now.
      2. **MOVEMENT PHASE**: The character performs their movement (see below).
      3. **ACTIONS PHASE**: The character performs their actions (see below).
      4. **END OF TURN**: The turn ends, and combat moves to the next character's turn.
   4. **END OF ROUND**: The round ends, and combat moves to the next round.
2. **END OF COMBAT**: When one side is defeated, flees, or surrenders. the combat ends. If using the exploration round rules (found later in this book) the turn ends as the survivors take a breather, clean up, and deal with prisoners or spoils of battle.

SURPRISED CHARACTERS

Characters who are surprised by the start of combat do not get to take a turn on the first round, and are considered *unaware of danger*.

CHARACTERS ENTERING COMBAT LATE

Characters who enter combat after it has begun must wait until the start of the next round before acting. These character are not inherently surprised by combat, however a character who just accidentally bumbles into combat is surprised for the remainder of the round.

MOVEMENT

During the movement phase of your turn, you may perform one of a number of movement types. The actual movement you perform varies by type, and can be split up amongst the actions of your action phase. The list of examples described the movement, the speeds are determined by your [MOVE] characteristic as shown on the movement speeds table.

EXAMPLE MOVEMENT TYPES

- **MOVE**: This standard movement is the controlled focused run of a fight. It is faster than a jog but slower than all out running. It allows you full control over your turns.
- **RUN**: This is a fast run in a straight line. When running you can jump over waist high obstacles, and the referee may call for [PHYSICAL+BODY] checks when making steep turns.
- **SPRINT**: This is an all out burst of speed that cannot be maintained for more than your [PHYSICAL] number of rounds. You must begin sprinting at the start of your turn and cannot take actions other than the Body Check attack.
- **CRAWL**: Crawling is controlled but limited movement while prone. You may not make more than a single turn of up to 45°.
- **SWIM**: You move through a body of water at a relaxed pace. Depending on the nature of the campaign, the movement of the water, or the weather, the referee may call for a [PHYSICAL+BODY] check. Failure usually means you make no headway, with critical failure meaning you start drowning.
- **FAST SWIM**: It's swimming, but faster. You will have to make a [PHYSICAL+BODY] check each round when fast swimming, but you move faster.
- **CLIMB**: You move up or down a vertical surface a number of meters as shown on the table per round. You have a different speed up and down, and depending on the nature of the surface the referee may call for a [PHYSICAL+BODY] check each round.
- **GET UP**: Getting up from a prone position is movement or an action. You either spend your movement phase or actions phase to get up.

MOVEMENT SPEEDS

TYPE	MOVE ALLOWANCE	NOTES
Move	[MOVE] ×2 meters	
Run	[MOVE] ×4 meters	Limited ability to turn
Sprint	[MOVE] ×10 meters	Cannot turn, limited actions
Crawl	[MOVE] ×1 meters	Limited ability to turn
Swim	[MOVE] /2 meters	May require [PHYSICAL+BODY] checks.
Fast Swim	[MOVE] ×1 meters	Requires [PHYSICAL+BODY] checks.
Climb up	[MOVE] /2 meters	May require [PHYSICAL+BODY] checks.
Climb down	[MOVE] ×1 meters	May require [PHYSICAL+BODY] checks.
Get Up	N/A	Either a movement or an action

ACTIONS

During your actions phase, you may perform any number of actions. However, any actions other than talking increments your multiple attacks penalty.

EXAMPLE ACTIONS

- **ATTACK**: The first and most obvious thing you can do is make an attack, where you use a weapon or ability to attempt to injure an enemy by rolling *to-hit*, then if you hit rolling damage.
- **BODY CHECK**: A body check is a special kind of attack you perform by throwing your body at your target. A body check can be an action that increments your MAP, or it can consume the whole of your actions phase.
  Your *to-hit* roll is your [PHYSICAL+BODY] check, and on a hit you deal your basic strike damage, and can move through the area occupied by the target. If the body check is consumes the whole of your attacks phase, you have a bonus to hit equal to half the distance you moved before making the attack.
- **ESCAPE**: You may spend your actions phase attempting to break free from being grabbed. The force grabbing you might be a rope, or manacles, or even another character grabbing you. You break free on a successful [PHYSICAL+BODY] check. The DV is based on the quality of the restraints or the [PHYSICAL+BODY] check of the restraining character.
- **GRAB**: A grab is a special kind of attack where you attempt to restrain an enemy with your body or a flexible weapon.
  Your *to-hit* roll is your [DEXTERITY+FIGHTING] check against an enemy within your melee range. You do not deal damage on a hit, instead *grabbing* the target. A *grabbed* character cannot move, suffers a -6 penalty *to-hit*, and may only attack you in melee and with one-handed weapons. You cannot grab significantly larger targets.
- **OTHER SPECIAL ATTACKS**: are things you can do that act like an attack but do something other than damage. Examples include...
  DISARM: An item the target is holding is knocked out of their hand on a hit.
  SWEEP: The target is knocked prone on a hit.
- **GET UP**: Getting up from a prone position is movement or an action. You either spend your movement phase or actions phase to get up.

MULTIPLE ATTACKS PENALTY

Your multiple attacks penalty (MAP) is a cumulative penalty to all of your checks that grows as you perform multiple actions on your turn.

The first action you perform each round is made with no increment on your MAP, and thus no penalty. After that action, success or failure, you increment your penalty for the next action. Each increment imposes a -3 penalty to all of your skill checks until the start of your next turn (yes even *parry checks* and *saving throws*), where it resets to 0. If you have even one increment on your MAP, you cannot perform any actions that consume the whole of your actions phase.

ATTACKS

You could say that an attack is just rolling *to-hit* and then rolling damage if you hit, and you would be right. But you would also be so very wrong. Attacking is way too complicated for a brief explanation to be of any use.

ATTACK PROCEDURE

1. **CHOOSE YOUR ATTACK**: Most characters will have at least two forms of attack, their basic strike and an equipped weapon. Additional attacks may also be available, such as using a weapon in each hand, or having a special ability that acts like a weapon. Before making your attack, you choose which one you will use to attack with.
2. **DETERMINE TARGET**: You select a target for your attack, and determine if your character can see the target. If they cannot, you must select a new target.
3. **CHECK RANGE**: You check the range type of your attack, and then determine if your target is within the range of your attack.
   1. **MELEE**: Melee attacks have a range of 1 meter. The advanced weapon rules in the back of the book also include reach weapons, which are ranged weapons with one or two more meters of range to them.
   2. **RANGED**: You determine which range increment the target is in for your weapon.
4. **PAY COST**: If the weapon requires ammunition or ability points to use, pay this cost before making the *to-hit* roll.
5. **MAKE TO-HIT ROLL**: You roll the appropriate skill check for your attack type. Make sure to consult the *to-hit* roll modifiers table below.
   1. **MELEE**: Melee attacks are [DEXTERITY+FIGHTING] checks opposed by the target's *parry check*. If the target would be denied tehir check for some reason, they are instead Easy to hit in melee.
   2. **RANGED**: Ranged attacks are [DEXTERITY+SHOOTING] checks opposed by a fixed difficulty value based on range, and modified by cover and other factors.
6. **RESOLVE DAMAGE**: Roll the attack's DC and deal damage. If there secondary effects, resolve those as described in the attack.

RANGED ATTACK DIFFICULTY

RANGE	DV	RANGE
Point Blank	10	The target is within 2 meters of you
Standard	15	The target is between you and the weapon's base range
Medium	20	The target is beyond the base range of the weapon
Long	25	The target is beyond 5× the base range of the weapon
Impossible	N/A	The target is beyond 10× the base range of the weapon

NOTE TO REFEREES: Impossible ranged attacks may not necessarily be completely impossible. For most weapons this range is the inertial drop-off of the round and the curvature of the earth being an issue. An energy beam in space might very well be able to hit its target at any distance! However, at that point it may be more luck than a *to-hit* roll that determines if it hits.

PARRY CHECKS and SAVING THROWS

Characters, even surprised ones, will reflexively attempt avoid harm. A *parry check* is the active defense a character attempts to take in melee, usually dodging or putting a shield between them and the attacker. A saving throw, however, is a catchall defense against things like poison gasses or explosions.

DEFENSE CHECKS

◆ **PARRY CHECKS**: *Parry checks* are [DEXTERITY+FIGHTING] checks that oppose the *to-hit* roll of a melee attack. They are modified by the cover bonus granted by a shield. *Parry checks* are affected by your MAP but does not increment it.

◆ **SAVING THROWS**: *Saving throws* are [PHYSICAL+BODY] checks that oppose a difficulty value of an attack that can't be swatted away with a shield. *Saving throws* are affected by your MAP but does not increment it.

AREA ATTACK WEAPONS

Attacks can cover an area instead of being a single target shot. The most common types of area attacks are Blasts and Cones. While other shaped areas can exist, these are the most common, and will be explained in detail. The rest are up to the referee to figure out using these rules as a guideline.

AREA ATTACK TYPES

◆ **BLAST**: When making a blast attack, you generate an explosion somewhere within range. Blasts are measured in a number of meters radius surrounding the center point you designate when making the attack.

Instead of your *to-hit* roll being used to determine if you it, it determines if you place the explosion where you wanted. The to-hit roll is made against range, and on a miss the attack deviates 2d6 meters per increment of range to the target in a random direction.

All viable targets caught within the blast must make a Hard *saving throw*. Those who fail are hit with the attack, and those who succeed may drop prone to avoid the damage, or move up to their [MOVE] to escape the area and avoid the damage.

◆ **CONE**: When making a cone attack, you fill cone-shaped an area with a damaging effect starting at a point within 1 meter of you. The length of the cone is the weapon's listed base range, with it's width being about 1/3rd of that range.

All viable targets caught within the cone must make a *saving throw* opposed by your *to-hit* roll. Those who fail are hit with the attack, and those who succeed may drop prone to avoid the damage, or move up to their [MOVE] to escape the area and avoid the damage.

AUTOMATIC WEAPONS

Firearms often have a high rate of fire, allowing for fast bursts of ammunition. Instead of wasting time rolling for every single bullet fired, you gain access to the following firing modes.

FIRING MODES

- ◆ **DOUBLE TAP**: Two quick shots that may be performed with firearms with a rate of fire of exactly 2. It costs two shots to perform, but is a single attack with a +2 bonus *to-hit* and +2DC.
- ◆ **BURST FIRE**: A quick pull of the trigger that launches a small burst of rounds. It may be performed with any firearm with a rate of fire of 3 or more. It costs three shots to perform, but is a single attack with a +3 bonus *to-hit* and +3DC.
- ◆ **SUPPRESSIVE FIRE**: An extended pull of the trigger that releases the weapon's full rate of fire as a single attack. It may only be used with firearms that have a ROF of 6 or more, and consumes all of the rounds left in the magazine. It creates a cone out to the weapon's medium range.

ATTACK MODIFIERS

The following table is a collection of situation modifiers that apply in combat.

ATTACK MODIFIERS TABLE

COMBAT SITUATION	MODIFIER
Multiple actions, cumulative for each after the first	-3
Using a weapon in each hand	-3
Target is crouching or keeling	+3 melee, -1 ranged
Target is laying prone	+1 melee, -3 ranged
Target has a shield	-the cover value of the shield
Target has environmental cover, half of body showing	-1 soft/-3 hard cover
Target has environmental cover, only extremity is showing	-3 soft/-5 hard cover
Target is invisible	-5 melee, impossible at range
You are blinded	-5 melee, -10 ranged
Other character blocks line of sight	-3
Making a shot against an unarmored part of the target	-3 to -6 (referee's discretion)
Target is unaware of danger	+3
Target is grabbed or otherwise immobilized	+3
You spend a round aiming	+3
Target is outlined, silhouetted, or otherwise marked	+1
Target is notably smaller than you, or tiny	-3, -6
Target is notably larger than you, or huge	+3, +6

NOTE TO REFEREE: These modifiers expect a bit of logical reasoning out of you. Some of them are mutually exclusive, where as others can be cumulative. *For example, if Rosa is spending a round to aim a shot against an enemy that is carrying a large shield, she has a +0 modifier* to-hit *(+3 to-hit* for aiming, *-3 to-hit* for cover).

DEALING DAMAGE

All attacks have a value called their Damage Class (DC), which is rated at a number between 1 and 10. This is the number of dice you roll when dealing damage on an attack that hit. Even if modifiers would increase your DC above 10, you never roll more than 10 dice of damage on the damage roll.

ATTACK DAMAGE CLASSES
- ◆ **BASIC STRIKE**: Basic strikes are attacks made with your fists or feet. They are [DEXTERITY+FIGHTING] checks *to-hit*, and the damage class is 1/2 your [PHYSICAL] characteristic. Basic strikes do not benefit from minimum damage, allowing [DEFENSE] to absorb it completely.
- ◆ **WEAPON ATTACKS**: The damage class is the weapon's listed DC. The target's [DEFENSE] cannot reduce this damage to 0. A hit with a weapon will always deal at least 1 point of damage.

KNOCKED OUT and DEATH

Non-player characters, monsters, and the like are usually killed at 0 [HIT POINTS]. However, Player Characters and other "main character" NPCs are simply knocked out. Knocked out characters can't do anything. They're barely conscious if conscious at all, and are too debilitated by combat fatigue and pain to act in any meaningful way. Any amount of healing provided to a knocked out character brings them back into the fight.

PLAYER-CHARACTER DEATH: This is something the players and referee are going to have to discuss before play. Just how cheap is a life? Are PCs dead at 0 just like mooks and monsters? Are they just knocked out until they can rest up? Or do they have a buffer of negative hit points and if they dp, are they bleeding out? This is something the players and referee need to decide upon before the game begins.

HEALING

Lost [HIT POINTS] will come back. A nice comfy bed and some decent food will work wonders and restore lost HP, as can days spent in full bed rest with the aid of an apothecary can restore even more. Settings with advanced technology or magic may have even faster methods of healing.

HEALING FACTORS

TYPE	HP PER DAY	NOTES
Light Rest	[PHYSICAL] ×1	This allows for activity, but not anything physically taxing like labor or combat.
Bed Rest	[PHYSICAL] ×2	This allows for minimal movement beyond eating and hygiene.
Doctor's Care	[PHYSICAL] ×3	As per bed rest, but with the attention of a doctor, which may consume medical supplies.

INCIDENTAL RULES

This is just a grab bag of useful methods of handling things that come up in combat and exploration, but didn't really fit in anywhere earlier in the book.

BURNING

While the rules presented here do not really care about how an attack does its damage; a laser beam, a bullet, a sledgehammer, and a fire all just do damage. Fire and similar attacks, however, can catch you on fire. Something that has been caught on fire will continue to burn for DC 2 each round until the fire is put out or it runs out of burnable fuel. Burning ignores [DEFENSE] that is not in catered towards resisting fire.

DAMAGING OBJECTS

Objects have a [DEFENSE] and [HIT POINT] values just as characters do, and hitting an unattended object is an easy to-hit roll. An object's [DEFENSE] is determined by the primary material it is compromised from and it's [HIT POINTS] by it's material and bulk. Check the table below for details.

OBJECT HIT POINTS/DEFENSE

MATERIAL	DEFENSE	HP/BULK	NOTES
Paper	0	1	Takes double damage from fire
Glass	2	1	Takes double damage from sound
Cloth	2	2	
Soft wood, plastic	4	3	
Hard wood	5	5	
Soft metal/stone	5	10	
Hard metal/stone	10	20	

FALLING

Falling is a real hazard that you need to worry about when exploring dungeons and crossing mountains. Falls can be painful, injuring, or even fatal. Well, the fall isn't so much of a problem, but the landing is. Hitting the ground deals damage as shown on the falling table. Falling onto another character deals damage to both the falling and fallen upon character.

FALLING

FALL	NOTES
Per 2 meters fell	1 DC, to a maximum of 8 DC
You land on a hard surface	+2 DC
You are heavily encumbered/overbulk	The damage ignores [DEFENSE] from armor worn

FATIGUE

Many things can cause fatigue, traveling overland without a good night of sleep, exploring a dangerous location for more than an hour without at least 10 minutes of rest, extended periods of running or sprinting, and whatnot.

TYPES OF FATIGUE

- ◆ **FATIGUE**: Caused by various factors, is removed by taking a meal and resting as per normal for your exploration/travel type.
- ◆ **EXHAUSTION**: Caused by doing anything that would fatigue you while you are already fatigued. It is removed by 8 hours of rest and a good meal.

RADIATION POISONING

When exposed to radioactive materials you get bombarded with high energy particles that can cause long term harm. In the context of these rules, radiation damage is subtracted from your *maximum* [HIT POINTS] instead of your current, and is noted as radioactive damage class (RDC) on the attack entries. Radioactivity damage does not heal normally, instead needing special medicine to have it purged.

ROUGH TERRAIN

Sometimes the flooring isn't stable or even. Be it rocky crags, loose grave, wet mud, or even ankle-deep water it's all the same way. When fighting in rough terrain you cannot sprint or run, and any movement-related [PHYSICAL+BODY] checks are at a -3 penalty.

SUFFOCATION

If you can't breathe for too long, you suffocate. You can hold your breath for a number of minutes equal to your [PHYSICAL] characteristic. However, after that time you begin to suffocate, each round making a hard [PHYSICAL+BODY] check or lose half of your remaining [HIT POINTS] (rounded down, to a minimum of 1 point).

   DROWNING: Drowning is suffocation in water. You start rowing when you critically fail a [PHYSICAL+BODY] check while swimming. While drowning you may use your whole turn to attempt to regain control of yourself is a [PHYSICAL+BODY] check. If you succeed, you can swim towards the surface (and air) on your next turn.

EXPLORATION RULES: POINT CRAWLS

Before exploration play begins, the referee prepares a map. The type of map varies for the type of exploration. Flight or sea travel my just need the shape of the land masses, and the cities with ports (air or sea) marked. When traveling between cities, a more granular map that shows the local environment and roads. Cities, on the other hand, need only have the viable routes marked. Dungeons (or any other dangerous place) should to be a detailed map of the environment being explored.

TYPES OF TRAVEL

- ◆ **OVERLAND/SEA TRAVEL**: This is travel between cities, and each exploration game round is either one day or 8 hours.
- ◆ **CITY EXPLORATION**: This is travel within a city, and each exploration game round is half an hour.
- ◆ **DUNGEON CRAWLING**: This is exploration or tactical movement within a building or structure. Each exploration game round is 10 minutes.

SEQUENCE OF PLAY

1. **NOTE SCALE**: The referee informs the players of the scale of play.
   1. **START TURN**: The referee describes the location and current goings on.
   2. **SELECT ACTIONS**: The party decides whether to Travel or Party Action.
      1. **PART ACTION**: The party describes what they are doing and the referee adjudicates the results. The kind of party actions available change depending on the scale of the exploration.
      2. **TRAVEL**: The party travels between two nodes, and the referee notes the number of game exploration turns the travel takes.
   3. **CHECK FOR EVENTS**: The referee rolls 1d6 for each turn spent. If any one of the dice shows a 1, something happens. What that is varies depending on the type of travel and environment
   4. **END OF TURN**: The party reaches the selected point, referee updates their time notes, and the party tracks any resources spent.

PARTY ACTIONS

A traveling party may perform party actions instead of continuing to travel, or in the modern age may be forced to due to airport layovers and the like. During a turn spent taking party actions no travel happens, and instead the party can do whatever, really. Presented are some common party actions that can be performed by groups riding animals or marching through the wilderness, or when exploring in a dungeon.

WILDERNESS ACTIONS

- ◆ **CAMP**: The party sets up camp and rests for a turn. There is no chance the party will find any secrets in the immediate area. (Great chance for roleplay!)

- **EXPLORE**: The party thoroughly explores the area within three kilometers, finding any secrets it may hold.
- **FORAGE/HUNT**: The party forages for edible plants and water, and/or hunts for game. The party guide (the player character with the highest [MENTAL+SURVIVAL] check) makes a hard check, with a +1 for each character with any [SURVIVAL] skill assisting. On a successes, the party adds 1d3+1 days worth of food to their resources. Foraging groups have a chance of finding in secrets in the immediate area.

DUNGEON ACTIONS

- **INTERACT**: The party spends a turn interacting with the characters or interesting features found within the dungeon.
- **REST**: The party may take a short break, catching their breath and taking stock of their supplies. One rest must be performed every hour or the party becomes fatigued.
- **SEARCH**: The party spends the turn searching the area they are in, calling for [MENTAL+AWARENESS] checks to find secrets or traps.

LIGHT AND LIGHT SOURCES

So long as you have a light source and no obstructions blocking vision, you can see everything within your light source's range. In dungeon exploration, this is usually limited to only the current point or lane you are in and nothing else. When exploring overland, this is literally just as far as your light will allow.

Not everywhere you'll find yourself has overhead florescent lights, or strategically placed lamps. Artificial light sources produce an area of bright light, then extend out another area of dim light. Bright light is anything bright enough to see detail and color without problem. Dim light makes it Hard to see color and discern detail. Note that you can see through darkness, so if something is surrounded by bright light you can see it and even pick out details. But you can't see what's between you and it.

LIGHT SOURCE TABLE

SOURCE	BRIGHT	DIM	DURATION
Candle	N/A	3 meters	3 hours
Torch	3 meters	7 meters	1 hour
Oil Lantern	5 meters	15 meters	1 hour
Electric Lantern	10 meters	20 meters	6 hours
Flashlight	1×20 meter line	2 meters to each side	6 hours
The Moon	N/A	50 meters	~12 hours
The Sun	Line of Sight	N/A	~12 hours

SPECIAL EVENTS

During travel, when the referee checks for special events, if any one of those die rolls show a 1 something special happens. The referee is free to choose what kind of event it is. Example events include some sort of disaster befalls the party's vehicle, or the party encounters a group of wandering monsters or another group of explorers. If traveling overland, it may include weather changes that can inhibit travel or visibility.

WANDERING MONSTERS

Depending on the campaign style, Wandering monsters may be a problem both in dungeon and wilderness exploration. When an event occurs, at the referee's discretion (or the dice) it may be a wandering monster encounter.

A wandering monster group appears at the edge of the party's clear field of vision, moving in a manner that shows they are coming towards the party. In the wilderness it may be from a forest line, or coming up over a hill at about 10d6 meters away. Whereas within a dungeon it might be at a bend in the hallway or the entrance to the room.

After placing the monsters, roll 2d6 to determine the attitude of the group. Keep in mind if the monster is just a beast, or something worse. This will affect what the monster does based on their curiosity. Even if "cautious" a demonic creature may still launch a warning shot or even attack if the party gets too close.

ATTITUDE TABLE

2D6	ATTITUDE	DESCRIPTION
2	Malice	The monsters attack immediately and give no quarter.
3 – 4	Hostile	The monsters are looking for a fight, but won't attack without feeling threatened.
5 – 9	Cautious	The monsters are not looking for a fight, but will protect themselves even if they only feel threatened.
10 – 11	Curious/Neutral	The monsters are open to parlay and maybe trade.
12	Friendly	The monsters are immediately friendly.

EQUIPMENT LISTS

RELOADING RANGED WEAPONS

Ranged weapons require ammunition, and reloading a ranged weapon is an action that increments your multiple attacks penalty.

LIGHT ITEMS

Items with a bulk if – are light items and have no appreciable weight on their own. However, when carried in bulk (up to a dozen of them) count as 1 bulk.

KEYWORD GLOSSARY

- **AMMUNITION**: This keyword is only found on ammunition without the magazine keyword. The entry is directly following the weapon it is ammunition for.
- **BLAST X**: The weapon is an x-radius blast as described in the combat rules.
- **CONCEALABLE**: The weapon is small enough to be hidden under clothing.
- **CONE**: The weapon is a cone as described in the combat rules.
- **CREW** +**X**: The weapon requires a crew of (n+1) characters to reload the weapon. You may attempt to reload the weapon with an undersized staff. However, doing so takes a round for each person missing, to a minimum of 1 person.
- **FREE RELOAD**: Reloading the weapon is an action that does not increment your multiple attacks penalty.
- **INDIRECT**: Found only on ranged weapons. The weapon launches its ammunition in an arc that can reach over line of sight-blocking obstacles.
- **MAGAZINE X**: The contains multiple attacks worth of ammunition. The weapon may be used to make X number of attacks before an action must be used to reload the weapon. Magazine reloads cost half of the weapon's RP cost, and has a bulk of –.
- **MUSCLE-POWERED**: For each point of [PHYSICAL] you have greater than the weapon's minimum physical characteristic, you deal +1 DC of damage per attack to a maximum DC equal to your [PHYSICAL] characteristic.
- **REACH** +**X**: The melee weapon has an extended range, and can be used against to attack enemies up to 1+X meters away from you. One-handed reach weapons cannot be used to attack enemies within 1 meter of you.
- **SLOW RELOAD**: The weapon takes more time to reload, reloading as an action that consumes the whole of your actions phase.
- **STATIONARY**: The weapon cannot be picked up and carried with you. Setting up and breaking down a stationary weapon takes one minute.
- **THROWN**: Found only on ranged weapons, or melee weapons that can be used as ranged weapons. The weapon itself is a projectile that is thrown as a part of the attack, and it's base range is based on the attacker's [PHYSICAL] characteristic. Thrown weapons with a bulk of less than 1 are consumed in the act of attacking.
- **TWO-HANDED**: The weapon must be used two-handed. However, characters whose [PHYSICAL] is greater than twice the weapon's minimum physical characteristic may use it in one hand.

NEOLITHIC ARMS AND ARMOR

Stone age campaigns are quire rare, but can be just as rewarding and engaging as games set in a fantasy pastiche of medieval Europe or Japan, the modern day, or even the future. One of the greatest benefits and weaknesses of a neolithic-era campaign is the primitive weaponry; stone and wooden weapons and armor made from tanned animal hides.

NEOLITHIC WEAPONS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Stone knife	2	1	3	2	Melee	N/A	Concealable
Club	2	1	2	3	Melee	N/A	
Spear	3	1	3	3	Melee	N/A	Two-handed
Stone axe	3	1	3	3	Melee	N/A	Muscle-Powered
Heavy club	5	2	4	5	Melee	N/A	Muscle-Powered Two-handed
Blowgun	3	1	2	3	5m	1	Free reload Two-handed
Darts (×10)	1	1	-	-	-	-	Ammunition
Rock	1	1	1	1	PHYS×2m	2	Concealable Thrown
Javelin	1	1	1	4	PHYS×4m	1	Thrown

NEOLITHIC ARMOR TABLE

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Beaded vest	4	1	4	-	Torso
Animal hides	6	2	6	-	Torso, arms, legs
Hide shield	-	1	-	1	

NEOLITHIC SHOPPING LIST

ITEM	COST	BULK	SPECIAL USES
Backpack	1	-	Stores up to 10 bulk
Herbal remedy	1	-	Restores +1 HP and cures poison during rest
Horse, light	1	-	30 HP, MOVE 6, can carry two characters
Horse, heavy	1	-	45 HP, MOVE 6, can carry two characters
Pole (3m)	1	1	
Rations, common (1 week)	1	1	Fresh foods that store for about a week
Rope	1	1	
Sack, small	1	-	Stores up to 2 bulk
Sack, large	2	-	Stores up to 5 bulk
Tinder box	2	1	Allows for setting fires quickly
Torches (4)	1	1	10 meters of light for 1 hour
Waterskin	1	1	Holds up to one quart of fuild
Water, 1 quart clean	1	1	

JAPANESE FANTASY ARMS AND ARMOR

These lists provide dedicated characteristics for the arms and armor that would found in Japan during the age of the samurai. While in the real world most of these items are no longer common in the modern era, this list may still be useful for urban fantasy campaigns because weebs exist. Japanese fantasy uses the same shopping list as western fantasy, you just may need to look up the Japanese words for some of the names.

JAPANESE FANTASY WEAPONS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Hanbo	0	1	2	3	Melee	N/A	
Tanto	1	1	2	3	Melee	N/A	Concealable
Kama, nunchaku	2	1	2	4	Melee	N/A	
Bo	2	1	3	4	Melee	N/A	Two-handed
Kusarigama	3	1	3	4	3m	1	Reach +2 Two-handed
Wakizashi	4	1	3	4	Melee	N/A	Muscle-Powered
Katana, ono	5	1	4	5	Melee	N/A	Muscle-Powered Two-handed
Naginata, yari	6	1	4	5	2m	N/A	Reach +1 Two-handed
Nagamaki, tetsubo	7	2	5	6	Melee	N/A	Muscle-Powered Two-handed
Shiurken, kunai	1	–	1	3	PHYS×3m	3	Thrown
Thrown yari	1	1	1	4	PHYS×4m	1	Thrown
Yumi	5	1	4	5	PHYS×10m	1	Free reload Two-handed
Ya (x10)	2	1	–	–	–	–	Ammunition

JAPANESE FANTASY ARMOR TABLE

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Ninja-no-yoroi	7	1	4	–	Torso, arms, legs, head
Kawa-no-yoroi	7	1	6	–	Torso, arms, legs
Ashigaru-no-yoroi	12	2	10	–	Torso, arms, legs, head
Do-maru	16	2	15	–	Torso, arms, legs, head
O-yoroi	20	3	20	–	Torso, arms, legs, head

WESTERN FANTASY EQUIPMENT

These lists provide dedicated characteristics for the arms and armor common to the pastiche of middle ages Europe that dominates western fantasy fiction. It also includes a shopping list of items that may be useful to adventurer-type characters in such a setting. While in the real world most of these items are no longer common in the modern era, this list may still be useful for urban fantasy campaigns.

WESTERN FANTASY WEAPONS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Club	0	1	2	3	Melee	N/A	
Dagger	1	1	2	3	Melee	N/A	Concealable
Quarterstaff	2	1	3	4	Melee	N/A	Two-handed
Spear	2	1	3	4	Melee	N/A	Two-handed
Broadsword	4	1	3	4	Melee	N/A	Muscle-Powered
Rapier	4	1	3	5	Melee	N/A	
Battleaxe, longsword	5	1	4	5	Melee	N/A	Muscle-Powered Two-handed
Polearm, pike	6	1	4	5	2m	N/A	Reach +1 Two-handed
Two-handed sword	7	2	5	6	2m	N/A	Reach +1 Two-handed
Greataxe, heavy mace	7	2	5	6	Melee	N/A	Muscle-Powered Two-handed
Dart	1	–	1	3	PHYS×3m	3	Thrown
Javelin	1	1	1	4	PHYS×4m	1	Thrown
Shortbow*	3	1	3	4	PHYS×10m	1	Free reload Two-handed
Longbow*	2	2	3	4	PHYS×10m		Free reload Two-handed
Arrow (x10)	2	1	–	–	–	–	Ammunition
Arbalest							
Crossbow							
Arrow (x10)	2	1	–	–	–	–	Ammunition

* Heavier bows have a greater MP and DC, but also cost more.

WESTERN FANTASY ARMOR TABLE

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Leather armor	7	1	6	–	Torso, arms, legs
Brigandine armor	12	2	10	–	Torso, arms, legs, head
Halfplate armor	16	2	15	–	Torso, arms, legs, head
Fullplate armor	20	3	20	–	Torso, arms, legs, head
Helmet	1	1	1	–	Head
Shield	2	1	–	2	
Heavy shield	3	2	–	3	

WESTERN FANTASY SHOPPING LIST

ITEM	COST	BULK	SPECIAL USES
Axe, Pickaxe	1	1	
Backpack	1	–	Stores up to 10 bulk
Cart, small	2	–	Requires a horse or donkey. Can carry up to six characters worth of material
Cart, large	5	–	Requires two horses or donkeys. Can carry up to 10 characters worth of material
Crowbar	1	1	
Donkey	1	–	30 HP, MOVE 5, can carry one character
Flask of Oil	1	–	Eight hours of fuel for a lantern
Garlic, 1 bulb	1	–	Wards off vampires
Grappling hook	3	1	Assists in climbing
Horse, light	1	–	30 HP, MOVE 6, can carry two characters
Horse, heavy	1	–	45 HP, MOVE 6, can carry two characters
Lantern	2	1	30 meters of light
Mallet	1	–	
Mirror (hand-sized)	1	–	
Phial of Acid	1	–	Harmful to anything (DC 3)
Phial of Holy Water	1	–	Harmful to demons and undead (DC 5)
Phial of Poison	3	–	Harmful to almost anything (DC 5)
Pole (3m)	1	1	
Potion of Curing	3	1	Heals 10 hit points, cures poisons and diseases
Potion of Healing	3	1	Heals 25 hit points
Rations, common (1 week)	1	1	Fresh foods that store for about a week
Rations, iron (1 week)	3	1	Dry foods that store for about a year
Rope	1	1	
Sack, small	1	–	Stores up to 2 bulk
Sack, large	2	–	Stores up to 5 bulk
Shovel	1	1	
Sledgehammer	1	1	
Spikes, iron (10)	3	2	
Stakes, wooden (10)	1	1	
Tinder box	2	1	Allows for setting fires quickly
Toolkit	4	1	Allows for specialized usage of the Education skill
Torches (4)	1	1	10 meters of light for 1 hour
Waterskin	1	1	Holds up to one quart of fuild
Water, 1 quart clean	1	1	
Wine, 1 quart common	1	1	
Wine, 1 quart quality	2	1	
Wolfsbane	1	–	Wards off werewolves

MODERN EQUIPMENT

These lists provide dedicated characteristics for the arms and armor available in most modern-setting games, be them urban fantasy, ultramodern/pseudo-scifi, or even more down-to-earth action stories. It also includes a shopping lists of useful tools and vehicles.

MODERN WEAPONS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Knife	1	1	2	3	Melee	N/A	Concealable
Baton, machete	1	1	2	3	Melee	N/A	Muscle-Powered
Light pistol	5	1	3	5	25m	2	Concealable Magazine 9
Heavy pistol	9	1	5	6	30m	2	Concealable Magazine 9
Revolver	5	1	3	5	20m	1	Concealable Magazine 6
Magnum revolver	8	1	5	6	30m	1	Concealable Magazine 6
Varmint rifle	3	1	2	3	20m	1	Magazine 6 Two-handed
Hunting Rifle	4	1	2	4	30m	1	Magazine 5 Two-handed
Combat shotgun	5	1	3	5	30m	2	Cone Magazine 5 Two-handed
Machine pistol	7	1	3	4	25m	3	Concealable Magazine 24
Sub-machine gun	8	1	4	5	35m	5	Magazine 30 Two-handed
Assault rifle	8	1	4	5	40m	5	Magazine 30 Two-handed
Light machine gun	10	2	5	6	50m	5	Magazine 30 Two-handed
Heavy machine gun	12	2	5	7	65m	10	Magazine 60 Stationary
Frag Grenade	4	1/2	4	6	PHYS×5m	1	Grenade[1]
Smoke Grenade	4	1/2	4	0[2]	PHYS×5m	1	Grenade[1]
Grenade Launcher	10	1	3	0[3]	50m	1	Magazine 5 Two-handed
Bazooka	10	1	3	10	50m	1	Blast 10 Two-handed

Artillery Weapons   *Artillery weapons are beyond the scale of these rules. If you get hit with one, you probably die.*

[1] Grenades have the Blast 5, Indirect, and Thrown keywords.
[2] Smoke grenades create smoke that lasts for 1d6 minutes (or less in strong winds).
[3] Grenade launchers throw grenades, replacing their range with its own.

MODERN ARMOR TABLE

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Leather jacket	5	–	5	–	Torso, arms
Armored jacket	10	1	10	–	Torso, arms
Bulletproof vest	14	1	15	–	Torso
Flak Jacket	15	1	15	–	Torso, arms
Riot gear	20	2	20	–	Torso, arms, legs
Helmet	1	1	1	–	Head
Military helmet	3	1	2	–	Head
Improvised shield	–	1	–	1	
Riot Shield	3	2	–	3	

BLACKPOWDER FIREARMS

This very short list of weapons is the broad categories of firearms used during the late Renaissance and Colonial-eras. Blackpowder is a form of early gunpowder made from charcoal, saltpeter, and sulfur. The cost and bulk of the black powder needed for these firearms is included in eh cost and bulk of the ammunition.

BLACKPOWDER FIREARMS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
Pistol	6	1	3	4	10m	1	
Musket	6	1	3	4	20m	1	Two-handed
Ball (x10)	3	1	–	–	–	–	Ammunition
Blunderbuss	6	1	3	4	20m	1	Cone Two-handed
Shot (x10)	3	1	–	–	–	–	Ammunition
Bombard	8	3	3	5	30m	1	Indirect Stationary
Ball (x2)	4	1	–	–	–	–	Ammunition
Bell Cannon	10	6	3	6	30m	1	Crew +2 Stationary
Cannonball (x1)	5	1	–	–	–	–	Ammunition

SCIENCE FICITON EQUIPMENT

These lists provide dedicated characteristics for the arms and armor available in most modern-setting games, be them urban fantasy, ultramodern/pseudo-scifi, or even more down-to-earth action stories. It also includes a shopping lists of useful tools and vehicles.

SCIENCE FICTION WEAPONS TABLE

	COST	BULK	MP.	DC	RNG	ROF	KEYWORDS
H.F. sword	5	1	3	5	Melee	N/A	Muscle-Powered
Energy blade	5	–	3	5	Melee	N/A	Concealable
Energy lance	6	1	3	5	2m	N/A	Reach +1 Two-handed
Shock baton	5	1	3	0[1]	Melee	N/A	
Energy pistol	7	1	3	4	50m	2	Concealable Magazine 100
Energy rifle	7	1	3	4	50m	2	Magazine 100 Two-handed
Railgun	8	1	3	6	100m	1	Magazine 20 Two-handed
Energy grenade	4	1/2	4	7	PHYS×5m	1	Grenade[2]
Stun grenade	4	1/2	4	0[1]	PHYS×5m	1	Grenade[2]

[1] The weapon cannot kill. On a hit, the target instead makes a hard [PHYSICAL+BODY] check or become knocked prone and stunned. Stunned characters drop all items held in hand and lose one of the phases of their next turn.

[2] Grenades have the Blast 5, Indirect, and Thrown keywords.

SCIENCE FICTION ARMOR TABLE

ARMOR	COST	BULK	DEFENSE	COVER	COVERAGE
Armored plug suit	5	–	5	–	Torso, arms, legs
Armored jacket	10	–	10	–	Torso, arms
Infantry plate	20	1	20	–	Torso, arms, legs
Power armor[1]	30	2	25	1	Torso, arms, legs, head
Refraction shell[2]	30	–	20	–	Torso, arms, legs, head
Gravshield	1	2	–	2	
Deflector screen	5	–	–	5	

[1] Power armor provide the user with an effective +4 [PHYSICAL] for the purposes of melee weapons and basic strike damage, and for eucumbrance.

[2] Refraction shells render the user immune to electrical attacks, EMP, and mentalism.

IF**G** CHARACTER REFERENCE SHEET

NAME	

Rule of X:	Description/Portrait

PRIMARY CHARACTERISTICS	
DEXTERITY	
MENTAL	
PHYSICAL	
MOVE	

DEFENSE	HIT POINTS	LUCK

SKILLS				
Awareness		+[Mental]	3D6+	
Body		+[Physical]	3D6+	
Drive		+[Mental]	3D6+	
Education		+[Mental]	3D6+	
Fighting		+[Dexterity]	3D6+	
Performance		+[Mental]	3D6+	
Riding		+[Dexterity]	3D6+	
Shooting		+[Dexterity]	3D6+	
Social		+[Mental]	3D6+	
Stealth		+[Physical]	3D6+	
Survival		+[Mental]	3D6+	
Technical		+[Dexterity]	3D6+	

PERKS, SPECIAL ATTACKS

EQUIPMENT

Encumbrance	

EXPERIENCE	SPENT

IF**G**CHARACTER REFERENCE SHEET