

Super Dupa Light Pickled Fuzion

Determining Characteristic Points by Campaign Style

Everyday	20 CP
Competent	30 CP
Heroic	50 CP
Incredible	60 CP
Legendary	80 CP
Superheroic	90+ Cp

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When getting ready the GM should select a Campaign Style. This will help determine how many **Characteristic Points & Option Points** will be given out. Below are the different Campaign Styles:

The Super Dupa Characteristic Overview

INT	Intelligence: How smart you are.
WILL	Willpower: How you face danger and how cool you can be.
PRE	Presence: How well you impress other people. Charisma in other words.
DEX	Dexterity: The skill you use to dodge, shoot and be fancy with your moves.
STR	Strength: Just like it says.
BODY	Body: Your overall size and body type.
MOV	Movement: How fast you can run, swim, and such.

The Super Dupa Derived Characteristics

STUN	BODY times 5. Tells how much punishment you can take from falls and punches.
Hits	BODY times 5. These are your hit points.
SD	Stun Defense. BODY times 2. How resistant you are to stun damage.
REC	Recovery. STR+BODY. How fast you heal from damage. You get back this much Stun when you rest and this many Hits back for each day of medical attention.
RUN	MOVE times 2. Just as it says.
RES	Resistance. WILL times 3. How much mental damage you can resist before taking damage from mental attacks.
LUCK	INT+DEX. Use these points to adjust dice rolls or damage. When you run out of LUCK points you're out of luck.
END	Endurance. BODY times 10. How long you can go before you run out of energy.
ED	Energy Defense. BODY times 2. How much you can resist from damage done by energy weapons.
SPD	Speed. $\frac{1}{2}$ DEX. Initiative.
HUM	Humanity. PRE times 10. Your morality and humanity. Used when facing horrific scenes and experiencing worse.

Campaign Style	OP
Everyday	25
Competent	35
Heroic	45
Incredible	55
Legendary	65
Superheroic	75+

Option Points

Option Points or **OP** are used to buy **Complications**, **Skills**, **Perks**, **Talents** and **Gear**. When doing character generation for **Fuzion I** tend to suggest buying **Skills** first and then moving onto other things. However, when you buy **Complications** you gain more **OP** to use in other places. For a quick start game, don't bother with them. Move straight onto the **Skills**.

Complications:

If you want to round out your character and get your hands on more **OP** then buy some **Complications**. Each **Complication** can give you **OP** in increments of how bad it is. 5, 10, 15, 20. **GMs** are encouraged to limit **Complications** to keep players from cheesing their characters. Here is a quick list of **Complications**:

Complications

Psychological Complications

Absent Minded

Bipolar

Delusions

Masochist

Phobia

Paranoia

Split Personality

Personality Traits

Airhead

Bad Tempered

Coward

Obsessed

Shy

Stubborn

Berserker

Unlucky

Physiological Limitations

Missing Limb

Reduced Hearing

Reduced Mobility

Reduced Sight

Uncontrolled Change

Vocal Impairment

Vulnerability

Susceptibility

Social Complications

Public Figure

Bad Reputation

Secret Identity

Poverty

Personal Habits

Oppressed

Distinctive

Outsider

Enemies

Capabilities

Extent

Intensity

Responsibilities

Code of Honor

Sense of Duty

Vow

Dependents

Compulsive Behaviors

Addiction

Honesty

Impulsiveness

Intolerance

Jealousy

Kleptomania

Lecherous

Skills

Skills are bought with **OP**. The first thing you want to do is put the following skills on your character sheet at Level 2: **Perception, Concentration, Education, Persuasion, Athletics, Teaching, Local Expert (the area you're from), Hand to Hand** and **Evasion**. These are your everyman/woman skills. Pretty much everyone has these. If a character doesn't for some reason, then the two **OPs** gained may be placed in an area that compensates for it. Each skill costs one **OP** per level. The list below is a generic list of skills. If there is a skill that you want, make it up.

SKILLS

Fighting Skills

Evade
Hand to Hand
Melee Weapons
Ranged Weapon Skills

Gunnery
Heavy Weapons
Marksmanship

Awareness Skills

Clerecy
Concealment
Concentration
Deduction
Lip Reading
Perception
Psionics
Shadowing
Sorcery
Surveillance
Tracking

Control Skills

Animal Handler
Driving
Pilot
Riding

Body Skills

Acrobatics

Athletics

Climbing
Contortionist
Stealth

Social Skills

Bribery
Conspiracy
Conversation
Interrogation
Leadership
Persuasion
Seduction
Streetwise
Trading
Wardrobe/Style

Technique Skills

Bugging
Demolitions
Electronics
Forgery
Gambling
Jack of All Trades
Lockpicking
Mechanics
Paramedic
Security Systems
Weaponsmith

Performance Skills

Acting
Disguise
Mimicry
Oratory
Performance
Singing
Sleight of Hand
Ventriloquist

Education Skills

Bureaucratics
Business
Computers
Criminology
Cryptography
Education
Espionage
Expert
Languages
Medicine
Navigation
Professional
Research
Science
Survival
System Ops
Tactics
Teaching

Talents

Talents are those abilities that people were just born with. Each **Talent** costs **3 OP**. If the **Talent** can have levels then each level (X) costs an addition **3 OP**. Here is a list of **Talents**:

Talents

Acute Senses (X)
Ambidexterity
Animal Empathy
Beautiful/Handsome (X)
Blind Reaction
Combat Sense (X)
Common Sense
Direction Sense

Double Jointed
Eidetic Memory
High Pain Threshold
Immunity
Intuition
Lightning Calculator
Light Sleeper
Longevity

Night Vision
Perfect Pitch
Rapid Healing
Schtick
Simulate Death
Speed Reader
Time Sense

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Perks

It pays to be you. There are certain privileges or advantages you have over others in the social arena. Each **Perk** costs one **OP** per level.

Perks

Membership
License
Contract
Favor
Renown
Wealth

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