



Low Experience Combatant	Mid-Experience Combatant	High Experience Combatant	Master Combatant
<u>Characteristics</u> Smarts: 2 Willpower: 2 Presence: 2 Hand-Eye Coordination: 2 Reflexes: 2 Strength: 2 Body: 2 Constitution: 2 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 4 Actions: 2 Attack: 4 Evade: 4 Education: 4 Perception: 4 Armor Option: 6 KD Weapon Option: 1d6/2d6 DMG	<u>Characteristics</u> Smarts: 3 Willpower: 3 Presence: 3 Hand-Eye Coordination: 4 Reflexes: 4 Strength: 4 Body: 4 Constitution: 4 Movement: 4 <u>Derived</u> STUN: 40 HITS: 40 Initiative: 7 Actions: 4 Attack: 8 Evade: 8 Education: 7 Perception: 7 Armor Option: 10 KD Weapon Option: 3d6 or 5d6 DMG	<u>Characteristics</u> Smarts: 4 Willpower: 4 Presence: 4 Hand-Eye Coordination: 5 Reflexes: 5 Strength: 5 Body: 5 Constitution: 5 Movement: 5 <u>Derived</u> STUN: 50 HITS: 50 Initiative: 9 Actions: 5 Attack: 11 Evade: 11 Education: 9 Perception: 9 Armor Option: 15 KD Weapon Option: 3d6x2/5d6/5d6+20 DMG	<u>Characteristics</u> Smarts: 5 Willpower: 5 Presence: 5 Hand-Eye Coordination: 8 Reflexes: 8 Strength: 8 Body: 8 Constitution: 8 Movement: 8 <u>Derived</u> STUN: 80 HITS: 80 Initiative: 13 Actions: 8 Attack: 16 Evade: 16 Education: 13 Perception: 13 Armor Option: 20 KD Weapon Option: 5d6/5d6+20/1d6x10 DMG

These are your combat encounters. Use them to stat out characters and NPCs based on their experience. Equip them with gear that they are listed with or use these generic stats for armor and weapons.

Fuzion Bloks written by Jay Libby
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 multigenre game system.

How to use this PDF:
 Use these generics for stats for NPCs. Great for licensed property sessions. These stats can be plugged into almost any character type.

Example: *The players are on an island filled with savages. They are greeted by a group of hunters. It's safe to say they would at least be Mid-Experience Combatants. They don't have armor, so don't use the Armor Option. Their spears would do about 3d6 damage.*



Low Experience Brain/Techie	Mid-Experience Brain/Techie	High Experience Brain/Techie	Super Brain/Techie
<u>Characteristics</u> Smarts: 3 Willpower: 3 Presence: 2 Hand-Eye Coordination: 2 Reflexes: 2 Strength: 2 Body: 2 Constitution: 2 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 5 Actions: 2 Attack: 4 Evade: 4 Education: 5 Perception: 5	<u>Characteristics</u> Smarts: 5 Willpower: 3 Presence: 2 Hand-Eye Coordination: 3 Reflexes: 3 Strength: 2 Body: 2 Constitution: 2 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 8 Actions: 2 Attack: 7 Evade: 7 Education: 9 Perception: 9	<u>Characteristics</u> Smarts: 7 Willpower: 4 Presence: 3 Hand-Eye Coordination: 3 Reflexes: 3 Strength: 2 Body: 2 Constitution: 2 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 10 Actions: 2 Attack: 9 Evade: 9 Education: 13 Perception: 13	<u>Characteristics</u> Smarts: 9 Willpower: 4 Presence: 3 Hand-Eye Coordination: 3 Reflexes: 3 Strength: 2 Body: 2 Constitution: 2 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 12 Actions: 2 Attack: 11 Evade: 11 Education: 17 Perception: 17

The Brain or Techie is the smart encounter. These are engineers, inquisitors, scientists who players encounter. Use them to stat out characters and NPCs based on their experience. Equip them with gear that they are listed with or use these generic stats for armor and weapons.

Low Grade Robot	Mid-Grade Robot	High Grade Robot	Super Robot
<u>Characteristics</u> Smarts: 2 Willpower: 2 Presence: 2 Hand-Eye Coordination: 2 Reflexes: 2 Strength: 2 Body: 2 Constitution: 5 Movement: 2 <u>Derived</u> STUN: 20 HITS: 20 Initiative: 4 Actions: 2 Attack: 4 Evade: 4 Education: 4 Perception: 4 Armor Option: 4 KD Weapon Option: 2d6 DMG	<u>Characteristics</u> Smarts: 3 Willpower: 3 Presence: 2 Hand-Eye Coordination: 2 Reflexes: 2 Strength: 2 Body: 3 Constitution: 5 Movement: 2 <u>Derived</u> STUN: 30 HITS: 30 Initiative: 5 Actions: 2 Attack: 6 Evade: 6 Education: 7 Perception: 7 Armor Option: 8 KD Weapon Option: 3d6/5d6 DMG	<u>Characteristics</u> Smarts: 3 Willpower: 5 Presence: 5 Hand-Eye Coordination: 4 Reflexes: 4 Strength: 4 Body: 4 Constitution: 10 Movement: 3 <u>Derived</u> STUN: 40 HITS: 40 Initiative: 7 Actions: 3 Attack: 10 Evade: 10 Education: 9 Perception: 9 Armor Option: 15 KD Weapon Option: 3d6/5d6/5d6+20 DMG	<u>Characteristics</u> Smarts: 6 Willpower: 6 Presence: 5 Hand-Eye Coordination: 6 Reflexes: 6 Strength: 6 Body: 6 Constitution: 10 Movement: 5 <u>Derived</u> STUN: 60 HITS: 60 Initiative: 12 Actions: 5 Attack: 14 Evade: 14 Education: 14 Perception: 14 Armor Option: 20 KD Weapon Option: 5d6/5d6+20/2d6x10 DMG
<p>These are your walking talking robots (or wheeled). Game masters may choose to upgrade the different robots depending on their game. Some options include: Increased Armor KD (or special resistances), force fields and jet flight.</p>			