

## Fuzion to The Basic System™:

Dilly Green Bean Games' *Basic System* was based on several earlier popular game systems, and can in fact be used to "bridge" gaps between them, or take characters, talents and feats from several other RPGs and combine them all under *The Basic System*. It is a very versatile, yet simple rules engine, and bears many similarities to a bunch of rules systems you may already know.

This is what makes the whole task of a conversion really rather simple.

Dilly Green Bean Games have developed the *Guardian Universe Core* book and other projects for the rules system known as Fuzion, which was one of the main influences on *The Basic System*. So, you may want to convert between Fuzion and *The Basic System* if you already have materials for either.

Here is a suggested method to convert the raw numbers of either system. Fuzion's Characteristics convert as X+8 mainly because a rating of "2" counts as strictly average in that system, while a "10" is average for *The Basic System (TBS)*.

Since a "7" is the normal human maximum in a Characteristic, we have also included a more detailed method for converting the numbers on the upper end of the scale. (See below for all Fuzion campaigns that have a max of 7.)

### **The Fuzion Characteristics convert to Main Stats like this:**

<b>Fuzion:</b>	<b>TBS:</b>	<b>TBS:</b>	<b>Fuzion System:</b>
INT+8	= INT	<u>Reverse:</u> INT-8	= INT (min. of 1!)
WILL+8	= WILL	WILL-8	= WILL (min. of 1)
PRE+8	= CHA	CHA-8	= PRE (min. of 1)
TECH	does not become a Stat.	$[(INT+AGI)/2]-8$	= TECH (min. of 1)
REF+8	= AGI	AGI-8	= REF (min. of 1)
DEX*			
STR+8	= STR	STR-8	= STR (min. of 1)
CON+8	= END	END-8	= CON (min. of 1)
BODY	does not become a Stat.		
MOVE+8	= SPD	SPD-8	= MOVE

\*) You may either take REF+8, or take the average of REF and DEX, i.e.  $[(REF+DEX)/2]+8$  to determine your initial rating in AGI. Use what your GM decides on, or use whatever gets you the higher Main Stat in *The Basic System*.

- Your Fuzion BODY should initially be the number of your Fuzion CON +/-1 when converting from *The Basic System*.
- Your Fuzion DEX should initially be the number of your REF +/-1 when converting from *The Basic System*.
- HITS: ignored. Calculate your new Hit Points (HP) as normally in *The Basic System*. The character now has HP equal to their END x2.
- STUN: ignored. Calculate your new Stun Points (HP) as normally in *The Basic System*. The character now has SP equal to their END x2.
- Option Points (OP):  
By and large, I have noticed that those are pretty much equivalent to Natural Ability Points and to Skill Points in *The Basic System*. In the latter system, a character still gets a base of their INTx2 in Skill Points.  
You also receive your usual starting number of NAP (your combined Main Stat Bonuses And Main Stat Negatives as points).  
Subtract your total number of Skill Points and NAP from your total Fuzion OP.  
For every 10 OP remaining after that, you get +5 Skill Points, or +500 XP in *The Basic System*. If you get less than 10 OP after subtracting, ignore them.



Schtick  
Simulate Death  
Speed Reader  
Time Sense

Use as a "Shtick" from the Basic Pulp RPG!  
must be created anew in TBS  
Speed Reading  
must be created anew in TBS

All Fuzion Perks are actually like "Extras" in *The Basic System*. You can create a new Extra if there is none that completely corresponds to the Perk your character had in Fuzion.

#### Detailed Method

##### "Getting Those Numbers Right"

Fuzion Characteristic:

Main Stat:

0	3 to 4	poor, challenged
1	5 to 7	low average
2	8 to 10	average human
3	11 to 12	
4	13 to 14	
5	15 to 16	heroic human
6	17	
7	18	Normal human max.
8	19	
9	20	legendary human
10	21	
11+	22+	beginning of superhuman range

Fuzion Skill Level:

TBS Skill Level:

1	1
2	2
3	3
4	4
5	5
6	6
7	7, and so on. No change.

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