

Return of Fists and Steel

Guardian Universe CST:

RETURN of FISTS & STEEL!

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Return of Fists and Steel

Welcome to the Return of Fists and Steel!

Included in this FREE PDF are some cool ways to tweak characters for Guardian Universe CST. Players select from this collection of Hero Themes to help create their characters. There is no gear offered for most of these. Players use the Fuzion Points (FP) to buy or create their own armor, gear or powers. Most of these are experimental or sponsored Hero Themes.

*A Quick Note on Resource Ranks: When using this PDF, take the Resource Rank and multiply it by 10. This is your total FP for creating high tech devices. These points may ONLY be used on high tech devices and not on ANY of the Characteristics!

*A Quick Note on Fuzion Points for Experiments: The FP offered within Experimentals may ONLY be used on boosting physical abilities and powers. This also includes Cybernetics. Players must decide what type of experiment that their characters went through and what was the point. They then must develop those characters based around the experiment. Game Masters please make sure that players stay on theme. An experiment on Ghosting should not give the player Invulnerability or Immortality.

Corporate Engineer

Resource Rank: 30

You work for a small company designing power suits. You have to test them sometime, so why not now. If you get caught using the hardware you could probably lose your job. Then again, who said you aren't following orders? You get:

+5 to SM

-2 to PRE

Military

Resource Rank: 40

They've built the suit and you're the pilot. You got to pick all the cool pieces that make the suit work for you. Now it's time to prove that you're not a joke. You get:

+2 to HEC/REF

+2 to CON

+2 to STR

+2 to one combat skill

+2 to Pilot: Battlesuit

Government Engineer

Resource Rank: 50

They've given you the money, the time and the place. You've built yourself quite the suit, now you have to test it. You get:

+5 to SM

-2 to PRE

+4 to HEC/REF

Third World Nation

Resource Rank: 50

Saddam wants them, Saudi Arabia does too. So they gave you the cash and you've built them a prototype. They want a demonstration, so you're about to show them how it works. You get:

+5 to SM

-2 to WILL

2 Bodyguards

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Playboy Billionaire

Resource Rank: 90

You thought owning a small island was fun. Maybe even owning part of Japan. But you've also got a thing for Science Fiction. You hired a top notch scientist to build you a power suit. Who is going to fly it? You of course! You get:

+5 to PRE

+2 to MOV

+2 to HEC/REF

Mansion, research facility, private security, sports car, private jet



Experimentals

Genetically Grown

100 FP

These creations are grown in labs. They are programmed to carry out the orders of their masters. Some become independent and leave the ranks of their creator's organization.

Genetically Altered

40 FP

These characters are altered on the genetic level. This is done to increase performance of an individual. Corporations tend to use these techniques.

Military Experiment

50 FP

This is the classic military guy who is turned into a super soldier or worse. Most governments don't acknowledge the existence of these programs, but have no problem using them.

Accident Victim

15 FP

This is the poor man or woman who has been injured beyond help by normal medical standards. They are augmented by secret organizations and forever in their debt.

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Gadget Makers

You are in a pinch and need to make a force field device before the big bad Rogue comes knocking on your door. Who do you call? The Gadget guy. This is the person who spends time collecting parts and building things from scrap. The Gadget men get **Fuzion Points** or **FP**. Use **FP** to buy devices that mimic Super Powers and Psionics (just like you would buy powers or psionic using **FP**), but please read the template descriptions first because of limits. Because most of them don't have much money, they only get to pick from the following options

The Handyman	15 FP
The Mr. Fixit	20 FP
The Crash & Burn	25 FP
Genius	30 FP
Company Nerd	40 FP
Government Nerd	50 FP

The Handyman

This is the guy who can take household appliances and make them do really cool things. The blender that can generate a force screen if the right amount of spin can be achieved. You get the idea. They don't have much for a budget, but once and a while their talent catches someone's eye. When it does, it brings great cash or a death warrant. **Requires SM of 5.**

The Mr. Fixit

This fellow or gal can fix anything. They just have a knack for it. They usually work out of their basement or a warehouse. The workspace is covered with parts and papers. The reputation of the Fixit is important. They can design things that can almost mimic superpowers. **Requires SM of 7.**

The Crash & Burn

They can make it and make it good, but it sure the heck doesn't last. Crash and burn, baby. These are the types that are too sloppy to make it into the big league, but have talent to make great devices. To represent this, roll 3d6 to see how many turns a Crash and Burn devices lasts, each time it's used. **Requires SM of 9.**

Genius

These are the cream of the crop masterminds. They can take and make it. They can dream it and make for that matter. The greatest thing about the genius, someone always has a use for them. They can create devices that work just like superpowers and don't crash and burn. **Requires SM of 11.**

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Company Nerd

This is the geek who got the high paying job at some mega company. They get paid to make gadgets. Mostly for military and industrial use. The only problem is there is always someone who wants to steal their idea. Anytime a Company Nerd leaves a device or blueprints unattended, there is a 50% chance it will be stolen. (GM's enforce this). **Requires SM of 5.**

Government Nerd

You are the G-Man. Making the gadgets that back the Guardian Program or other 'Secret' programs. You can build devices that can mimic everything but magic. Not to mention you have the money for it. The catch is if you give away a device or sell the information, you're as good as dead. **Requires SM of 12.**



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The World of Martial Arts

The world of martial arts is one of mystery and natural power. It's a place where human potential is reached by training, not by artificial enhancements. The inner energy that these men and women use is called Chi. The use of this inner energy is only available to those who have chosen the Martial Arts TIERs. To determine the Chi of a character, add your WILL and STR and then multiply by ten. This amount is your Chi level. *Mack has a WILL of 3 and STR of 3. His Chi will be 60.* You can use Chi in many different ways. The first way is to increase attack power. For each Chi point used you may increase the damage of that attack by one. *Mack punches the ninja and wants to add ten Chi to the damage, which he declares before his attack. So his STR is 3 and he adds ten Chi. The damage is now 3+10.* In order to add Chi to attacks you MUST declare it before the action. If you miss your target you still lose the Chi. You can also use Chi for defensive purposes. *Mack is in the path of Bruno's punch. He knows Bruno out classes him so Mack declares he's going to use ten Chi to soak damage. Bruno's punch does eleven damage, but because of the Chi Mack has used it does one point instead!* A player may gain Chi back by meditating. For each hour spent meditating a player gains back Chi equal to their CON.

Power Generator: CHI

In order to determine CHI take your WILL plus STR and multiply it by 10. This number represents CHI. Now you begin creating techniques. For more realistic games CHI would be equal to SPT+STR.

Some standard rules:

1) **CHI** is used to set up your Techniques and use them. You will need to set **CHI** aside for EACH Technique. *Example: You have 50 CHI. You want rock skin at 40 Rank. So 40 CHI is earmarked for JUST the rock skin. As you take damage you may put additional CHI into that technique in order to keep it strong. Once you run out of CHI you revert back to normal. Say you want to create a FIRE Punch attack. You want it to do 20 points of Fire damage. It will cost you 20 CHI to use that technique. If you leave it open ended then the attack will cost you CHI equal to the damage you wish to inflict.* Open ended techniques are for players who belong to a martial arts academy or for someone who has a mentor who trains them.

2) **CHI** is recovered at 1 point per FULL hour of rest as a standard rule. Players may do a Super Technique-Up once per day restoring HALF of their daily **CHI**. But doing this means the player will need to rest for 48 hours in order to restore all their **CHI**.

3) You may have multiple techniques, but just remember that **CHI** only goes so far. You might have an instance where you'll have separate pools for **CHI** and techniques.

4) Range is determined by whatever **CHI** you have, but does not COST **CHI**. The idea is as your **CHI** decreases you start to lose that oomph you need to use a technique and the range lessens.

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- 5) Techniques are activated and not always on unless a players states otherwise. For every 10 points of **CHI** put into the use of a technique, it will take 1 round to prepare.
- 6) All attacks using CHI ignore KD and automatically do STUN damage. For an extra point of CHI players may do damage directly to the material, ignoring the KD.
- 7) Creating Techniques is a one time deal, unless players can find a mentor who can teach them new techniques. So say you want *Water Walking*, so you spend 10 CHI allowing you to water walk for 10 rounds. But Master Fire offers to teach you *Fire Walking*. Open ended Techniques are ones that are taught to students. The effect and damage depends on how much CHI the user is willing to spend.

Style	Description
Aikido	This form of martial arts is based on the defensive method. The idea is to use the opponent's strength against them.
Jeet Kune Do	Created by Bruce Lee this style is heavily influenced by Wing Chun Wushu. Students are encouraged to develop their own fighting method using this style. Blocking and grapple actions make up most of the maneuvers.
Jujitsu	The Japanese parent to martial arts. There are several types most using weapon and grappling techniques.
Karate	Combination of Jujitsu and Wushu, it was developed by unarmed peasants. Focus on farming weapons makes up the weapon training.
Kenpo	Modernized form of karate. Does not focus as much on weapon use.
Ninjitsu	Identical to Jujitsu but without any honor. More than willing to use cruel methods.
Shotokan	Japanese version of karate.
Tai Chi Chuan	This is a form that promotes harmony in the user's body. While not famous for combat, players gain +1 CHI per half hour while using this form.
Sumo	This style focuses on weight and anchoring. To fight someone using Sumo means their probably outweigh you.
Wushu aka Kung Fu	There are 300+ schools of Wushu in the world. Many of these forms are animal, elemental and weapon based. Players are encouraged to pick and animal and develop their own style or use an existing one.

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Vigilantes

There are some people out there that hear the calling to fight injustice. Sometimes its just done out of anger at the system, other times it's done because of some personal trauma. Either way they can be just as formidable as any Guardian or Rogue. Some of these men and women even join Guardian programs. There are different types of Vigilante styles and they are listed below:

Mercenary

This soldier of fortune fights for money. They are hired specialists who go out on missions for cash and they have no allegiance to anyone but their wallet. Most of them are ex-military who went down the wrong path. Some are looking for a way to continue a glorious life of war. 3rd world nations often hire mercenaries to go along with their Guardian teams as backup.

- Increase Physical Focus +1
- Increase All Combat skills +1
- They may have up to 100 FP in gear and one free weapon of choice.

Military Elite

This vigilante was specially trained by the military. They can be Navy SEALs, Green Berets and Airborne Rangers all trained for war. In most cases they stick out among the few and find themselves drafted to fight crime for the government. Some are even made into Guardians or Strike Team leaders.

- Increase Physical Focus +4
- Increase all Military skills +2
- They may have basic gear free of charge. ALL weapons half price.

Street Fighter

The streets are tough. But tough is nothing to these warriors of the streets making their way up the circuit for big money. They spend their youth training. Some teach martial arts, other box. Where can you find these tough men and women? Just travel into the ghetto on a late Friday night and listen for cheering. The fight is on! Some are so well trained they can actually get into the Guardian Program, but you have to have a clean record. Do you think that a street fighter has a clean police record?

- Increase Physical Focus +4
- Increase 1 Fighting skill +4
- They may have up to 40 FP in gear.

Street Vigilante

These are the people that come from everyday life and find themselves pushed over the edge. They are streetwise and quick to react to any situation. They aren't as well trained as other types, but have the ability to specialize in certain types of weapons and combat techniques. Here's what they get:

- Increase Physical Focus +3
- Increase 1 TIER worth of skills +1
- They may have up to 100 FP in gear including homemade street combat gear.

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The Martial Arts Legacy: A Secret Weapon

The world of the martial artist is one of self discovery and awareness. Those individuals who take this path give up a life of laziness and selfishness. In the shadows of humankind the warriors of the ancients prepare for the future. In the Guardian Universe, martial arts masters ready their followers in hopes that one or many might be chosen to defend Earth from the evils of the beyond. Whole schools have been established to help seek out chosen ones who are able to wield the weapons and artifacts forged in the Gia Streams. Other masters train students to draw on their CHI as a source of supreme power. A great warrior may wield CHI like a God and have great powers. And looking over this mass army of mortals is Guan Di, the patron God of soldiers and police. His mission is to make sure that these warriors receive proper guidance. He is one of the few Gods of mythology who remained on Earth to help keep order in the absence of the other Gods. Some great warriors will achieve the great gift of immortality and join the ranks of the Xian. But it is not always about the way of the warrior which leads to immortality. Some great scholars achieved this greatness and still live today. The forces of good and evil do function amongst the warriors of the martial arts world. The Yin and Yang must be kept in balance.

The Chinese Gods commune through the Celestial Temple located in the mountains of Tibet. The location of the outer door is concealed by a cave and protected by the Men Shen. The cave used to be the home to Father Joseph, the Masked Marvel and the Unsung Hero. Their base of operations is now abandoned and all the but the Unsung Hero is dead. The main doors to the temple are made of solid gold, each ornate with images of Chinese heroes battling demons and devils. Only a righteous hero may enter the Celestial Temple (must have a Popularity of 50+). Anyone not worthy will be met by the Men Shen, the twin Chinese Gods of entrances and exits. Inside the temple there are several chambers that offshoot from the main temple. There are eight total, one for each of the eight immortals. In these chambers the spirits of the eight offer guidance and healing to those who enter. The spirits themselves usually appear as a floating transparent form in silk. From time to time one might take a more corporal form. Some will provide gifts to help heroes along the way. The halls to the main temple have Chinese Glyph Guards of Guan Di. Each garbed in ancient formal dress and armed with a variety of Chinese weapons. They stand at attention frozen in time. Anyone who does not have the blessing of the eight immortals and tries to enter the main temple will be met by these warriors who will come to life instantly. Behind each Glyph Guard is a tapestry of silk which depicts the legends of ancient China. The doors to the main temple are made of solid iron (STR 30+ to open, 500 SDP). There are dragon heads engraved on the doors themselves. A gold bell sits to the left side with a small hammer wrapped in red silk. To enter the hero must ring the bell and have previously met with the immortals and gained their blessing. Inside the main temple there is a large shrine with several dozen candles and statues of different Chinese Gods. On the ceiling there is a large Chinese dragon coiled and lost in a deep slumber. There are several chests of gold coins to either side of the shrine. Anyone who attempts to take the gold will awaken the dragon who will drop upon the players. Zhong-Li Quan will enter once the heroes kneel before the statue. Players may communicate with the Chinese Gods of mythology only in this temple. This is where talking to gods becomes dangerous. If

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players offend the gods then the dragon will drop upon them in anger and attempt to destroy them. Below the great shrine there is a secret door that leads to Guan Di himself. The God rests in a stasis chamber that shelters him from detection by other gods of mythology and even angels. Guan Di only awakens when Zhong-Li Quan calls upon him in times of need. If heroes can prove themselves to Guan Di they may be granted the powers of an avatar. These powers place players into the same category as a demi-god in a lot of ways. (See listing for Gaun Di for details)



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Name	Represents	Quick History	Power/Gift
Li Tieguai	Patron of Pharmacists	Li's body was burned and he was forced to inhabit the body of a beggar and use an iron crutch.	Heals FULL HITS and Stun. May give a healing potion that restores FULL HITS and Stun.
He Xiang	Patron of Unmarried Girls	A spirit informed her to grind a mother pearl stone and eat it. She is shown carrying a peach of lotus blossom	Has the ability to become weightless and fly. She may give a hero a peach that when eaten offers unlimited weightlessness for one campaign as long as it's used for good. Flight speed of 20 MPH.
Cao Guojun	Patron of Nobility	Owned a golden tablet that allowed him access to the imperial court. He tried to seek the Daoist "Way." Cao tried to impress Lu Dongbin who was disguised as a ferryman with his golden tablet. Revealing himself, Lu Dongbin showed Cao the folly of his ways. Cao threw the tablet into the river.	Cannot be denied entrance to any location. Cao may give the hero a golden tablet that allows them access to any location if sacrificed. Once sacrificed, the player may not be denied access to any location for one campaign. The Golden Tablet will turn to stone once sacrificed. Value: 1 million dollars.
Han Xiang	Unknown	Han is the nephew of a Tang dynasty philosopher. As a disciple of Lu Dongbin he was shown the tree that grows the fruit of eternal life. Han tried to climb the tree, but fell to Earth. Before he hit the ground he was granted immortality. Han is also an excellent musician. The downside is Han has a temper which causes him to be erratic. He may <i>test</i> players to see if they are worthy.	Han has the ability of foresight. He may see into anyone's future and offer them advice. Han may also give a peach to the hero. It will grant them limited immortality for one full campaign. If reduced to 0 HITS they will regain FULL HP the next day. During this time the player looks dead.
Lu Dongbin	Guardian of Ink Makers and the Intellectuals	As a child Lu was given a sword by a fire breathing dragon. He was then besieged by a horrible dream causing Lu to seek immortality. Lu walks amongst men and women rewarding the good and punishing the wicked. He is considered to be the most popular of the immortals.	Lu carries a magic sword that does 100 points of LETHAL damage instantly to the wicked ignoring ALL KD. He may bless a weapon for a hero giving it the ability to deal 50 points of LETHAL damage to anyone wicked, ignoring all KD.
Lan Caihe	Patron of the Poor	It is not known if Lan is a woman or a man. Lan gained immortality by washing the feet of a beggar who turned out to be Li Tieguai.	Lan may cleanse wounds and remove scars with a mystic sponge. She may also give players special seeds which will bring plant life to any area deemed inhospitable to plants.
Zhang Guolao	Considered a Necromancer	Represented by an image of a male riding a white mule backwards, Zhang is well known as a necromancer. Zhang is thought to be made up of chaos that existed before time.	Zhang may bring back to life anyone who has died or been killed by sprinkling them with water. He also may make the infertile, fertile. Zhang's white mule may travel unlimited distance and be transformed into folded paper when not needed. All Zhang needs to do is drip water on the mule to bring it back. Only Zhang may wield this water and use its powers.
Zhong-Li Quan	Patron of Soldiers	Zhong-Li is the messenger of heaven. He is the one who may commune directly with the Gods of Mythology. He is bald with a long beard and usually carries a fan.	Zhong-Li is blessed with knowing where the peaches of Xi Wang Mu are located. These peaches ripen every 3,000 years and are eaten to renew the powers of the immortals. He may also commune directly with any God of Mythology. Gods may speak through him when needing to.

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Temple Dragon

Characteristics

Smarts: 40

Willpower: 90

Presence: 10

Hand-Eye Coordination: 40

Reflexes: 40

Strength: 10 (100 Rank Super STR)

Body: 100

Constitution: 100

Movement: 20

Derived

STUN: 1000

HITS: 1000

Initiative: 80

Actions: 30

Attack: 50

Evade: 50

Education: 50 (70 when concerning Chinese Religion)

Perception: 50

Skills: Basic Demi-God: 10, Specialty <Chinese Religion>: 20

Powers:

Regeneration: 100

Flight: 100

Self Sustaining: 100 (needs no food nor drink)

Scales: 70 Rank Natural Armor

Stealth: 40 Rank

Fire Breath: 100 Rank

Claws: 4d10+STR AP LETHAL Damage

Bite: 2d10+STR AP LETHAL Damage

Glyph Guards of Guan Di

Characteristics

Smarts: 6

Willpower: 10

Presence: 9

Hand-Eye Coordination: 10

Reflexes: 10

Strength: 10

Body: 30

Constitution: 30

Movement: 6

Derived

STUN: 100

HITS: 100

Initiative: 16

Actions: 8

Attack: 18

Evade: 18

Education: 16

Perception: 12

Skills: Basic Demi-God: 8, Martial Arts

<Expert>: 8, Specialty <Chinese Religion>: 10

Powers:

Natural Toughness: 30 Rank (Still takes damage from AP attacks)

Gear:

Chinese Ceremonial Armor: 50 KD

Chinese Sword: 4d10+STR AP LETHAL Damage

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Men Shen (Gods of entrances and exits)

The two Gods may be told apart by the color of their faces. One is red and the other white. Each has magic symbols on their armor offering them uncanny protection. There are many Men Shen, each guarding specific locations. They are for all intensive purposes a race of Chinese Gods. They are famed for keeping those who go to hell in hell and making sure demons don't escape.

Characteristics

Smarts: 10

Willpower: 40

Presence: 10

Hand-Eye Coordination: 10

Reflexes: 10

Strength: 10 (50 Rank Super STR)

Body: 20

Constitution: 20

Movement: 10

Derived

STUN: 200

HITS: 200

Initiative: 20

Actions: 10

Attack: 20

Evade: 20

Education: 20

Perception: 20

Skills: God of Mythology: 10, Specialty <Chinese Religion>: 10

Powers

God Skin: The god is totally immune to ALL non-magical attacks, this includes psionics and energy. Magic and CHI do regular damage. God Skin also allows a natural armor at 20 Rank versus magic and CHI.

Immortality: As a God of Mythology he may live forever and not age.

Gear:

Chinese Ceremonial Armor: 50 KD

-Reduces CHI and magic damage by half

Mystic Chinese Great Sword: 7d10+STR AP LETHAL Damage (this damage is doubled when used against demons), Armor Piercing (ignores ALL forms of protection)

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Guan Di (Patron deity of Soldiers and Policemen)

Guan Di is the god who watches out for state officials and those who protect the state. Originally Guan was a general near at the ending of the third century. His military skills were unmatched. He was greatly admired by his peers and those he served. At the end of his natural life he ascended into godhood. Guan became a giant with a long beard and red face. He often wears his green armor that he valued in his mortal life. Today Guan rises only when there is dire need for his help. He slumbered through the period of Cartel, but when he awoke recently he encouraged the eight immortals to find heroes that could uphold his virtues and restore order to China. He does not concern himself with the whereabouts of his fellow gods.

Characteristics

Smarts: 60

Willpower: 90

Presence: 90

Hand-Eye Coordination: 90

Reflexes: 90

Strength: 90

Body: 90

Constitution: 90

Movement: 90

Derived

STUN: 900

HITS: 900

Initiative: 150

Actions: 90

Attack: 180

Evade: 180

Education: 150

Perception: 150

Skills: God of Mythology: 20, ALL Military Skills: 90, Specialty <Chinese Religion>: 90

Powers:

God Skin: The god is totally immune to ALL non-magical attacks, this includes psionics and energy. Magic and CHI do regular damage. God Skin also allows a natural toughness of 20 Rank versus magic and CHI.

Immortality: As a God of Mythology he may live forever and not age.

Energy Mastery: Guan Di is able to harness any energy he wishes to for up to 100 Rank. This includes bolt attacks, force fields, creation and manipulation.

Dimension Travel: As a god Guan Di may instantly shift between dimensions.

Create Avatar: Guan Di may bestow powers on mortals in times of need making them his avatars. Players get the following:

-Shift 4 Characteristics +4. Don't forget to adjust Secondary Stats accordingly including CHI or other points.

-Stun becomes natural toughness.

-They gain 50 additional Fuzion Points to be used to increase EXISTING powers and such (but NOT technology).

Gear: Guan Di's Armor: 100 KD

-Reduces CHI and magic damage by half.

Guan Di's Great Sword: 10d10 AP LETHAL Damage (this damage is doubled when used against demons), Armor Piercing (ignores ALL forms of protection)