

Power Generator Surge-Plug
By Jason Libby

Welcome to Jay's Fuzion Power Generator or now more famously known as PG. I am presenting here a quick start way to get your Fuzion games off the ground. Without adding anything new to the existing Fuzion core rules (as found in the core book) players can create fantastic powers, abilities and power suits, all in a matter of minutes. All it takes is an imagination and any basic knowledge of comics. PG works using you END as a base for power creating with variations for Psionics, Magic and High Tech creations.

Some standard rules regarding this new Surge-Plug:

- 1) **END** is used to set up your powers and use them. You will need to set **END** aside for EACH power. *Example: You have 50 END. You want rock skin at 40 KD. So 40 END is earmarked for JUST the rock skin. You then want to increase your STR by 10. So 10 END is earmarked for Super STR. As you take damage over your KD you lose END too. Once all your armor is gone you lose END from your STR pool (10 END). When that is gone you start to loose HITS.*
- 2) **END** is recovered at 1 point per FULL hour of rest as a standard rule.
- 3) You may have multiple powers, but just remember that **END** only goes so far. You might have an instance where you'll have separate pools for **END** and powers.
- 4) Range is determined by whatever **END** you have, but does not **COST END**. The idea is as your **END** decreases you start to lose that oomph you need to use a power and the range lessens.
- 5) Powers are activated and not always on unless a players states otherwise.
- 6) When creating Psionic powers you take your **WILL** times 10 and that is your **Mental Endurance**. **ME** works just like regular **END** when buying and using powers.
- 7) When creating high technology you can take your **INT** and multiply it by 10 and this is your **Intelligence Pool (IP)**. Use your **IP** just like you would **END** to create your stuff. Players might want to opt for an Energy Pool that powers their gear. This works just like **END**.

Super Powers

It breaks down into these categories:

Armor: Natural Armor receives a **KD** equal to **END**. When the **KD** is gone the person either transforms back into their human form or starts taking damage to their **HITS**. Each point of damage over the armor (**KD**) subtracts from the **END**. For ever hour of FULL rest, the player receives back 1 **END** point. Force Fields also have a range and Strength equal to the player's **END**.

Power Examples:

- Iron Skin
- Force Fields
- Rock Hide
- Rubber Skin
- Scale Skin

Body Powers: This includes things like invisibility, intangibility, and plasticity. You may stretch as far as your **END** in feet. Intangibility allows you to walk through walls and material equaled to you **END** in **KD**. *Example: So if you wanted to walk through a 40 KD wall, you'd need at least 40 END to do it.* Invisibility allows you to be invisible and not be seen unless someone rolls above your **END** using Perception.

Power Examples:

- Intangibility
- Invisibility
- Life Support (1 **END** equals 1 hour)
- Plasticity
- Transform into Light (works like Intangibility)
- Transform into Darkness (works like Intangibility)

Close Combat Weapons: Natural weapons have a **SDP** equal to your **END**. You may add **END** points to increase the effect of the damage, but not the damage itself. *Example: a claw attack against a 40 KD material. Add 40 **END** points to make your attack Armor Piercing.* Damage for these weapons is 1d6 per point of Strength.

Power Examples:

- Body Weapons
- Claws
- Fangs
- Talons

Movement: Players may fly, glide, jump, run, dig and do other movement types. For each point of **END** players using a movement power may move at that speed in MPH. *Example: The Eagle has an **END** of 50, so he may fly at 60 MPH.* This also works for teleportation, where you may teleport 1 yard per 1 **END** point.

Power Examples:

- Digging
- Flight
- Gliding
- Leaping
- Super Running
- Super Swim

Ranged Attacks: This is where you create a **Damage Point Pool (DPP)**. Each point of **END** equals 1d6 of damage. Once that is used up then you may not use that power until you gain back **END**. The range of the attack is equal to your **END** in feet. Like in the Close Combat Weapons listing you may add **END** to increase the effect of the damage, like making it armor piercing.

Power Examples:

- Darkness Generation
- Fire Generation
- Healing (you restore 1 **HIT** per **END** point to another person)
- Ice Generation
- Light Generation
- Optic Beams
- Water Generation

Regeneration: For each point of **END** spent the player may heal 1 **HIT**.

Super Form: Players may increase Characteristics by 1 per 1 point of **END**. This lasts 1 hour per **END** point. If all points are used up then they revert to their normal form. While in the super form the player may use the extra **END** they gain for powers that are active in that form. Make sure to keep track of these points separately.

Super Senses: Players may add **END** points to their Perception rolls.

Power Examples:

- Super Hearing
- Super Sight
- Super Touch

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