

The Basic System

Conversions Action! System and Fuzion

TBS Stat	Conversion to A!S	Action! System Attribute
INT	INT MSB+1=	INT
WILL	WILL MSB+1=	WIL
CHA	CHA MSB+1=	PRE
AGI	AGI MSB+1=	REF
STR	STR MSB+1=	STR
END	END MSB+1=	HLT
SPD	-----	Follow A!S rules
A!S Attribute	Conversion to TBS	TBS Stat
INT	INT+9=	INT
WIL	WIL+9=	WILL
PRE	PRE+9=	CHA
REF	REF+9=	AGI
STR	STR+9=	STR
HLT	HLT+9=	END

Use which ever system's rules for secondary stats and Attributes to figure out the rest. When it comes to Advantages and Disadvantages we suggest you replace Advantages with Natural Abilities and Disadvantages with a negative **MSB** such as **STR 8, MSB -2**. Skills are done up the same, with two being the average.

TBS Stat	Conversion to Fuzion	Fuzion Characteristic
INT	INT MSB+1=	INT & TECH
WILL	WILL MSB+1=	WILL
CHA	CHA MSB+1=	PRE
AGI	AGI MSB+1=	REF & DEX
STR	STR MSB+1=	STR
END	END MSB+1=	CON & BODY
SPD	SPD MSB+1=	MOVE
Fuzion Characteristic	Conversion to TBS	TBS Stat
INT & TECH	INT+TECH/2 +9=	INT
WIL	WILL+9=	WILL
PRE	PRE+9=	CHA
REF & DEX	REF & DEX/2 +9=	AGI
STR	STR+9=	STR
CON & BODY	CON + BODY/2 +9=	END

Use which ever system's rules for secondary stats and Characteristics to figure out the rest. When it comes to Complications, Talents & Perks we suggest you replace Talents and Perks with Natural Abilities & The Extras and Complications with a negative **MSB** such as **STR 8, MSB -2**. Skills are done up the same, with two being the average.

The Basic System written by J. Parker.
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Action! System rules created by Mark Arsenault & Patrick Sweeney
Action! System Core Rules written by Mark Arsenault, Patrick Sweeney &
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