

The Unofficial



Fantasy Roleplaying Game Instant Fuzion® Rules

By Steve Peterson and Gary Townsend with extremely special thanks to Bill Beane. Some text has been adapted from R. Talsorian Game's *Dragonball Z RPG*. Artwork by Square, Ltd.
Text adapted to the Chrono Trigger FRPG by D. West Robbins. Special Thanks to Christian "Evil Schemer" Conkle for his assistance with the Chrono Trigger Magic Plug -In.



Welcome to Instant Fuzion®!

Instant Fuzion is a greatly simplified version of Total Fuzion, a role-playing game system used in the *Champions: New Millennium RPG*, *Bubblegum Crisis RPG*, *Armor Trooper VOTOMS RPG*, *Sengoku*, and the unofficial *Record of Lodoss War RPG*. It was developed jointly by Hero Games, Inc., the producer of C: NM, and R.Talsorian Games, Inc, the maker of BGC and AT:V.

Instant Fuzion itself has made some published appearances, in the *Wildstrike* game, *Dragonball Z RPG*, the *Yusagi Yojimbo RPG*, and the *Lightspeed RPG*. Instant Fuzion can be "unfolded" to create a Total Fuzion character, or can be used to play a simple role-playing game with by itself.

In order to make an Instant Fuzion character, you need some pools of Character Points. There are two to three pools of points: Characteristic Points (CP), Option Points (OP), and sometimes Power Points (PP). Your Game Master (GM), or Referee, will assign a certain amount of points to each pool that you can distribute to the statistics in each as you please. The higher a number in a statistic, the better. However, low numbers in some places can make a character more interesting and believable to play.

Statistics (Stats, Characteristics)

There are 4 main, or **Primary Stats**, in Instant Fuzion, and 4 figured or **Derived Stats**. These numbers define the core of your character. The Primary Stats are:

- **Mental:** which measures your intellectual capacity, willpower, and force of personality.
- **Combat:** which measures your reflexes, motor and hand-eye coordination, and overall athletic ability
- **Physical:** which measures your body's health, raw physical power, and structural integrity
- **Move:** which indicates how fast you can get from Point A to Point B. It equals two meters per Move per phase.

Then there are the Derived Stats and how to figure them:

- **Hit Points or HP:** (5 x Physical) A measure of the physical damage that a character can take before being knocked out or killed.
- **Mana Points or MP:** (5 x Mental) The amount of magical energy a character can control; it measures how many Techniques (see below) a character can perform before he drains his magical reserve.
- **Stun Defense or SD:** (2 x Physical) How good a character is at either avoiding or absorbing damage or physical punishment; it is subtracted from the damage dice roll an enemy makes against you.
- **Initiative or INIT:** (Combat + Move) A measure of how quickly a character can ready himself in combat; the combatant with the highest INIT score acts first each combat round.

Hit Points and Mana Points fluctuate constantly ... especially in the heat of battle. Characters may regain both their full HP and their full MP allotment by either resting in a Shelter or an Inn or by imbibing an Elixir.

Starting Points: It is recommended that characters be allotted 24 Characteristic Points (CP) at the beginning of a campaign. A value of at least 1 must be assigned to each Primatery Stat. CP are not used to buy up Derived Stats.

Benchmarks: When assigning Stats, it is important to remember that an average person's Stats range from 2-4, while a well-trained person's Stats range from 4-6, an Olympian's Stats range from 7-9, and an average superheroic adventurer Stats range from 9-12. Beyond that are areas of potential only hinted about in legends!

Skills

Skills are things that your character knows how to do. They are added to an appropriate Stat and 3d6 when attempting to do a difficult or dangerous task (such as swinging a weapon or climbing a wall).

- **Awareness:** Your Skill at perceiving and interpreting the world around you. [+Mental]
- **Body:** Your athletic Skill; how well you can use your body to perform Physical feats. [+Physical]
- **Control:** Your Skill at controlling machines, animals and vehicles. [+Combat]
- **Education:** The knowledge that you learned in school: history, current events, etc. [+Mental]
- **Evasion:** How well you dodge and avoid blows and fireshots aimed at you in combat. [+Combat]
- **Fighting:** How well you can hit someone with your fists or with a weapon in combat. [+Combat]
- **Performance:** How well you can get and keep the attention of a crowd. [+Mental]
- **Social:** Your Skill at interacting with other people. [+Mental]
- **Technique:** Your skills at using Techniques or performing feats with your hands. [+Physical or +Mental]

Starting Points = Characters should be allotted 30 Option Points (OP) at the start of the campaign. Although a value of 0 may be assigned to a Skill, it is not highly recommended unless it is to accentuate an entertaining character flaw.

Benchmarks : A person with a Skill level of 2-4 resemble normal, professional people. A person with a Skill level of 5-6 is considered a master of his skill. A person with a Skill level of 7-8 is amongst the best in the world. A person with a Skill level of 9-10 is considered a veritable genius, celebrated throughout the lands and perhaps beyond. Skill levels above 10 go beyond that, reaching levels only hinted about in legends.

Powers (Techniques)

See the Chrono Trigger Magic Plug-In, below, for full details about Powers in the Unofficial Chrono Trigger Fantasy Roleplaying Game.

Starting Points = Characters should be allowed to design the first two Techniques of their Schools at the beginning of the campaign. Characters will not possess Double or Triple Techniques at the beginning of the campaign.

The Chrono Trigger Magic Plug-In

"Powers," referred to in the Chrono Trigger RPG as "Techniques," are the metaphysical abilities of a character that can assist him in his adventures. Most Techniques are combat-oriented and are fully detailed herein. Noncombat Techniques (like those demonstrated by Queen Zeal, Schala, and the three Gurus) should only be used by major NPCs hailing from 12,000 BC before the destruction of the Kingdom of Zeal.

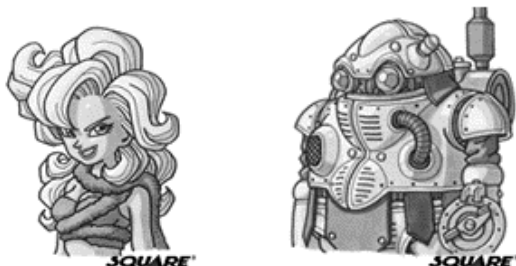
Special Effect of Powers: Techniques are divided into "Schools of Thought" unique to each character. Each player should decide on a motif for their Technique School of Thought. It could be elemental in nature, such as Lightning (Crono/Serge), Water (Frog), Fire (Lucca/Kid), Earth, Darkness (Magus/Lynx), or Ice (Marle). It could derive from the character's very nature, such as beast-like attacks (Ayla) or machine functions (Robo/Grobyc). It could derive from the character's profession, be it pistoleer (Norris), chef (Orcha), dancer (Miki), or scientist (Luccia).

Each beginning *Chrono Trigger* RPG character *must* choose one (and only one) School of Thought that reflects his character's personality. This School cannot be changed in the future. Powers at each level should be designed according to that School of Thought.

Also, it is important to note that no matter what, a new *Chrono Trigger* RPG character must pick one of the following colors to represent their character:

Color	Element	Opposed By
Black	Darkness	White
White	Air/Lightning	Black
Red	Fire	Blue
Blue	Water/Ice	Red
Green	Nature	Yellow
Yellow	Earth	Green

The importance of this part is that all attacks made against an opponent of the opposite color are made at 150% damage. Likewise, all attacks against opponents of the same color are made at 75% damage. Remember, though, that this counts for the monsters, too!



Single Techs: To build a Single Tech, simply decide whether you are going to damage your enemies or heal your allies. The number of dice you roll to determine the damage you inflict/heal and the MP cost is dependent on the rating of the Tech.

Rating	Dice	MP
1	12	1
2	16	3
3	20	5
4	24	7
5	28	10
6	32	13
7	36	16
8	40	20

Several special effects may adjust these values. Adding an advantage to a Tech reduces its effective die pool while keeping the MP cost the same. Thus, a Rating 5 Tech that is an Area of Effect attack (-12 dice) still costs 12 MP but only does 16 dice of damage ... only you do 16 dice of damage to all the enemies! If an advantage would take the effective die pool of the Tech below 4 dice, then the advantage cannot be used.

- Affects Desolid (-8 dice):** A Tech with this advantage effects ethereal, time-shifted, and plasma-based monsters.
- Area of Effect (-12 dice):** A Tech with this advantage effects all the enemies or allies (but not both) in the battlefield.
- Armor Piercing (-8 dice):** A Tech with this advantage ignores the armor and SD of the enemies targeted.
- Confuse (-12 dice):** This effect causes enemies to act randomly, for better or for worse. This effect lasts until the enemy can make a Mental + Awareness checks against a DC of 18 + Tech Level; the check is made every phase. While the enemy is effected, roll 1d6 each phase. 1) Attack foe. 2) Attack friend. 3) Attack self. 4) Cast Tech on foe. 5) Cast Tech on self/friends. 6) Do nothing.
- Delay (-4 dice):** A Tech with this advantage can be set to go off after a number of phases equal to the rating of the Tech ... or in less time, if desired.
- Explosion (-8 dice):** This attacks a number of targets equal to the rating of the Tech who are within 20' of each other. This usually amounts to from 2 to 5 targets.
- Line (-8 dice):** This is similar to Explosion, except that the character can effect any number of enemies or allies so long as they are all within a 4 meter line straight from the character to his destination point. The destination point can be anywhere within MOVE x4 of the character, but the Tech effect must travel to that point in a straight line.
- Raise Ally (-20 dice):** For a Tech to use this advantage, it must be a healing Tech. The Tech immediately raises one chosen ally to 1 Hit, with the remaining die pool healing the character further. This advantage can be combined with Explosion or Area of Effect.
- Steal (-12 dice):** This effect allows the character to steal a useful item off of a monster. This can normally be done only once per monster, and the item that can be stolen should be predetermined by the GM for each monster. The character makes a Mental + Technique + 3d6 roll against a DV of the monster's Mental + Awareness + 10. If the character succeeds, he procures a useful item. If the character fails, he may try again the next phase if he so chooses.

Example: Crono's player decides to create the ultimate White spell, the powerful *Luminaire Tech*. This is a Rating-8 Single Tech and thus would cause 40 dice of damage as it stands. However, Crono intends to channel lightning energy to strike down everyone in the battlefield. So, the Area of Effect advantage is applied, dropping the effective die pool to 28 dice (40 - 12). Thus, Crono's *Luminaire Tech* will strike every enemy in the battlefield with 28 dice of damage!!!

Melee vs Ranged Techs: Melee Techs may add the character's Physical stat to the die pool, but cannot be used at Ranged. Ranged Techs may be used at range, but cannot add the character's Physical stat to the die pool.

Double and Triple Techs: These are built slightly differently. Each person casting the Tech contributes a rating of his or her choice (e.i. Marle contributes a Rating 5 effect and Lucca contributes a Rating 4 effect). If the Tech is to have advantages, the advantages are applied to each contribution after the die pools are combined; advantages cannot drop the adjusted total die pool below 4 dice. The adjusted total die pool is then multiplied by x1.25 (don't worry ... die pools are in increments of four, so the results will always be in the form of whole numbers).

When the Tech is cast, each person casting the Tech pays the MP cost of his or her contribution. Then the Tech is resolved. Remember, the Tech will have the elemental properties of all people contributing. Thus, if someone with Black and someone with Green were to create a Double Tech, White and Yellow creatures would take more damage while Black and Green creatures would take less damage from the Double Tech.

Example: Marle and Lucca's players decide to design the Antipode 2 Tech. Each decides to contribute Rating-4 effects to this attack, an attack that will hit a small group of creatures. Both Lucca and Marle can contribute 24 dice to the effect. The Explosion advantage is then applied once for each of the two contributions, $(48 - 8 - 8 = 32)$. Thus, the total dice of the Double Tech will be 40 $(32 \times 1.25 = 40)$. Now, when Lucca and Marle cooperate for the Antipode 2 Tech, each of them pays 9 MP and a small group of enemies will be hit by a 40 die Red and Blue effect!!!

As a final, very important note: Be sure to design the Techs exactly the way you want them when you design them. You cannot change the Techs later!!!

Rule of X (RoX)

This is a way for the GM to control the relative power of the characters. This makes sure that no one character can completely overwhelm another in either offense nor defense. Characters thus cannot be either instant killing machines or invulnerable brick walls. It is simple to use:

Stat RoX = $7 + 1$ per 3 Character Levels (rounded down)

Skill RoX = $6 +$ Character Level

Thus, the max Stat a beginning character can have is 8 and the max Skill the same character can have is 10. However, by reaching 40th level, a character can have a max Stat of 20 and a max Skill of 46!!!

Limitation/Complication:

You may take one to four Complications for your character. Complications make the character more believable and fun to play. Examples of Limitations or Complications include (but are not limited to) gadgets, limited uses, limited applications, hunted, psych problems, vulnerability, etc. A Minor Complication, one that only hinders him mildly or only hinders him once in a while is worth either 1 CP or 5 OP. A Major Complication, one that hinders him greatly or hinders him a great deal of the time, is worth either 2 CP or 10 OP.

Example: The monstrous Anthrocon might have a lot of nifty flaming Techs. But he is also Megalomaniacal to a fault. This would be worth 2 CP or 10 OP to him. Likewise, Lucca may have been incredibly smart, but Absent-Minded. Marle was also rather smart, but a bit of an Airhead. Since these only hinders them some of the time, they only gets 1 CP or 5 OP each out of these Complications. Robo may Distinctive Features due to his robotic nature while Frog may be hindered by a Code of Honor. These, too, would be worth 1 CP or 5 OP a piece.

Think logically but also use your imagination when deciding your character's "Achille's Heel." Of course, the Heroes of Time were all Hunted by Lavos (and by virtue thereof, they were also Hunted by Azala, Queen Zeal, Dalton, The Mystics, and Mother Brain). This level of danger would net each character 2 CP or 10 OP.

Task Resolution

The basic game mechanic in Instant Fuzion is very simple. It is used for resolving actions where the outcome is uncertain. This is called Task Resolution. To resolve a task, you add your relevant Stat to your Skill to get a base Action Value (AV). Then you roll 3d6 (called a "dice roll") and add that to your Action Value to get your Action Total (AT). This number is compared to a Difficulty Value (DV). If your Action Total is higher than the Difficulty Value, you succeed. If it is less than the DV, you do not succeed, but you can try again if the Game Master allows it.

Task Resolution: Stat + Skill + 3d6 = Action Value; versus Stat + Skill + 10 for opposed tasks or versus a Difficulty Value for unopposed tasks. The DV of unopposed tasks is given below.

Unopposed Difficulty Values	
Challenged	10
Everyday	14
Competent	18
Exceptional	22
Incredible	26
Legendary	30
Superheroic	34

Strength Checks: To lift something really heavy, you must make a Physical Stat + Body Skill + 3d6 check against the DV of the weight being lifted. Here is the DVs and the weight categories:

Strength Check Difficulty Values	
Challenged (25 kg)	10
Everyday (50 kg)	14
Competent (100 kg)	18
Exceptional (200 kg)	22
Incredible (400 kg)	26
Legendary (2.5 tons)	30
Superheroic (10 tons)	34

If a character's Physical Stat + Body Skill + 5 meets the DV of the weight, he can just pick up the item without a roll.

Combat

Combat Time

Combat is conducted in 3-second time units known as Phases. Every character, including all PCs and NPCs, get one Action each Phase. The character with the highest INIT score gets to declare his Action first ... or abstain from declaring his Action until he's heard everyone else declare their Actions. Once all Actions have been declared, the contests are resolved and the results adjudicated. Then the next Phase can begin.

Every 4 Phases concludes what is called a Round. This harkens back to the days of *Champions*, when a Round was 12 seconds long and characters got a number Phases per Round equal to their Speed score. Optionally, a GM may want to use the SPD score and Speed Chart given in the *Champions New Millenium* rulesbook ... simply use Combat instead of Reflex to calculate SPD. At the end of every Round, each character may regain a number of HP equal to their Physical score ... they are catching a second wind and going for gusto. They may also regain a number of MP equal to their Mental score.

Actions

Each character can do one Action each Phase. The Actions a character may take are:

Attack: Use any type of attack, including weapons and Techniques.

Block: Stop any one hand-to-hand or melee attack (but not a Technique). The Difficulty Value is the attacker's Combat + Fighting + 10. This takes your Action for the Phase.



Dodge: Add +3 to your Defensive Values for this Phase against all attacks. This takes your Action for the Phase, so you cannot attack.

Get Up: Stand up if you have been knocked down or thrown. You may take one other Action this Phase except for Run or Sprint.

Grab: You can grab a person or object. While maintaining the Grab, your Action Values are at a -2 penalty and your Defensive Values are at a -3 penalty.

Move: Move up to half your Move stat value, plus take one other Action this Phase except for Run or Sprint.

Run: Move your full Move stat. This takes your Action for the Phase.

Sprint: Move up to twice your Move stat. Your Combat Characteristic is at half normal and your Defensive Values are at 0 until the beginning of the next Phase.

Throw: Throw a person or object with a -4 to the Action Value of the attempt if the object is not made for throwing. A person must be Grabbed before they can be Thrown.

Other Action: Any other single Action that the GM lets you take.

Making the Attack

For most attacks, the attacker must roll his Combat Stat + Fighting Skill + 3d6 for an Action Value and try to beat the defender's Combat Stat + Evasion Skill + 10 Difficulty Value. Optionally, if the defender is a PC, the GM may allow the player to roll 3d6 instead of using the set 10 value. Also, optionally, if the attacker is an NPC and the defender is a PC, the GM may opt to have the defender roll 3d6 for the DV while the GM simply uses the set 10 value for the AV.

Remember that PCs must choose a signature weapon type during character creation. They get a +3 AV bonus with their signature weapon type, but a -3 AV penalty with all other weapon types.

Giving Damage

If an attack succeeds, then the attacker gets to roll for damage. This will be measured in a number of Damage Classes (DC), with each DC equal to 1d6 to roll. The DC value of a melee attack will usually be equal to the weapon's DC rating plus the character's Physical score. For instance, since Crono's katana is equal to 6 DC and Crono's Physical stat is 6, he would roll 12d6 to find how much damage he's done. That's anywhere from 12 to 72 HP of damage!!!

Now, let's assume Crono has been adventuring for a while and now he has a Physical stat of 10 and a katana that's rated at 14 DC. That's 24d6 of damage!!! Who wants to roll that many dice? Actually, there are gamers who love to roll that many dice or more. For the rest of you, you may want to break it down to a smaller, even number and then just multiply the result. For instance, for the 24d6 damage, the GM may allow you to just roll 6d6 and then multiply the result by 4.

Taking Damage

Okay, that nasty monster just hit your character for 34 points of damage. What next? Well, that damage has to break through your defenses, first of all. For this reason, a character is allowed to subtract from the damage an amount equal to his SD stat score plus the value of whatever protection he is wearing. For instance, let's say your character has an SD of 12 (which is average for beginning PCs) and he's wearing a Turtle Plate that's worth another 14 points of defense. That means you could subtract 26 points from the monster's attack of 34, thus only having to subtract 8 points from your HP. This becomes important when you take on Boss class monsters, who can really rip PC heroes apart.

Your character can also take damage from falling, which causes 1 DC of damage per 3 MOVE of falling (about 1d6 for every 6 meters or 10 feet). Fire, poison, natural lightning, and other sources of icky-bad awfulness can also cause damage; a mild threat would cause 1-4 DC, an intense threat would cause 5-10 DC, and a deadly threat would cause 11-20 DC. A character's SD only applies if the threat is internal (such as a poison or drug), but the character may add his armor's rating if the threat is external (such as a lightning bolt).

Is My Character Dead?

Your character's HP rating just dropped to 0 or below. Is he dead? In *Chrono Trigger*, the answer is "No." However, your character doesn't get off scott-free, either. His HP value resets to 0 and he falls into a coma-like state. He can only be healed either by using a Revive item (which restores all his HP) or by getting him to an Inn for a night's rest (which also restores all his HP).

Character Advancement

Chrono Trigger characters earn experience differently from other *Instant Fuzion* characters. Instead of being awarded OP at the end of every adventure, characters earn XP (experience points) at the end of every combat. After earning 100 XP, a character goes up a level ... just like in the video game.

Player characters start out at 4th level, which is why they get 30 OP at character creation. As characters rise up to higher levels of power, they can use the awarded OP to beef up their Stats or Skills. In addition, they gain access to a greater variety of potentially more powerful Techs.

Attribute OP Cost	
Stats	+1 per 5 OP
Skills	+1 per 1 OP
MP	+1 per 1 OP
HP	+1 per 1 OP
SD	+2 per 5 OP
INIT	+2 per 5 OP

At the end of every combat, the GM should award each player a number of XP according to the following equation: **(The Sum of Opponents' Levels ÷ The Sum of PCs' Levels) x 50**. The result of this calculation is the XP each character receives.

Example: The hero, Tempus, with the help of his butler and bodyguard, Donovan, and his erstwhile girlfriend, Nadine, has defeated the dreaded Mega-Nu. Tempus is Level 12. Donovan is Level 9. Nadine is Level 8. This gives the group a Total Level of 29. The Mega-Nu is Level 28. Not only that, but the Mega-Nu kept sprouting little Nu creatures every couple of rounds; the party had dispatched about six of the Level 5 creatures by the time they defeated the Mega-Nu. This gives the Mega-Nu and it's party a Total Level of 58! Thus, the XP each character earned from this fight is 100 (58 / 29 x 50 = 100)! This is more than enough XP to jump a level!

It's important to remember that for a fight to give the PCs 50 XP, the enemy must be equally as powerful as the characters. Most common fights should give each character 10 or 20 XP at the most. Otherwise, the character's resources will become taxed too quickly and, if they survive at all, they will become too powerful too quickly. While rising a level certainly happens more quickly in *Chrono Trigger* than it does in more traditional FRPGs, it should not happen any more often than two or three times a game session.

The Experience Table

Level	XP Required	OP	Single Techs	Double Techs	Triple Techs
1	--	15	--	--	--
2	--	20	1	--	--
3	--	25	1	--	--
4	0	30	2	--	--
5	100	35	2	--	--
6	200	40	2	1	--
7	300	45	3	1	--
8	400	50	3	2	--
9	500	55	3	2	--
10	600	60	4	3	--
11	700	65	4	3	--
12	800	70	4	4	--
13	900	75	5	4	1
14	1,000	80	5	5	1
15	1,100	85	5	5	1
16	1,200	90	6	6	2
17	1,300	95	6	6	2
18	1,400	100	6	7	2
19	1,500	105	7	7	3
20	1,600	110	7	8	3
21	1,700	115	7	8	3
22	1,800	120	8	9	4
23	1,900	125	8	9	4
24	2,000	130	8	10	4
25	2,100	135	8	10	5
26	2,200	140	8	11	5
27	2,300	145	8	11	5
28	2,400	150	8	12	6
29	2,500	155	8	12	6
30	2,600	160	8	13	6
31	2,700	165	8	13	7
32	2,800	170	8	14	7
33	2,900	175	8	14	7
34	3,000	180	8	15	8
35	3,100	185	8	15	8
36	3,200	190	8	15	8
37	3,300	195	8	15	9
38	3,400	200	8	15	9
39	3,500	205	8	15	9
40	3,600	210	8	15	10

For each 100 additional XP earned, a character rises an additional level; this earns him 5 more OP with which to improve his stats or skills. However, he does not earn additional Techs after 40th level.

Single Techs are measured in power from Rating 1 to Rating 8. Single Techs are earned in order of Rating as a character rises in Level of power (thus, a beginning character will know a Rating-1 Tech and a Rating-2 Tech at 4th Level while a 7th Level character will learn his Rating-3 Tech). Double or Triple Techs, however, can be derived from whatever Rating of power each character possesses in Single Techs. This is fully explained in the *Chrono Trigger Magic Plug-In* (see above).

As a note to GMs, monster are rated in levels just like player characters are. So if the Mega-Nu is 28th level, it gets 24 CP, 150 OP, and 8 Single Techs to play with!



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