SCOPE FUZION SYSTEM

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What is Fuzion?

Fuzion™ is a multi-genre role playing system created by HERO™ games and R. Talesorian Games, Inc. That means it's a role-playing game for use in multiple settings.

What is Scope?

Scope is an adaptation of the Fuzion system focusing on modern tactical combat. It is intended to be used without the Powers Plug In.

Legal Stuff

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SCOPE CHARACTERS

Scope characters are constructed using 45 Character Points (CP) and 45 Option Points (OP). Characters may receive additional OP's by taking on complications. Sample complications will be listed below but as a rule of thumb, characters should not be allowed more than 45 additional OP's except in very special circumstances. The maximum starting characteristic is 6. The rule of X is initially set at 18.

CHARACTERISTICS

Characteristics define the basic structure of a character and the numbers show how good a Characteristic is relative to other people. Primary characteristics are bought using a character's CP's and derived characteristics are derived from the primary ones.

Scope Primary Characteristics

Mental Group

Intelligence (INT): How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception and your ability to learn.

Willpower (WILL): Your determination and ability to face danger and / or stress. This characteristic represents your courage and cool. This characteristic determines your ability to take actions in combat.

Presence (PRE): Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

Combat Group

Technique (TECH): Your ability to manipulate tools or instruments. This is not the same as reflexes, in as much as this covers the knack of using tools.

Reflexes (REF): Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex characteristic. Most importantly, this is the characteristic that shows your natural ability to hit things in combat.

Dexterity (DEX): Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this characteristic is used to avoid being hit in combat.

Physical Group

Constitution (CON): How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

Strength (STR): Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY): Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure.

Movement Group

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc. There is only one primary characteristic in this group.

What do the numbers mean?

In Scope the average man on the street has between a 2 and 3 value in the primary characteristics. The normal maximum for a human is a 7, with a few legendary persons reaching an 8. The following table will give you an idea of what all the values represent:

Value	Label	Characteristic or Skill Description
Less than 1	Challenged	Everyday tasks are difficult. This value is found in children, the elderly or the infirm.
1-2	Everyday	Most ordinary people are likely to have some characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks). For a skill, you've learned the basics of this task and can do this thing most of the time though not very well. You're an apprentice or a beginner.
3-4	Competent	You're competent at everyday tasks involving this characteristic. Most healthy adults have some characteristics that fall into this range. This is the realm of everyday "heroes" such as policemen, fireman, paramedics, technicians, etc. For a skill, you're well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional
5-6	Heroic	You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more characteristics in this range. This is the realm of professional mercenaries, top soldiers, special police, scientists and TV heroes. For a skill, you are a master and are capable of unusual applications. You are considered a master craftsman or an expert.
7-8	Incredible	You are extremely capable in this area, among the very best in the world; an Olympic athlete, Nobel winning scientist, a champion martial artist might have a characteristic in this range. This is the realm of Kung Fu heroes, action movie stars, and other not quite impossible people. For a skill, you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering into the realm of fiction, of amazing skill that's not quite impossible.

Scope Derived Characteristics

These characteristics are created by performing some kind of mathematical operation on one or more of a character's primary characteristics.

Stun (BODY x 5): How much stunning / brawling damage you can take before you are battered into unconsciousness, calculated as points.

Stun Defense (SD, CON x 2): How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery (REC, STR + CON): This determines how fast you recover from damage. You get this many Stun points back each turn when you rest.

Run (MOVE x 2m), Sprint (MOVE x 3m), Swim (MOVE), Leap (MOVE): How far you can run, sprint, swim or leap in 3 seconds.

Hero Points (INT + REF): These points can be used to improve your characteristics or abilities between gaming sessions or they can be used to alter important die rolls during play. For each hero point expended, a specific die roll can be increased or decreased by 3. In the case of damage rolls, each hero point spent can add or subtract 1 DC. Modifying characteristics and abilities using Hero Points is discussed below, in the section concerning character improvement. Once spent, Hero points are gone and they are only earned slowly so spend them wisely.

INCREASING OR DECREASING CHARACTERISTICS (PRIMARY OR DERIVED)

Characteristics generally may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic. Or, as last resort, you may attempt to convince your GM to allow you to use Option Points to increase a Characteristic at a ratio of five OP for every point of Characteristic increase.

CAMPAIGN OPTIONS

In any campaign, characters will need to get the basic Skills, Qualifications, Talents, Perks and Equipment with which to fight, protect themselves, and generally adventure. These Campaign Options are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions. But as a general rule, they all break down into Skills, Qualifications, Talents, Perks and Equipment; all of which are purchased using Campaign Option Points [OP].

OPTION POINTS

When starting a new character; everything he/she owns or knows is purchased with Option Points (OP). Why is this? The main reason is that it allows players to accurately scale characters; everything costs Option Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters; as long as you have similar levels of Option Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. Option Points are given to Players by the GM at the start of character creation (still more points will come from Complications and experience awards).

The standard allotment of Option Points in Scope is 45.

Trading Option Points for Characteristic Points (Primary or Derived): Option Points are not normally interchangeable with Characteristic Points (which are used only to buy Characteristics). However, in certain situations (such as a character undergoing some sweeping or fundamental changes), you can use Option Points to raise a Characteristic at a ratio of five Option Points to one Characteristic Point.

Inherent Options & Bought Options

Inherent options are things that are part of the character; they are as much a part of him as his Characteristics. They cannot be taken from him (under most circumstances), but they also cannot be used by anyone else. Inherent items usually include Skills, Qualifications, Talents and Perks and are always purchased with Option Points.

Bought Options are things that can be constructed and paid for in money. Bought items most often include vehicles and equipment. Unlike Inherent options, bought options can be used by others. They can also be destroyed or taken away from a character and must be replaced by using money or new Option Points gained through Experience.

In most Scope games, the character will be receiving a basic load or a general issue of equipment. Option Points should only be spent on must have equipment that the character places great importance on and goes to great lengths to possess.

COMPLICATIONS

One way to get more Option Points when creating a character is to take on a few Complications-social, mental, physical, or emotional situations/problems that define and enhance your character; they can also be linked to various Lifepath events to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its Frequency, Intensity and Importance:

Frequency

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis ( ) right after it, but we also provide you with a handy table of general roleplaying guidelines:

Example: Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.

Importance

Importance rates how important the Complication is to the character and the Campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying.The final application is up to the GM.

To Determine a COMPLICATION'S Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. Example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded: You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Bipolar: You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

Delusions: You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15) .

 Masochist: You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).

 Phobia: You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).

Paranoia: (just because you think they're after you…). You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

Split Personality: You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead : Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).

Bad Tempered: You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Coward: You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

Obsessed: You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

Shy: You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

Stubborn: You just hate to give in-to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker: You can't control your fighting rage- you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).

Unlucky: Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20)

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age: You are either younger than usual or older; this is reflected in your characteristics: Very old/young: Reduce any 2 Characteristics (except Mental Group) by 2 (10). Extremely old/young: Reduce Reduce any 3 Characteristics (except Mental Group) by 3 (15).

Dyslexia: You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

Epilepsy: You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the GM) is: Uncommon (5). Common (10). Very Common (15).

Missing Limb: Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).

Reduced Hearing: You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).

Reduced Mobility: You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadraplegic; unable to move below the neck (20).

Reduced sight: your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).

Uncontrollable Change: You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).

Vocal Impairment: Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).

Vulnerability: You're susceptible to a certain situation or substance and take extra damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very Common (15).

Susceptibility: You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very Common (15)

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you:

Public Figure: You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

Bad Rep: People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity: You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

Poverty: Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

Personal Habits: People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

Oppressed: You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

Distinctive Features: You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

Outsider: You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you:

Capabilities: What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).

Extent: How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)

Note: Instead of using the normal Intensity table, use the following scale:

Intensity: What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor: These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Sense of Duty: You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow: This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Dependents: These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction/dependence: You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

Honesty: You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Impulsiveness: You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

Intolerance: You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

Jealousy: You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontational and accusatory (10). Physically violent (15).

Kleptomania: You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Lecherous: You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

SKILLS

The first thing most characters will want to buy with their Option Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic the skill is related to.

The good news is, every character gets a free starting group of skills to begin with, so that he won't be totally helpless in his new environment: Everyman Skills.

EVERYMAN SKILLS

Everyman skills are things generally known by everyone in all specific cultures or time periods: Athletics, Education, Evasion, Hand-to-Hand, Perception, and Teaching. These are given free to all characters by the GM, and have an automatic starting level of 2; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual GM may wish to add or remove skills

from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category gives you the flexibility to tailor the level of your culture as desired.

GENERAL SKILLS

Unlike Everyman Skills, General Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Firearms would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what kind of Scientist (Physicist, Chemist, etc.) you intend to be. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist].

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings.

GENERAL SKILLS EXPLANATION

ACROBATICS: The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)

ACTING: The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)

ANIMAL HANDLER: The skills of animal handling, training, and care as applicable. (INT)

ATHLETICS: Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)

AUTOFIRE: Use of machine-guns. autofire weapons and attacks, etc. (REF)

BUGGING: The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)

BUREAUCRATICS: You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)

CLIMBING: Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)

COMPUTERS: The ability to program and operate computers. (TECH)

CONCEALMENT: You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)

CONTORTIONIST: The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)

CRIMINOLOGY: You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)

CRYPTOGRAPHY: The ability to solve simple ciphers and encrypt or decode messages. (INT)

DEMOLITIONS: The ability to properly use, handle, set, and defuse explosives (TECH)

DRIVING: Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)

EDUCATION: General knowledge, such as math, history, science, trivia, or current events. (INT)

ELECTRONICS: The ability to identify, understand, repair, and rewire electronic devices. (TECH)

EXPERT: Any one field of knowledge: stamps, gardening, Bay City Police Department, paranormal law, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)

EVASION: The ability to avoid an attack, this skill essentially represents

FIREARMS: Firing pistols, revolvers, rifles, shotguns, and crossbows. (REF)

FORENSIC MEDICINE: This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth. (TECH)

FORGERY: The ability to create false documents, identification, currency, and so forth. (TECH)

GAMBLING: The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)

GUNNERY: Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. (REF)

HACKING: Skills of electronic intrusion into computer systems, including illegal entry and virus code writing. (TECH)

HAND TO HAND: Basic skill at fighting with your hands. Adding Martial Arts (page 133) allows the character to use Martial Arts maneuvers and actions. (REF)

HEAVY WEAPONS: Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. (REF)

HIGH SOCIETY: The knowledge of upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and other VIPs. (PRE)

INTERACTION: This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)

INTERROGATION: The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)

INVENTOR: This skill enables the character to design and construct new devices. To use Inventor, the character needs the complementary science skills in the field he is working in. (TECH)

LANGUAGES: Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language (see chart) in the family; all others in that group are at 1/2 of primary. (INT)

Some (loose) Language Families

Latin-based: French, Spanish, Italian, Portuguese

Chinese: Mandarin, Cantonese, Hakka, Thai

North Asian: Japanese, Korean

South Asian: Thai, Burmese

Slavic: Russian, Polish, Czech

Germanic: German, Dutch, English, Afrikaans, Yiddish, Swiss

Scandinavian: Danish, Norwegian, Swedish.

Mid-Eastern: Arabic, Persian. Hebrew, Berber.

Computer: BASIC, C++, Fortran, Cobol.

MECHANICS: Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)

MEDIC: This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)

MELEE WEAPONS: Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)

NAVIGATION: Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

ORATORY: The ability to speak to an audience and to deliver a convincing presentation. (PRE)

PARACHUTE: The ability to operate and maintain parachutes and related equipment

PERCEPTION: The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.

PILOT: Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (DEX)

PROFESSIONAL: The ability to perform a certain profession (such as artist, actor, doctor, hockey player, mason, secretary, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)

RESEARCH: Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)

RIDING: This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)

SCIENCE: Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)

SCUBA: The ability to operate and maintain underwater breathing apparatus and related equipment.

SECURITY SYSTEMS: The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (TECH)

SNIPING: The ability to operate long range weapon systems and their associated accessories. Knowledge of ballistics and sniping techniques.

STEALTH: The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

STREETWISE: This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)

SURVEILLANCE: The ability to set up a static surveillance of a subject without having it detected. (INT)

SURVIVAL: This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)

SYSTEMS OPERATIONS: This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)

TACTICS: The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

TEACHING: The ability to impart information or skills to other. (PRE)

TRACKING: The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

TRADING: The ability to strike a good bargain with a merchant or customer. (PRE)

WARDROBE AND STYLE: A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)

WEAPONSMITH: The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)

TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each GM's decisions about the campaign setting. Each one of these Talents costs 3 points each. If levels (indicated by a ☯) can be taken in the Talent, each additional level will cost another 3OP:

Acute Senses: One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle

differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.

Ambidexterity: You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).

Animal Empathy: Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.

Beautiful/ Handsome☯: You are extremely good looking; people will automatically stop and stare at you when you pass, and generally you are surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Ward-robe/Style skills for each level taken.

Blind Reaction: You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.

Combat Sense☯: Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your REF for the purposes of determining initiative and you may add +1 to your WILL on Friction rolls (in combat only).

Common Sense: You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea…"

Direction Sense: You are never lost; always know where North is and can orient yourself easily without any external cues.

Double Jointed: You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.

Eidetic Memory: You never forget anything you have read, seen, heard, smelled, or touched.

Faith: You have complete faith in your religion, luck or some other special abstract power. Faith can be invoked at any time during a gaming session, prior to making an AV roll. The character indicates that they are invoking their Faith and makes a WILL + 3D6 roll versus a Normal DV (15). If the test is successful, the character then makes their normal skill roll, adding 3 to the AV. Upon each additional invocation of their faith, the character's Faith roll DV is increased one step. First to Competent (18), then Heroic (22), Incredible (26), Legendary (30) and +4 each roll after that. If the roll is ever failed, the character may not invoke their faith again until the next game session. During the next game session, the initial Faith roll is versus a DV of 15 again.

High Pain Threshold: You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time, apply a –1 modifier to all killing damage rolls and reduce the effects of wound modifiers by 1 (-1 to all AV's when Lightly Wounded, -3 to all AV's if seriously wounded, etc.).

Immunity: You are immune to the effects of one specific poison or disease group (must specify).

Intuition: You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

Lightning Calculator: You can automatically do complex mathematical operations in your head without using any aids.

Light Sleeper: You wake instantly from even the lightest touch or smallest sound (no Perception check required).

Longevity: You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.

Luck☯: You are a lucky person. For each level of this talent, you may roll at the beginning of each combat sequence (or other high stress situation). For each "6" rolled, you get one Hero point. You may spend those points during this combat sequence, or they will be lost.

Night Vision: You can see in all but absolute darkness.

Perfect Pitch: You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).

Rapid Healing: You heal extremely fast, reduce the recovery time periods by 1 week per wound condition.

Schtick: A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.

Simulate Death: You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.

Speed Reader: You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).

Time Sense: You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Martial Arts
Kung Fu kicks, Karate chops or, at the most esoteric and powerful levels, Ki strikes that slam an opponent with the force of the master's sheer will. As a Martial Artist, you have had training in a specialized Martial Art, allowing you to use Martial Arts techniques, common or obscure.

How Common Are Martial Arts in Your Campaign?
Martial Arts are common in the Scope campaign. While not everyone has them, most people have the opportunity to do so if they so wished. The Martial Arts Multiplier Dial is set to x1 for this campaign.

Note that there are many more types of Martial Arts than are listed here. All of the real world styles and sub-styles from The Ultimate Martial Artist can be purchased, as can many of the "fictional" styles. If you would like to purchase a style not listed, please check with the GM. There are also a variety of Martial Arts weapons around. If you are interested, ask for a write up.

Pick a School
Listed below are some of the most common types of martial arts studied today:

1) Aikido: This is a Japanese art founded in 1942 by Morihei Uehiba and derived from the earlier Aikijutsu. It stresses discipline and a nonviolent attitude. The art, as practiced in combat, concentrates on balance, rhythm and use of an opponent's force against himself. It largely involves redirecting an opponent's energies, especially in throws and takedown maneuvers.

2) Boxing: Boxing has a long history in the western world and reigns as one of the oldest professional sports. Boxers can not use kicks with their martial maneuvers.

3) Kung Fu: Kung Fu, in Chinese, simply means "hard work" or "skill." Kung Fu is a very fragmented art, with innumerable different styles and techniques. The Kung Fu style listed here is a "generic" style, concentrating on strikes (both hand and feet) and specialized weapons.

4) Karate: Karate was developed from the same ancient traditions that led to the development of Kung Fu. By the fifth century AD, on the Okinawa Islands, a weaponless combat style called te("hand") had developed. Later, when the teachings of the Shaolin Temple in China were carried to Okinawa, some of the Shaolin techniques were infused with the te art. Karate is much like Kung Fu, but has fewer techniques.

5) Judo: This Japanese art grew out of the integration of the weapons techniques of katori shin-to ryu and grappling techniques during the 15th century. The usual Judo technique involves bearing an opponent to the ground and then pinning him there or rendering him unconscious. The art utilizes hip throws, shoulder and neck locks, and a sacrifice body drop.

6) Wrestling: Wrestling, as a martial art, dates back into prehistory. In history, famous examples of wrestling arts include the wrestling practiced in Greece, China, and India from their earliest recorded histories. Wrestling continues today as a popular collegiate and professional sport. The version here can be defined as either realistic wrestling or the showier style of TV's "pro" wrestling.

7) Self Defense: This a generic martial art that really reflects a collection of specific techniques that have been combined into a regimen for use by military and police special forces units. It draws heavily on Karate and Judo among other arts.

Techniques

Characters may purchase maneuvers from within those allowed by their style as for the OP cost indicated below. Characters may purchase other maneuvers by paying twice the OP cost.

Masters

A character is considered a master of a style when they have learned all of the techniques associated with the style. A master may 'open' a second style. This allows the character to again pay normal price for the maneuvers learned from the second style.

All strike maneuvers can freely interchange between punches using the displayed modifiers and results or kicks. Kicks suffer a –1 REF penalty but gain a +1 die damage result. A Basic Kick Strike would be +0 REF, +0 DEX and STR + 2 damage. A Killing Kick Strike would be –1 REF, +0 DEX and STR – 1 killing damage.

OP	Maneuver	REF	DEX	Description	Style
1	Basic Strike	+1	+0	STR + 1 attack	2,3,4,7
2	Breakfall	-	-	Stand up as a free action	1,5,6,7
2	Counterstrike	+2	+2	STR + 1 attack, must follow a block	2,3,4
3	Defensive Strike	+1	+3	STR attack	1,7
2	Extra Damage		-	+1 STR per level	ALL
2	Ki Strike	-2	+0	STR attack (-1 per extra m of range)	3
1	Killing Strike	+0	+0	STR – 2 killing strike	2,3,4
2	Martial Block	+2	+2	Block, Abort	1,2,3,4,6,7
2	Martial Disarm	+0	+0	Disarm, +2 to STR for disarm roll	1,3,4,5
2	Martial Dodge	-	+5	Dodge, Abort	1,2,3,4,7
2	Martial Escape	+0	+0	+3 to STR to escape from grabs / holds	1,5,6
3	Martial Grab	+0	+0	+2 to STR to hold	1,5,6
1	Martial Throw	+0	+0	Target falls	1,3,5,6,7
2	Nerve Strike	-2	+0	DC2 strike, SD does not apply	3
3	Offensive Strike	-2	+1	STR + 2 attack	2,4,7
1	Sacrifice Throw	+2	+0	STR attack, both fall	5,6
2	Weapon Strike			Use martial weapons with other techniques	3

SCOPE COMBAT

Combat in Scope should be fluid and fast.

The GM should avoid the use of a detailed map in most cases. Typically a piece of scrap paper indicating the general position of PC's, NPC teams and strategic terrain will suffice. If a detailed map or table top set up is being used, the GM must emphasize that it is not all inclusive. As character's move, the GM should roughly scale off the new locations on the scratch map.

Character's should be given free reign to create detailed convenient tactical items. For example, in an alley, characters are allowed to invent convenient dumpsters, manholes, fire escapes, parked cars or wrecks, etc. In a lightly wooded area, characters could invent convenient gullies, rocks, stumps, fallen trees, ponds, natural leaf piles, dense ferns, mud, etc. It is the GM's responsibility to introduce Murphy's Laws into these convenient items. The invented door is locked, the pond is full of leeches, the dumpster contains disgusting, smelly sludge and the dense thicket is full of briars. Not every invented item needs a downside but the GM should add it enough to keep the players uncomfortable! These items will add dramatically to the feel of the combat sequence. The GM should also actively create objects.

When NPC teams take actions the GM should keep it fairly simple, remember the players are the heroes of the story while most NPC's are just two dimensional extras.

Key NPC's should be treated as true Player Character's run by the GM. These NPC's should be limited in number, but very powerful.

The GM should not hesitate to throw curve balls at the players during combat. If the players are having an easy time as a result of great dice rolls or superb tactics, it's a good time for unexpected reinforcements for the bad guys or the sudden failure of important weapons systems. Combat sequences should be hectic, confused and tense. A generous dose of Murphy's Laws and reinforcements can always add to the fog of battle. If your players are confident and in control, you're doing it wrong!

Combat is divided into Combat Phases that are roughly three seconds long. Actions, as explained herein, are a characters attempt to do something. Firing a gun, moving or striking someone with your first, are all examples of typical Actions.

COMBAT PHASE SEQUENCE

Let's start with a quick description of the sequence of events during a Combat Phase. This sequence of events is common to ALL forms of combat in Scope, regardless of the surrounding environment or the medium of conflict.

1) Determine Initiative: All combat participants act in accordance with their REF characteristic. Combat starts with the participant who has the highest current REF.

2) Take Actions: Characters act according to their REF. All characters with equal current REF, resolve their turns simultaneously:

   a) Friction Test: WILL + a roll versus a difficulty of 18 (12 Interlock). If successful, the character is free to declare any action or combination of actions they desire. If the roll is failed, the character must <u>repeat</u> whatever action they attempted last phase.

   b) Resolve Actions: Once the character has declared their action, the player and the GM resolve the action and the results are applied immediately.

   c) Next Character: Move on to the character with the next highest REF and resolve their action and so forth, working through REF down to 0.

3) Start a new phase: If combat is unfinished, once REF reaches 0, a new phase starts again. After four phases are completed, a combat turn is complete. Everyone gets a free Recovery action and combat continues.

Combat continues until the GM declares that combat is finished.

THE FRICTION TEST

This test represents your character getting up the nerve to take action in the midst of a firefight. Combat is chaos and confusion. The combatants are scared, confused and overwhelmed. Time seems to move forward in fits and spurts. A minute can seem like seconds or like hours. Bullets are either already flying or the overwhelming threat of extreme violence hangs over the scene oppressively. The Friction Test is intended to introduce some of this uncertainty and confusion into Fuzion combat.

What if I fail my Friction Roll?

Simple, you repeat whatever action you took in your last phase. If this is the first action of the combat, you simply do nothing but seek cover. Many times the GM will need to help you determine what your action should be but remember one word: repeat. If you fired a full automatic burst last phase, do it again. Your weapon's unloaded or the target is gone? Oh well, repeat it anyway. You already reloaded your weapon last phase? Well, you obviously had some difficulty seating the magazine or getting an ammo pouch open or you forgot to chamber a round. Repeat, repeat, repeat.

The only exception to the repeat rule, is that a character under attack may always attempt a Dodge or a Block action. A Dive for Cover action does require a passed Friction Test.

Friction Switch

The Friction rule can cause some characters to duck and cover for an entire firefight while others perform the bulk of the fighting. That's the intent. That's reality. Reality can suck when this is a game and you want to wax someone but you keep failing your friction roll! To insure players are not paralyzed by a few bad friction rolls, we recommend that player characters automatically pass their friction roll in a phase following a failed roll. In other words, a player can't fail two tests in a row. This "get out of friction free pass" should not be given to NPC's. Let them go to ground while the PC's get all the glory! This is a game and they are the heroes after all!

Option 1: All characters must pass a Friction Test each combat phase or they must repeat the action taken in their last phase.

Option 2: If a player character fails a Friction Test, they will automatically pass the Friction Test in the next phase, no roll required.

What can I do if I pass my Friction Test?

You can take one or more actions. Actions are basically things you can do within the span of a few seconds, like use a weapon, dodge or even start an action that may stretch over several phases (like picking a lock). Actions can be combined, though your chance of success will be reduced on all of them. At the simplest level an action is:

•   an attack

•   a move

•   a defense

•   a non combat action

Multiple Actions

Switch 1: Simple

Each additional action suffers a –2 penalty to AV. My second attack in the same round is at –2, the third is at –4, etc. Total quantity of attacks is limited by a ranged weapon's ROF. In the case of melee attacks, normally additional attacks can only be made if the attacker has a weapon in each hand (perhaps his hands are the weapons) or the GM determines that additional attacks are reasonable based on the weapon or the situation.

Remember a move is an action, if it is followed by an attack, the attack is at –2 AV.

Switch 2: Complex

Combining actions in one phase is appropriate but will effect your chance of success. If executing more than one action in a phase, total the number of actions, subtract one and reduce all of the actions' AV by twice the result. If you shoot your pistol three times in one phase, all three shots will suffer a –4 penalty to AV. Free actions are not counted in this tally. There is no hard rule limiting the number of actions that can be combined in one phase but anything more than 4 is probably going a bit too far!

DELAYING ACTIONS

When a characters turn comes up during a Combat Phase, the character can declare that they are "Delaying their Action" until later in the Combat Phase. The character now has the opportunity to wait until something happens to respond.

Once the character wants to declare their delayed action, the player calls for an interruption and executes their action immediately. If the interruption occurs during another characters turn, the actions are executed simultaneously.

Characters cannot carry a delayed action over into another Combat Phase.

COMBAT ACTIONS

There are three types of Actions that a character can take – Free, Simple and Complex. A character can take action(s) when their REF comes up during a Combat Phase.

Complex Actions take more than one Combat Cycle to complete, and can last anywhere from one full Combat Phase to minutes.

Free Actions

Free Actions are simple things that require little or no time to complete. Examples include reactive skill use (such as breakfall), dropping an object, dropping prone, or casually looking at something.

Characters can combine a Free Action with a Simple action during any Combat Phase without suffering an AV penalty to the Simple action.

Activate a Device: A character can "turn on" a simple piece of technical equipment that they know how to operate during a Free Action. Note that this assumes that the device is simply "turned on" anything that requires complex settings or multi-part ignition sequences should take at least as long as a Simple Action.

Drop an Object: A character can drop any object that they are holding as a Free Action. If the character is holding two different things, they can drop both objects (opening their hands) as a Free Action. This is simply opening the hands and letting the objects fall, if the characters wants to set the object down on the ground, they must use a Simple Action.

Gesture: Any character can make one gesture as a Free Action. This makes it possible to execute silent communication during combat.

Glance: The character can look around the area as a Free Action. This does not include actual visual searching of an area, just a quick glance to gather information. Normally, this only includes what is immediately obvious and Perception Checks are not allowed.

Speak: Characters can speak a word as a Free Action. Effectively, most GMs allow characters to speak freely during combat. However, some GMs may need to enforce this rule to limit excessive dialog between players during combat.

Simple Actions

These are things that take only a moment or two to complete. Most combat actions fit into this category. When their REF indicates that they are eligible for Action, a character can take a Simple Action.

Aim: This action allows you to improve your chances to hit with a ranged weapon (only). Aiming assumes a steady, braced position, no movement, and a clear chance to track your target. The character receives a AV bonus equal to the Weapon Accuracy of the ranged weapon or +1, whichever is greater. In other words the weapon's WA is either doubled or a +1 is added, whichever gives a greater result. This action may not be combined with any movement.

Attack Maneuver: The character can make an Attack Maneuver as a Simple Action. There are many different kinds of Attack Maneuvers and many modifiers that can affect your chance to do this. Specific weapons may have other modifiers to take into account as well.

Defend Maneuver: The character can take a Defend Maneuver as a Simple Action. There are a number of different kinds of Defensive Maneuvers that the character can take. Characters can use a special Action called an "Abort" to make a Defensive Maneuver when they are not normally eligible for Action. The Abort action counts towards multiple actions when the character's next normal phase occurs.

Change Position: The character can stand up, sit down, or change general physical position as a Simple Action.

Observe: Characters can carefully scan an area as a Simple Action. This allows the character to scan the area and make a Perception check.

Other Action: Use this Action for anything not covered by other Actions, like taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the GM; they

may well decide that what you describe takes several rounds to perform, or it may have modifiers on your DEX. Some common Other Actions: getting into or out of a vehicle (or mounting or dismounting from a horse) and clearing a jammed weapon.

Pick Up/Put Down: Characters can pick up or put down an object as a Simple Action.

Draw Weapon: Characters can draw their weapon as a Simple Action.

Throw: Characters can throw an object as a Simple Action.

Use Simple Object: Any object that has a fairly simple usage can be used during a Simple Action. This includes pulling levers, turning dials, etc...

Attack Maneuvers

When you make an Attack against someone, you can choose these (or other Maneuvers allowed by your GM) to make your Attack.

Choke Hold: A two hand or one arm Grab maneuver (unless you're really big and your GM allows you to use one hand or arm). Once a successful Choke hold is established, the choker will automatically roll for damage based on strength each phase until the hold is broken.

Disarm: On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker then gets a STR + Hand to Hand roll versus the defender's STR + Hand to Hand roll; if the attacker wins, the defender drops the weapon. Use the Area Effect table to determine where the weapon falls, with your opponent in the center.

Draw & Attack: Characters can try to Draw and Attack in the same motion. This is simply a common application of the multiple actions rule. The character that is attempting to draw and attack with a weapon in one phase is performing two actions. Under the multiple actions rule, they suffer a –2 modifier to the AV of both actions. Drawing a weapon does not require a skill test so it is really just the attack roll that is modified. The GM may decide to interpret a fumbled attack roll as a dropped weapon during the rushed draw, I would!

Entangle: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll. An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

Grab: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Haymaker: You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit.

Move By: This action lets you attack while moving by someone without stopping adjacent to them. Use up to your full Combat Move and make a Hand-to-Hand or Melee attack (only) at any point along that movement, at a penalty of -2 to your REF and DEX. You do half your STR damage plus 1 die for every 10m/yds moved. You will also take one third of that damage yourself, if you are striking with a body part.

Move Thru: This action lets you use up to your Combat Move and make a Hand-to-Hand or Melee attack (only) at the end of that movement, at a REF penalty of -1 for every 10m/yds moved and -3 to DEX. You do your STR damage plus 1die for every 5m/yds moved. You also take half that damage yourself, if you are striking with a body part.

Sweep/Trip: You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.

Throw: This allows the attacker to use a thrown weapon (grenade, bottle, mug). The object must be liftable by the character, and may be thrown using the character's Athletics Skill. Improvised, non-

aerodynamic objects can be thrown at at -4 penalty. If the character is throwing something larger than 4 square m/yds (roughly 2x2), it can be treated as an area attack.

Defensive Maneuvers

Defensive Maneuvers are those things in combat that you do to defend yourself from harm. You can Abort to any of these Maneuvers before or after your turn in the phase. Keep a tally of abort maneuvers that you perform between turns. This total must be counted towards multiple action penalties in your next turn. For example, if you dodged twice between your last turn and your next turn, and you decide to return fire in your next turn, your attack will be at -4 to hit (3 total actions). If you fire twice, both shots are resolved at -6! (4 total actions).

Block: (or Parry) This Action is used to deflect attacks. In general, this means stopping a specific Melee or Hand to Hand attack in addition to your normal Defense Value. When Blocking an attack, make a Hand to Hand or Melee skill roll against the roll which your attacker already got past your Defensive Value. If the roll is successful, the attack is blocked. This is a good time to introduce the Rock, Papers, Scissors Rule of Blocking. As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than use-less. (You could lose an arm!) As a rule of thumb, always remember; WOOD DAMAGES FLESH, METAL DAMAGES WOOD, ENERGY DAMAGES METAL.

Dive For Cover: This action allows you to get out of the way of explosions, autofire and area effect attacks. You make a Defense roll (using an appropriate Skill, such as Athletics, Evasion or Acrobatics), against a Difficulty Value determined by the GM (the base difficulty should be 15, raise it for particularly difficult situations). If the roll is a failure, you didn't dive fast and/or far enough and were caught by the attack effects.

Dodge: This Action is used to evade attacks. By taking this Action, you can make a Skill check of 3D6 + 3 + DEX + Athletics, Evasion or Acrobatics (based on which your GM allows). The results of this Skill check become your Defensive Value (see below) instead of the normal Defensive Value (DEX + Evasion +10).

Escape: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ Hand to Hand skill against the holder's Athletics (or Hand to Hand) skills plus their Strength. Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized. If pitted against a trap, you will use your STR+Athletics Skill against a Difficulty Value set by the GM. On a successful roll, you are free of the hold and may move again. Hand to Hand or Tech-based Skills may also be used in default of Athletics if the GM agrees.

Complex Actions

These are actions that take longer to complete than just a moment. Complex actions consume at least a full phase by themselves and cannot be combined with other actions under the multiple actions rule. The GM can rule that a complex action takes anywhere from 3 seconds to hours or days. Most skill use (other than reactive use or combat use) fits into this area.

Recover: Recovering gives you back Stun (and Endurance, if using that Derived Characteristic) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun points that phase. You are at -5 DEX while Recovering. Recovery generally takes a full Combat Phase, but the GM may require you to take a longer Recovery if you are particularly tired or under unusual circumstances.

Reload a Weapon: If the weapon uses clips, the character can drop one clip out of the weapon and replace it with another clip in a single complex Action. If the character must insert individual rounds into a weapon (such as a shotgun's internal magazine or a revolver) they may insert two rounds into the weapon per reload action. The reload action does include the act of retrieving the new clip or the new rounds from an ammo pouch or pocket.

Sniping Attack: Employing a long range weapon system (usually a rifle, but sometimes a Machinegun modified to fire single shots) is a difficult complicated action. It requires both physical and mental

skills and involves at least two phases of combat time to accomplish. Sniping can not be combined with other actions.

Use a Skill: Most Skills require 3 seconds or more to use. The GM will determine the base time for Skill usage based on the task.

Use Complex Objects: This involves using any object that has a complex interface.

RESOLVING ACTIONS

When you try to do something, there is always a chance of failure. Sometimes things are so easy (like walking on a sidewalk) that you won't have to roll to determine success. Other times, you will need to roll to determine how successful you are with an action. There are two ways to resolve an action; Resisted Tests and Difficulty Tests.

Resisted Tests

A Resisted Test is when a character tries to something and another character (player character or non-player character) tries to stop them or opposes the effort. Examples of Resisted Tests include nearly all combat, trying to catch someone running, trying to outwit someone, trying to disarm a trap (vs. the traps creator), and so forth. Basically, anytime someone has a vested interest in seeing you fail and is actively working against you, you'll find yourself in a resisted test.

The basic formula for resolving a Resisted Test is:

Attacker Skill + Attacker Characteristic + 3d6

VS

Appropriate Defender Skill + Defender Characteristic + 3D6 (A 10 may be substituted for the 3D6 roll for Non Player Characters.)

Defensive Values

When in combat, characters normally use a default defensive value equal to:

Evasion + DEX + 10

If the character is unaware of the attack, the GM can rule that the character is unprotected - in which case the GM will assign a Difficulty Value to the shot and the character has no Defenses. Particular Defensive Maneuvers may add to this total or replace this value.

If the use of a special attack or defense calls for a defense roll then the defense value should be determined by a dice roll (Evasion + DEX + 3D6) rather than the default (Evasion + DEX + 10).

Difficulty Tests

This is when a character is trying to do something against a situation not another character. The GM rates the difficulty of the situation according to the following basic principles, and you roll Characteristic + Skill to determine success.

Automatic	5	- Only a fumble could prevent you from being successful!
Very Easy	8	
Easy	12	- Equivalent to facing a Challenged Opponent
Normal	15	- Equivalent to facing an Everyday Opponent
Competent	18	- Equivalent to facing a Competent Opponent
Heroic	22	- Equivalent to facing a Heroic Opponent
Incredible	26	- Equivalent to facing an Incredible Opponent
Legendary	30	- Equivalent to facing a Legendary Opponent

Most GM's will not require a roll for Automatic and Very Easy tasks, although in combat in might be reasonable to require a roll (and the inherent chance of a Critical Failure).

Critical Success

When a character rolls a '6' on at least two of the three dice, they may have achieved a critical success. The player may roll an additional D6 and add it to their roll. A final roll result of 18+ is considered a critical success. Not only is the test passed, the character immediately receives a hero point.

A Critical Success should be a memorable thing. The character should receive some bonus based on that success. On an attack, the character should double the attack's Damage Class. On a defensive action, the character should be considered impervious to all attacks until their next turn. Other Critical Success actions should result in exceptional results as determined by the GM.

Critical Failure (Fumble)

When a character rolls a '1' on at least two of the three dice (snake eyes), they may have critically failed the test. The player rolls an additional D6 and subtracts it from their roll. If the final roll result is 3 or less, the roll is considered a fumble. The test is failed horribly but if its any consolation the character does receive a hero point.

A Critical Failure is the antithesis of a Critical Success. Not only did the attempted action fail, something remarkably bad or unlucky has happened. Dropped weapons, broken weapons, jammed weapons, slip and falls; these are all appropriate combat fumble results. Mechanical failures, accidents, system crashes; these are all examples of non-combat fumble results. A fumble should ruin your whole day, or at least the immediate future!

MOVEMENT

Character movement is handled differently from multiple simple actions.

Measurement

Everything in Scope is measured in Meters or Yards and units derived from these two measurements. They are used interchangeably because the actual difference is only a few inches. Generally, Scope uses Meters and the metric system of measurement, because it is easier for calculations, but if you want to use the English system, just replace the Meter with the Yard and run with it (so to speak).

Figurative Movement

There are two types of movement used in Scope. The first is Figurative Movement; where one MOVE score is compared to another to determine distance and relative speed. When racing, characters add their MOVE + Athletics + 3d6 and compare, the highest total wins, unless the race is long enough for somebody to get tired and slow down partway through.

Literal Movement

The second type of Movement is Literal Movement, which is a measure of the actual distance covered by a character. Characters have 3 speeds that they can go; Walking (MOVE), Running (MOVE * 2) and Sprinting (MOVE * 3).

Walking

A character can Walk a number of meters equal to their MOVE characteristic in a Combat Phase. If the character combines walking with other Actions, those other Actions are at -1. If the character is moving over rough terrain or through obstacles, the other Actions are at -2.

Running

A slow jog or a trot, head's up, ready for action. Characters can run at twice their MOVE in meters per Combat Phase. When a character is running, the movement penalties to other Actions are -3 on standard terrain and -5 on rough terrain.

Sprinting

Focusing on speed, arms pumping, leaning forward and moving as fast as you can. Characters can sprint at three times their MOVE in a single Combat Phase. Sprinting characters cannot take other actions.

Literal Movement and Terrain

The terrain can affect the actual speed of movement as well as any modifiers for taking action while moving - characters should get 1/2 of the MOVE on Rough terrain (e.g. woods, mountain trails, flat rocky plains) and 1/4 their MOVE on Very Rough terrain (e.g. rocky slopes, break-away gravel, water up to leg depth). The actual roughness of the terrain doesn't really correspond to the surface - but how difficult it is to cross or move through the area.

MELEE COMBAT

Melee Combat happens whenever two characters are attacking each other in close quarters (about 1-2 meters apart). As a rule, Melee attacks can hit any target within 2m/yds of you; this is defined as MELEE RANGE. Pole-arms and other long melee weapons can extend this range according to their reach.

Melee Combat Process

Melee combat is generally simple – the attacker's attack value is compared against the defenders defensive value. If the attack exceeds the defenders total, they hit, if they don't exceed the total, they miss.

1. Attacker Rolls (Melee Skill + REF + 3d6)

2. Compare the attack roll to the Defenders Defensive Value (Evasion + DEX + 10).

3. Resolve Attack (Calculate Damage)

Defensive Maneuvers and Melee Combat

Some of the Defensive Maneuvers can affect the outcome of an attack after it has been made. These include Block, Escape and some martial arts maneuvers. When a defender is struck in Melee Combat, they have the option to Abort their next action to one of these maneuvers.

Melee Weapons

A melee weapon is any weapon wielded in close combat. In some cases, a weapon may serve two purposes, as a thrown weapon or a ranged weapon and as a melee weapon, such as in the case of a knife or a rifle (the old 'vertical butt stroke'). In these cases, the weapon will have two sets of statistics.

Melee weapons have the following statistics;

> Reach – a measure of the length of the weapon and the range at which it is employed.

> Weapon Accuracy (WA) – A modifier to hit based on how easy or difficult the weapon is to wield.

> Damage Class – How much damage the weapon can potentially do in combat. If the damage class value has an 's' following it, then the weapon does stun damage only. Otherwise assume the weapon does killing damage.

> Strength Minimum – The minimal strength to use the weapon without penalties.

> Weight – How much does the weapon weigh.

These statistics are used to describe all Melee Weapons, and in some cases the particular rating may modify the characters ability to perform in melee combat.

Melee Weapon Reach

The reach of a weapon is a two edged sword. A long weapon can be employed to keep an opponent with a shorter weapon at bay, but it also becomes a detriment if the opponent can slip in close to you. Therefore the combatant using the highest melee skill may add the difference between the reach of the weapons to both

their attack and defense values. If the combatants have equal skill, then the one using the weapon with the greater reach receives a +1 to attacks and defense values.

For example, Peter is using a Sword Cane, reach 2. His opponent has a Knife, reach 1. The difference in weapon reaches is 1. If Peter is more skilled with his cane then his opponent is with his knife, then he will add 1 to both his attack and defense values. In this case, Peter is using the cane to keep the opponent at bay. If Peter's skill is less, than his opponent will receive a +1 to attacks and defense values. In this instance, Peter's opponent, an obviously skilled knife fighter has the ability to step into Peter's attacks and counterstrike.

Melee Weapon Damage

Damage for Melee Weapons is based on the characters Strength. The damage class listed for a weapon is the base damage that the weapon does in combat. If the character does not meet the Strength Minimum for a melee weapon, then for each point below the Strength Minimum the character is at -1 to their attack totals when they use the weapon and -1 damage class with the weapon.

If a character exceeds the Strength Minimum for a weapon, they can add +1 to the damage class with that weapon for every point of Strength they have that exceeds the Strength Minimum. The maximum damage a melee weapon can do is 150% of its normal damage.

For example, Peter is using a Sword Cane. It has a basic damage of 4d6 and a Strength Minimum of 2. Peter's strength is 5, so in his hands the cane does the maximum of 6d6. If Peter's strength was 3, the cane would do 5d6.

Melee Combat Modifiers

Moving target	-1 per 10m/Phase of target movement
Character is on higher ground	+2
Target cover:	
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2
Target Completely Obscured	-4
Aimed (called) body shot	
Head	-6
Stomach	-5
Legs, Hands, Feet	-4
Arms, Thighs	-3
Chest	-1
Target Size	
Tiny Target (bullseye, eye, vital area)	-4
Small Target (less than 1m/yd, head, limb)	-2
Target Unaware of Attack	+5
Attack from the side	+1
Attack from behind	+3
Below STR Minimum	-1 / point

Facing

Characters can generally see clearly in the 120 degree arc in front of them. If characters are attacked from the side or from behind, those attacks have a bonus to hit the character, because they are harder to defend against. If a character is unaware of the attack, they will have an even harder time avoiding being hit (since they will not move or defend themselves).

Hitting Stationary Targets

Sometimes a character wants to strike a target that is not moving or has no defenses. Such a target should be easy to hit, and the GM should assign a difficulty number of about 5-8 to this task. Normal modifiers apply,

and if the character fails to hit the target, they may have struck the surface, but failed to do any actual damage.

Multiple Combatants

When characters are fighting more than one melee combatant at a time, or are in a melee with multiple targets, there are some special rules that apply.

First of all, on a critical failure, characters can actually hit their friends by accident. The GM may ask the player to roll a second time with this attack value being compared to a friends defense value. Remember to add bonuses for attacking from the side or rear, if applicable.

Secondly, characters can try to strike more than one opponent at a time in a fight against multiple targets. This is resolved as multiple attack actions (see actions, above).

Some martial arts maneuvers and weapons specifically designed for striking multiple characters use the autofire rules. These attacks are so noted in the weapon or maneuver. A melee autofire attack is resolved as three attack rolls that can be split against one or more targets.

RANGED COMBAT

Ranged Combat involves firearms, thrown or projectile weapons. RANGED WEAPONS will always have the range listed in their individual descriptions.

Facing and Visibility

Facing is the direction you are pointing. Since many role-playing games are played "in head" (without maps), the standing rule is that you can clearly face and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

No matter what the weapon you are using, you need to have an unobstructed line of sight to the target to make a clean attack. If there is something in your way, the only time you can attack is if you shoot blind (see below) or if you can see through the obstacle.

What you can shoot through

       Trees   Brush   Smoke   Tents   Glass   Snow

What you (usually) can't shoot through

       Concrete   Brick   Metal   Ice   Earth

Obscured or Blocked Targets

If there's something that may block a clear view, but won't block an attack, such as smoke, or darkness, the target is considered obscured. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), and all Attack and Defense Values are at -4.

Terrain Modifiers

Terrain has a dramatic effect on ranged combat. First of all, terrain can limit a shooter's field of fire and can dramatically effect the postures and technique available to a shooter. Secondly, Scope assumes that all combatants are taking the maximum cover available. Thus a modifier is applied to the shooter's AV based on the shooter's terrain. Remember that the shooter's terrain will often be different from the target's terrain.

Shooter Modifiers to AV	
Shooter is in …Normal Terrain	0
…Mixed Terrain (Woods, hills, urban, etc)	-1
…Rough Terrain (Jungle, Swamp, etc)	-2

Target Modifiers to AV	
Target is in …Normal Terrain	0
…Mixed Terrain (Woods, hills, urban, etc)	-2
…Rough Terrain (Jungle, Swamp, Fortification)	-4

Other Ranged Combat Modifiers

When a character makes a ranged Attack, certain things that are outside of the character's control may affect that Attack. The GM is the ultimate deciding factor in any modifiers on a Ranged Attack, but the following table can provide some guidelines.

Weapon Accuracy	+WA
Distance Modifiers	
Melee: Target is within 4m/yds	0
Close: Target 5-10m/yds away	-2
Medium: Target 11-50m/yds away	-4
Long: Target between 50m/yds & range of weapon	-6
Note: if the weapons range is less than 50m, the modifier is –4 up to the weapon's range and is Extreme (-7) for the first 50m beyond that range.	
Extreme: Per 50m beyond weapon range	-6, plus -1 / 50m
Moving target	-1 per 10m/phase
Vehicle mounted weapon, no turret	-4
Aimed (called) body shot	
Head	-6
Legs, Hands, Feet	-4
Arms, Thighs	-3
Torso	-1
Target Size	
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (see Surprise below for details)	+3

Special Ranged Combat Situations

Some situations in Ranged Combat require special attention. These include surprise and ambush, as well as firing at stationary targets and so forth.

Surprise! It's an Ambush!

If a target is completely unaware of the attack, and is stationary, a surprise attack should be treated like Targeting Against Range (see below). An attack that will surprise the target, but is made in a situation where the target is moving or is cautious that such an attack might come, gives the Attacker a +3 Offensive bonus for that attack and the defender may not apply terrain based DV bonuses. To lay an ambush requires the following conditions:

> The opponent is unaware of your location and intention to attack. He may only detect you with a successful Perception roll.

> The opponent's attention is distracted or focused on another situation, such as another attack or a difficult task.

Furthermore, the target cannot take an action until they are aware of the attack. This means that no dodge or diving for cover abort actions are available to the ambushed during the first attack.

Targeting Against Range

Sometimes, you need to hit a stationary, non-moving target, such as a switch, a tree or someone lying down and unaware of the attack. In these cases, the GM will set a Difficulty Value based on the range. The following values are some sample difficulties:

Melee (4m/yds or less)	12
Close (10m/yds or less)	14
Medium (50/yds or less)	18
Long (out to listed range of weapon)	22
Extreme (beyond listed range)	22, +2 per +50m/yds

Remember to apply Weapon Accuracy and other appropriate ranged combat modifiers.

Vehicle Weapons and Mounted Weapons

When attacking using a mounted weapon, such as from vehicle or a stationary turret, a character uses his skill with the appropriate vehicle weapon or vehicle attack skill (such as Gunnery or Heavy Weapons). He attacks as usual, opposing his target's skill in evasion or controlling the vehicle (such as Driving or Piloting). The resolution is completed the same as all other Combats. Also note that vehicle-mounted weapons multiply all range distances by 10.

Example: 5-10m/yds increases to 50-100m/yds when firing a vehicle mounted weapon.

Area Effect Attacks

Area Effects are attacks (Shotguns, Flame Throwers, Stun Fields, Gas, and other effects) that strike an area rather than a character. The area affected depends on the kind of attack made and will always be described as part of its description or construction. These types of attacks use the Targeting Against Range rules to see if they hit their area; anyone in the target area will take the appropriate damage unless they are able to Dive for Cover (see Defensive Maneuvers).

Explosions

For these, the attacker rolls against a Difficulty Value assigned by the GM (see Targeting Against Range, above). The attacks DC is reduced by 1 for every 2m/yds they are away from the center of the explosion.

Typical Area Effects	Effect Radius
Shotgun (per barrel)	1m/yd directly in front of weapon
Grenade (per die of damage)	1m/yd
Explosive (per die of damage)	1m/yd
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

If the character fails the Attack Roll, the center of the attack shifts 1 m/yd for every point they missed the Attack Roll, up to a maximum of 1/2 the total range to the target. Roll 1D6 to see which direction the center of the attack scatters and consult the table below.

Roll Area	Effect Result
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target

Autofire Attacks

Shooting a lot of something in one attack is called autofire. Many guns and some other ranged attacks have the possibility of firing in autofire mode (this is defined by the weapon used). In autofire, the weapon fires as fast as it can during an action. This is "rate of fire" [ROF] and is defined as part of the weapon or attack. There are four different ways to resolve an Autofire attack.

Burst

A mechanically controlled burst of 2-4 shots must be fired at a single target. The shooter makes two attack rolls. The first roll uses the normal weapon skill and the next roll uses the autofire skill. The autofire skill does not gain a +1 modifier if the normal roll misses. Expend the appropriate amount of ammunition. Multiple bursts may be fired in one phase using the multiple actions rule. A weapon that does not have a mechanical burst limiter will expend D6+1 rounds per burst fired.

Full Automatic, Single Target

The shooter makes three attack rolls. The first roll uses the normal weapon skill and the next two rolls use the autofire skill. The shooter may add one to the autofire AVs, if the normal attack roll is a miss. The target gets only one defense roll to defend against all three attacks. Expend 10 rounds of ammunition. Full automatic fire cannot be combined with additional attack actions under the multiple actions rule.

Hosing 'em down! A shooter may expend up to the weapon's ROF in rounds at one target. Each additional 5 rounds of expended ammunition (above and beyond the first 10), nets one additional autofire attack roll at the target. A cumulative –1 modifier is applied to following AV's for each 10 rounds fired. In other words, the first three attack rolls are not modified, the third and fourth roll would suffer a –1 modifier, rolls five and six would suffer a –2 modifier, etc.

Full Automatic, Multiple Targets

The shooter makes an attack roll versus the primary target using the normal weapon skill. The shooter then makes a second attack roll using autofire skill. The primary target gets one defense roll versus both of the shooter's rolls. All secondary targets get a defense roll versus the autofire attack with a positive modifier equal to the range modifier. In other words, a secondary target at 25m may add 4 to their defense roll. Expend 10 rounds of ammunition + 5 rounds per secondary target. Maximum ammunition expenditure is equal to the weapon's ROF. All targets must be 'relatively close' to each other. The GM must decide how many secondary targets can be allowed. As a rule of thumb for npc's, from two to four should be 'relatively close' to each other. The higher the combat group or cool characteristic of the targets, the more dispersed they will be. In an interior environment, everyone in the room is relatively close to each other except in the largest spaces. Full automatic fire cannot be combined with additional attack actions under the multiple actions rule.

Full Automatic, Suppressive Fire

The shooter is engaging in a "mad minute" (actually a mad three seconds, but mad minute sounds better!) of fully automatic cover fire. The shooter indicates a 45 degree field of fire and expends the full ROF of the weapon in ammunition. The shooter makes one autofire attack roll. This roll is not modified by range or weapon accuracy. All targets within the field of fire make a defense roll. This defense roll gets a special beneficial modifier of twice the range modifier. If the weapon is mounted on a tripod, then this benefit is reduced to just the range modifier.

For example, Peter cuts loose with his M-60. If one of the defenders is 25m downrange they may add 8 to the defense roll. If Peter's M-60 is mounted on a tripod, the defender may only add 4 to the roll.

All targets within the field of fire, will receive a special –2 modifier on their next friction roll. (If not using the Friction rules, all targets have a 50% of losing their next action as they dive for cover.) Full automatic fire cannot be combined with additional attack actions under the multiple actions rule.

Sniping Attacks

To perform a sniping attack, the character must have a weapon system that has been appropriately modified and prepared prior to combat. Typical elements of this weapon system include calibrated telescopic sights, bipods, special match quality ammunition, specially modified stocks, triggers and barrels, etc. If the weapon in question is lacking these items the attack must be resolved as a normal aimed attack.

Assuming the proper equipment is prepared and available, the sniping attack will require at least two phases to accomplish. The first step is to perform the ranging roll. This special action requires a full phase to complete and the character must roll their WILL + Sniping skill versus a difficulty of 20. During this action the character is estimating the range to the target, judging climactic conditions (humidity, wind, etc.), judging the differences in elevation and any other factors that will effect the trajectory of the bullet. The character is then recalling the ballistic tables for the weapon being used and deciding what the final aiming offset needs to be at this range. The character must successfully complete this action before they can proceed to the following action. If the sniper is being assisted by a dedicated spotter, the sniper may add one third the spotter's sniping skill to their roll. If the sniper has carefully worked out the shot ahead of time (such as an assassination attempt where the target's appearance is known or expected), this action can be skipped.

The next step is the crosshairs roll. This special action requires a full phase to complete and the character must again roll their WILL + Sniping skill versus a difficulty of 20. During this action the character is acquiring the target in the weapon's sights and adjusting the sight picture by the calculated aiming offset. The character must successfully complete this action before they can proceed to the final action. If the sniper is being assisted by a dedicated spotter, the sniper may add one third the spotters sniping skill to their roll. If the sniper fails this roll, they may try again in their next phase as long as the range to the target and other conditions have not changed dramatically. When the crosshairs roll is successfully completed, the sniper immediately attempts the attack roll. It is not necessary to wait until the next phase. If the sniper delays the attack roll more than one phase, they must make the crosshairs roll again. In other words, the crosshairs roll gives you a window to make the shot in this phase or the next. After that, eye fatigue, breathing and body tension will force the sniper to clear the sights and then make another crosshairs roll.

The final step is taking the shot. This special attack is based only on the range to the target, weapon accuracy and the target's movement as follows:

The Sniper declares the hit location he is aiming for and rolls: REF + Sniping skill + WA versus:

Range	Base DV	Target Movement Mod
Up to 500m	18	-1 AV per 6m / phase
500 to 1000m	22	-1 AV per 4m / phase
1000 to 1500m	26	-1 AV per 2m / phase
1500m+	30	-1 AV per m / phase

If the roll is less than the DV, the sniper has hit the named location. The killing damage roll is modified by +2 in addition to the normal modifiers.

If the roll is equal to the DV, the sniper has hit the target but move the hit location one body part towards the center of mass. In other words, a head shot becomes a chest hit, a hand shot becomes an arm hit, a leg or a chest shot becomes a stomach shot, etc. If the target is holding a hostage in front of this alternate location, the hostage has been hit instead of the target.

Using Hero Points: The sniper must declare the maximum hero points they will commit to the shot, prior to rolling the dice. If the raw roll is a miss, the sniper must add the committed hero points to adjust the roll, even if it means the final roll is equal to the DV. If the committed hero points bring the roll below the DV, the sniper need only expend enough hero points to adjust the roll to the DV – 1. If the committed hero points will not change the miss to a hit, then no hero points are expended.

Laser Sights

Laser sights project an aiming point or line on the target that is usually visible to the naked eye but sometimes visible only in the IR spectrum. The sight is an aiming device and increases the weapons WA by 1. Most sights can only be used at a range of less than 50m, although special sniper sights and improved technology could increase the effective range to 150-200m or more.

Archery Attacks

Bows are a special category of ranged attack because they're Strength-based ranged attacks. Bows do 1D6 of damage and have 20m/yds of range for every 1 point of STR, to a maximum STR of 7. Compound bows and longbows have a maximum STR of 10. Crossbows work like normal firearms.

Missile Attacks

Missiles are smart weapons that have a Guidance rating and are programmed to track a particular type of target. The missiles Guidance rating determines how difficult it is to outwit the missile. The particular type of target that the missile is designed to attack will be listed in the missiles' description.

Guidance	Dumb	Smart	Brilliant	Genius
Avoid Target #	12	14	18	22

To avoid a missile hit, you must make a Skill Roll + REF + 3d6 for at least 1D6/2 consecutive rounds. This can be modified by the use of countermeasures, which add a bonus to rolls based on the type of countermeasure.

Make the rolls, and you're clear; miss, and you're hit. In the case of clusters of missiles fired at one time, one missile roll is made once for all missiles fired, with one missile hitting the target per point by which your Defense failed. Example: 10 missiles are fired at a jet. The jet fails its roll by 7, so 7 of the 10 missiles hit.

Ranged Weapon Statistics

All ranged weapons share the following Statistics that describe the weapon for game purposes.

Weapon Accuracy - Modifiers to hit based on the accuracy of the weapon.

Rate of Fire - The number of shots a character can fire using the weapon in a single Action.

Ammo - The number of shots the weapon holds before reloading.

Damage - The amount of damage the weapon causes. This may be modified by special types of ammunition.

Weight – How much the weapon weighs.

In some cases, some of these statistics may be blank or rated as "Not Applicable."

Modern Generic Ranged Weapons

Weapon	WA	DC	ROF	Ammo	Range	Weight / Clip
Handguns:						
Light Pistol (.22)	-1	2	3	20	30	xx / xx kg
Pistol (9mm)	0	3	3	20	50	xx / xx kg
Heavy Pistol (.45)	0	3+	2	12	50	xx / xx kg
Submachinegun (9mm)	+1	3+	25	30	100	xx / xx kg
Carbine (5.56mm)	+1	5	20	30	200	xx / xx kg
Assault Rifle (5.56mm)	+2	6	20	30	300	xx / xx kg
Battle Rifle (7.62mm)	+2	7	15	30	400	xx / xx kg
Squad Automatic (5.56mm)	+2	6	20	100	400	xx / xx kg
Light Machinegun (7.62mm)	+2	8	20	100b	500	xx / xx kg
Machinegun (.50)	+3	10	15	100b	600	xx / xx kg
Sniper Rifle (7.62mm)	+3	7	1	6	500	xx / xx kg
Heavy Sniper Rifle (.50)	+4	10	1	10	800	xx / xx kg
Shotgun (12ga 00)	AE	5	2	8	40	xx / xx kg
Shotgun (12ga Slug)	+1	6	2	8	50	xx / xx kg

DAMAGE, LOSS AND RECOVERY

A role-playing game is not complete without damage and loss. Characters in Scope can suffer a number of different kinds of damage and loss, ranging from physical damage to loss of their humanity. These systems describe the ways that a character can suffer...

PHYSICAL DAMAGE

There are three different kinds of Physical Damage. Stun, used to measure pain and non-lethal damage, Structural Damage Points, used to measure damage to objects and vehicles, and Kills used to measure damage to large powerful weapons and armor.

Switch 1: Scope Killing Damage Plug In

This killing damage alternative is provided as a more realistic (and more deadly) damage determination than the standard Fuzion Killing Damage rules.

Targets:

There are two types of targets in Scope, Soft and Hard. This particular plug-in is used only with Soft targets (also called Squishies.) A soft target is normally a person, animal or creature, which does not have the physical structure to absorb the impact of an attack without injury. Some form of "bulletproof" body armor often protects soft targets, yet they remain vulnerable to serious wounds and even death from a non-penetrating attack. A Hard target (also called a Crunchy) is normally a vehicle or fortification (also Power Armor and Mechas) that can absorb or deflect very high-energy impacts without suffering internal damage.

Soft targets are further divided by importance into non-player characters (NPC's) and player characters (PC's). Please note that this classification is based on importance and not solely on who is controlling the character. Most GM's will have a few fully developed, important adversaries who are technically NPC's, but who would appropriately use the PC damage table. Likewise there are times when the players create and control subordinates that should appropriately use the NPC table. The statistical results are the same in both tables, however the PC table adds the detail of hit locations. When using the NPC table, use the NPC's Torso Armor KD to determine the modifier. In addition if the NPC wears a helmet, apply an additional –1 modifier.

    Soft Target, NPC (roll 3D6):
    3-11   Light Wound
    12   Serious Wound
    13+   KIA / INC

Modifiers to apply to the NPC table, only:

    Called Shot, Head: +3
    Called Shot, Torso: +2
    Called Shot, Other: -3
    NPC wearing a helmet: -1

    Soft Target, PC's: (roll 3d6, twice):
    3-7   Head: 3-8 Light, 9 Serious, 10-12 INC, 13+ KIA
    8   Hand*:   3-14 Light, 15-16 Serious, 17 INC, 18+ KIA
    9-10   Arm*:   3-14 Light, 15-16 Serious, 17 INC, 18+ KIA
    11   Chest: 3-9 Light, 10-11 Serious, 12-13 INC, 14+ KIA
    12   Stomach: 3-9 Light, 10-11 Serious, 12-14 INC, 15+ KIA
    13   Thigh*:   3-14 Light, 15-16 Serious, 17 INC, 18+ KIA
    14-16   Leg*:   3-14 Light, 15-16 Serious, 17 INC, 18+ KIA
    17-18   Foot*:   3-14 Light, 15-16 Serious, 17 INC, 18+ KIA
    * 1-3 Left, 4-6 Right

Modifiers: (apply to the result roll on either table)

Penetration   + (DC – KD)/2 MAX = +4 anything more overpenetrates

Character's Physical Characteristic   - Physical/2 (PC's: - BODY/2)

Note: Scope uses KD values in dice not in hits. In other words Kevlar Body Armor in Fuzion standard rules has a KD of 14, in Scope Kevlar Body Armor has a KD of 4. For a simple conversion divide standard Fuzion KD by 3.5 to determine Scope KD.

Wound Effects:

Light Wounds

The character has received a relatively light wound that is not immediately life threatening. Although painful, damage to internal organs and bloodloss are not serious. The character suffers a –4 modifier on their next Friction roll and a –2 modifier to all AV's until the wound is healed. NPC's suffer an immediate reduction in quality of one level. Medical attention will help prevent infection but the victim can tend to most light wounds. If wounded in the leg, MOVE will be reduced by one half. If wounded in an arm, any skill use involving that arm is at -4. PC's add 2 dice to their shock pool and take 2 dice worth of Normal damage with no SD applied.

Additional light wounds increase the AV penalty by only 1. Therefore a character with two light wounds has a –3 modifier applied to all AV's and a character with three light wounds has a -4 modifier. Every light wound adds the full 2 dice to the character's shock pool and causes 2 full dice of Normal damage with no SD applied.

Serious Wounds

The character has received a serious wound, involving extensive tissue damage, damaged internal organs, fractures, etc. The character automatically fumbles their next Friction roll and receives a –4 modifier to all AV's until the wound is healed. NPC's suffer an immediate reduction in quality of two levels. The Character must receive prompt medical attention or they will go into shock and become incapacitated. If wounded in the leg, MOVE is reduced to 1. If wounded in an arm, the arm is useless. PC's add 4 dice to their shock pool and take 4 dice worth of Normal damage with no SD applied.

Additional Serious wounds increase the AV penalty by only 2. Therefore a character with two serious wounds has a modifier of –6 applied to all AV's, if they manage to stay conscious! Every serious wound adds the full 4 dice to the shock pool and causes 4 dice worth of Normal damage with no SD applied.

INC – (Incapacitated)

The character has received an extremely serious, possibly fatal wound. No further actions are possible. Character's who are incapacitated must receive immediate medical attention or they will die of their wounds. The character is automatically in Shock.

KIA – (Killed in Action)

The character has either been killed instantly by the wound or has been incapacitated by a mortal wound and will die in a matter of minutes. The GM may allow a slim chance of recovery for Player Character's who receive immediate advanced medical attention.

Shock, Shock Rolls and the Shock Pool

Each time a character receives a wound or engages in an activity that uses an injured body part, the GM will roll a number of dice equal to the character's current shock pool. The PC rolls a number of dice equal to the character's BODY. If the character's result is equal to or greater than the GM's result, play continues normally. If the GM's result is greater, than the character has slipped into shock, immediately collapses and their condition is downgraded to Incapacitated. A character that is in Shock is drifting in and out of consciousness and at best is semi-coherent. The character may attempt to communicate a short message if they make an additional shock roll. For example, Gunnery Sergeant Apone has walked into an ambush and received an Incapacitating wound. The Gunny has an induction mike and a transmitter as part of his standard combat gear. In order to transmit a brief message for help, the Gunny must make a successful Shock roll.

Switch 2: FNFF Killing Damage

If a GM chooses to use this switch then there is a fourth kind of damage, Hits. Hits are identical to SDC damage only they are applied to living targets instead of objects.

Additional Derived Characteristic Required is: Wound Threshold (WND) = BODY + CON.

Each time a character is wounded, the weapon's damage is determined by rolling a number of D6 equal to the DC of the weapon. This damage is reduced by the Kill Defense of any armor worn by the character and is then applied to the character as hits. The first hit received puts the character into the lightly wounded condition. Each time the character's hits reaches a multiple of the character's WND, the character has moved into a more serious condition. Conditions and effects are as follows:

Normal – The character has not been wounded.

Lightly Wounded - The character has received a painful wound or wounds that will require some time to heal. The character suffers a –1 modifier on all dice rolls to reflect the pain and distraction of these wounds. Shock DV is 10.

Seriously Wounded - The character is seriously wounded. Major tissue damage, fractures, significant bleeding, etc. The character suffers a –2 modifier to all dice rolls while seriously wounded. Shock DV is 14.

Critically Wounded - The character is critically wounded. Extreme tissue damage, compound fractures, damage to vital organs, major blood loss, etc. The character must halve all primary characteristics while critically wounded (with a minimum reduction of –3). Shock DV is 18.

Mortally Wounded - The character may die of their wounds. The character must make a death save (3D6 + BODY vs a DV of 14) every round until they are stabilized by medical attention. Shock DV is 22. If the character survives the death roll, and somehow manages not to go into shock, then any actions they take are taken with halved primary characteristics like a critically wounded character. If the character is wounded beyond their Mortal Wound level (hits > WND x 3), the Death and Shock DV's are increased by +4 per additional multiple of their Wound Threshold. In other words, if the character has taken hits greater than 4 x WND, the Death DV is 18 and the Shock DV is 26; if hits taken are greater than 6 x WND, the DV's would be 26 and 34!

Each time the character suffers a wound they must make an immediate Shock roll. A Shock roll is 3D6 + CON vs a DV determined by the wound condition. Failing a Shock roll results in immediate collapse and 1 additional hit suffered. A character in shock must make a Fade roll each phase. A Fade roll is 3D6 + WILLPOWER vs the Shock DV. Failure results in 1 additional hit suffered. Success results in no change. Critical Success results in immediate recovery from shock. Other than a critical success, a character remains in shock until they are stabilized by medical attention or they expire.

Medical Stabilization is achieved by succeeding at a task roll of 3D6 + TECH + Medic versus a DV equal to the total number of hits taken. Modifiers of +1 (medic kit) to +3 (ambulance) may be applicable for field medical supplies and equipment. Modifiers of +3 (hospital) to +5 (trauma center) may be applicable for proper hospital care. Regardless of the result of medical stabilization rolls, a character that is actively being treated need only make a fade roll once per minute.

Characters also suffer one point of stun damage for each hit they suffer and one hit for every five points of stun damage.

If a GM chooses to use the FNFF option to handle killing damage it is suggested that the basic Scope Killing Damage Plug-in be used for most npc's. Another way to simplify npc's under this option, is to calculate an npc's Wound Threshold (WND) as twice their Physical Stat. Npc's should also be limited to four wound conditions:

Normal

Light Wound: Shock Roll (14), -1 all actions.

Serious Wound: Hits exceed WND (2 x Physical Stat) Shock Roll (18), -2 all actions.

Incapacitated: Failed Shock Roll or hits exceed twice WND (4 x Physical Stat). Remove from action.

Stun Damage
This is pain and shock, but not actual physical harm. Attacks made with fists or feet do stun damage, as do electroshock weapons. Stun is subtracted from a pool that represents how much damage the character can sustain before they pass out from pain and shock.

Structural Damage Points
Anything that is a hard target (also called a crunchy) but is not huge or well armored, is rated in Structural Damage Points. Since SDP refers to inanimate objects, they take both Stun and killing damage the same way – off of their SDP pool. This makes it possible to break a board, or rip off part of a car with your bare hands.

Kills

Kills are massive amounts of damage associated with Bombs, anti-vehicular weapons and other implements of mass destruction. Conversely, very large or heavily protected hard targets have their defenses rated in Kills to reflect the gross amounts of damage they can stand.

How Much Damage?

Damage in Fuzion is handled through the use of Damage Classes. Each DC is equal to one six sided die of damage (d6). For example, a weapon that has a DC of 5 does 5d6 of damage. Damage Classes refer to all types of damage except Kills, which is specifically described below.

Determining the DC of Attacks

With the exception of strength powered weaponry, like bows and spears, ranged weapons do DCs based on the power of the weapon. The DC of ranged weapons is listed with the weapon under Equipment.

Strength powered weapons, such as melee weapons, bows and thrown weapons, like spears, do damage based on a combination of the Strength of the wielder and the weapons minimum strength rating. When a character wields a melee weapon, compare their Strength to the Strength Requirement of the weapon. If it's lower than the weapon, the most damage they can do with that weapon is 1DC for each point of Strength that they possess. Furthermore, wielding a weapon with a higher required strength is difficult, the character will receive –1 REF for every point of Strength they have below the weapons strength requirements.

For example: Propeller Head Jack (PHJ) lifts an axe off the wall to defend himself against an advancing hound. The axe has a Strength Requirement of 4 and is DC 3, but PHJ only has a Strength of 2. The most damage than PHJ can do with the weapon is DC 2 and he is at –2 REF when using the weapon.

If a characters Strength is higher than the weapons Strength Requirement, they do the base DCs for the weapon damage, plus 1 DC for every point of Strength they have above the minimum rating, up to one and a half times the DC of the weapon.

For example: Mighty Mike wields the same axe against the hound. Mighty Mike has a STR of 7, so he does the 3DCs for the axe, plus another 2DCs for the 3 points of STR that he exceeds the Strength Requirement of the axe, for a total of 5DCs with the axe (and no REF penalty).

Kills and DCs

Kills represent huge numbers, while DC represents dice. This simplifies resolution of such huge attacks. Damage also has to scale between Kills and DC, because sometimes (much to their horror), such large attacks might hit characters or objects with SDP, and other times, characters might try and damage an object with Kills armor using hand held weapons.

When a weapon or device that does Kills strikes something without Kills armor, the first point of Kill damage does 14 DC. Each point of Kill above that does +1 DC above the 14.

When a DC weapon strikes an object that takes Kills damage, you simply divide the DCs of the weapon by 14 to determine the number of Kills. Remember that with a critical success, damage is doubled. Therefore any weapon that does less than 7 DC has no chance of damaging a hard target with an Armor value of 1 Kill.

Lots of Dice

Sometimes a very large attack will require lots and lots of dice. Its unnecessary to roll the full number of dice if you don't want to do so, simply divide the number and multiple the final result back up to where it should be.

For example: I have to roll 15 dice. I decide instead to roll 5 dice and multiple by 3.

Alternatively, on a really huge attack, you can just use an average value of 3 for every DC of the attack.

APPLYING PHYSICAL DAMAGE

Now that you can determine how much damage is done, it's time to find out about what happens when characters and objects take physical damage.

Killing Damage

Remember that killing damage is serious damage that can maim and kill. Anytime a character is hit by a weapon, the damage is resolved by a roll on the appropriate killing damage table.

Taking Stun Damage

As stated, Stun damage is shock and pain. If you take more than ½ of your Stun pool in one attack, you are stunned and lose your next turn.

Falling Down

Sometimes characters can get knocked down or back some distance from an attack. When a character is hit by an attack, if the DC of the attack exceeds twice their Body, they will fall away from the attack or the source of damage. Generally this is no more than one or two meters, but in such cases where the attack significantly exceeds twice the characters Body, the GM may decide a more cinematic knockback is appropriate.

Defenses

A defense is anything that gets in the way of taking damage – including clothing, armor or metaphysics.

All characters have a Stun Defense (SD) that represents their natural physical toughness – its their resistance to pain and shock, or their resistance to Stun damage. Unless there is something unusual about the attack, when a character takes STUN Damage, their Stun Defense (SD) is subtracted from the amount of Stun before it is applied.

For example, if your Con is 5, you have a Stun Defense (SD) of 10. When you get into a fist fight and 15 points of Stun hit you, you only take 5 points away from your Stun pool.

Armor

Armor is the best type of defense, if you have to get hit by an attack. Armor modifies the seriousness roll on the killing damage table. For that reason, armor is rated in Killing Defense (KD). For every two points of Killing Defense (KD) that Armor offers, the character reduces the roll on the table by 1. If an armored target is hit by a Stun attack, the defender rolls a number of dice equal to their armor's KD. The defender may then choose to reduce the stun damage by the armor roll result or by their normal Stun Defense.

PHYSICAL RECOVERY AND HEALING

When a character recovers from physical damage, this is called "Healing." Characters recover STUN much faster than they recover from wounds – and in some cases, characters cannot recover from wounds until they receive medical attention.

Stun Recovery

Characters generally recover Stun at the rate of Recovery every minute of rest, but sometimes, if the character gets particularly far below 0 in their STUN rating it can take longer to wake up. The GM should give the character their recovery one step farther down the time chart for every -10 points of STUN they have accumulated.

Depth below 0	Rate of Recovery
-10 and up	Every Minute
-10 to –20	Every 5 Minutes
-21 to –30	Every 20 Minutes
-31 and higher	GMs discretion (Hours)

The character gets their Recovery in STUN every time step listed under "Rate of Recovery." If the character has gone below –31 STUN, they will wake up at 0 STUN when the GM declares and will start recovery at the normal Recovery per minute rate at that time.

Wound Recovery (Healing)

Recovering from wounds depends on the seriousness of the wound suffered and the level of medical attention received.

Wound Condition:	Weeks	AV mod	Difficulty
Healing	1	-1	Easy (12)
Light	1	-2	Normal (15)
Serious	2	-4	Competent (18)
INC	2	n/a	Heroic (22)
KIA	2	n/a	Incredible (26)

Weeks is how long the character must wait before they can attempt to roll to recover one wound condition.

The AV mod is the modifier to be applied to all AV's while wounded.

The Difficulty is the value the character must test against in order to recover one wound condition. The character's roll (REC + 3D6) may be modified by several factors:

Healing Factors:	
Field Medicine	+1
Hospital care	reduce difficulty by one level
Medical Skill of attending Physician	+ skill

Any fumbled recovery roll will drop the character one wound condition. In the case of a character who's condition is INC or KIA, this results in death.

Only player character's are given a chance to recover from INC / KIA wounds. The player must receive medical attention within CON minutes. Assuming this is the case, when the player receives medical attention allow the character to roll versus the Heroic DV for INC wounds (22) or Incredible DV for KIA wounds (26). Success means the character has been temporarily stabilized and can be transported to a medical facility. Failure means the character has died. This would be a good time for a character to spend large quantities of Hero Points!

In the case of Non-player character's recovering from an INC / KIA result, roll one die:

1-5	The NPC was killed instantly or died as a result of their wounds.
6	The NPC has survived, treat them as having an INC wound condition.

First Aid

First aid is a very useful skill. Some of the things that it can do include; binding wounds, stabilizing characters on the brink of death (meaning they won't die), and provide for some minimal healing. First Aid skill qualifies for both Field Medicine and the attending physician skill.

BREAKING STUFF

When a character tries to break something, simply use the damage rules for Structural Damage Points (SDP). Each Damage Class (DC) of the attack does d6 in SDP. When the character has exceeded the SDP pool of an object, it is broken.

Impairing Damage

When a character does damage to an object or vehicle, it can become impaired (just like people do). When the damage exceeds 50% of the objects SDP, it is obviously damaged (dented, torn, etc...), if it is a functional object it is at –2 for all use. If the object gets damaged to within 25% of its overall SDP then it is at –4 for any use and is obviously nearly in ruin.

Vital Areas

Some objects have vital areas that are required for them to function. In this case, the GM should assign the vital area a percentage. This is how much SDP must be done to that particular vital area before the object ceases to function. For example, a car might be able to take 10% SDP in the tires before a wheel is flat or 15% of SDP in the engine before it gives out.

In the case of vehicles, individual vital areas may incur impairing damage. The GM must decide if the added detail warrants the extra book keeping. If your campaign is post-apocalyptic and part of the adventure is scrounging for parts, then this detail should probably be considered. If your players just commandeered a cadillac in the name of the law to chase bad guys, its probably not a good idea to bring the action to a crashing halt while you figure out the vital areas and their impairment values...

Vehicle Hit Locations

Vehicles require a little bit of special attention, because they have certain areas that characters can generally shoot at or strike that have a different effect on the vehicles functionality than other areas. The following table shows some common vehicular hit locations, and the associated percentages of SDP required to render the vehicle dysfunctional.

Attack from Side: Roll 3d6

Attack from the Front: Roll 2d6 + 1

Attack from the Read: Roll 2d6 + 6

3d6 Roll	Ground	Air	Boat	Effect (after armor)	Aiming Modifier
3-5	Front Wheels (5%)	Flaps (5%)	Bow	1x Damage	-6
6	Controls (5%)	Controls (5%)	Controls (5%)	1x Damage	-4
7-8	Engine (10%)	Engine (10%)	Engine (10%)	2x Damage	-3
9	Body	Fuselage (20%)	Hull (20%)	1x damage	-3
10-11	Body	Cargo	Cargo	1x damage	-1
12	Fuel	Fuel	Fuel	1.5x damage*	-5
13	Crew**	Crew**	Crew**	To crewmember only	-6
14	Cargo	Propeller (5%)	Rudder (5%)	1x damage	-3
15-18	Rear Wheels (5%)	Rudder/jets (5%)	Prop/Jets (5%)	½ damage	-4

GMs should use this table as an example for other vehicles as well, and some of the entries are not necessarily appropriate (not all planes have propellers), but the general idea is useful.

THE ENVIRONMENT

Setting up the environment and handling the characters interaction with that environment is a key element to Scope role-playing.

SETTING UP THE SCENE

Characters can generally see clearly in about the120 degree arc in front of them, and that increases to about 180 degrees (another 30 degrees on either side) through peripheral vision. Things that are moving are easier to see anywhere in the arc.

If a GM has doubts about what a character can and cannot see, they can call for a Perception Check. Like most things in Scope, Perception is a Skill. The GM assigns a Target Number to the observation based on the

standard Difficulty table and each character rolls to notice the effect. Characters who have bonuses to their senses add those bonuses during this check.

Perception checks can be subject to situational modifiers according ton environmental conditions.

Perception

Characters have five senses through which the GM can describe the world. Remember to occasionally enrich the scenes by adding smell, touch, and senses other than sight into the equation. Sometimes a character should be able to feel the air on their skin, or smell a particular odor. Imagining these senses is particularly powerful for us, because the senses of touch and smell are both closely connected to our experience of emotion.

If you are not sure whether a character can see something or not, you can call for a perception check. Perception is a Skill, and the basic perception check is (INT + Perception Skill + 3d6) vs the difficulty of sensing the information. Sometimes this is a resisted check, such as when a character is using stealth to sneak past another character, and sometimes it is a non-resisted check, such as when the character smells a particular odor in a room.

A character can try a perception check at any time that they want to "tune in" to the environment around them and look for details. The GM can also call for a perception check when there is a particular detail that the characters may miss.

Here's a tip – call for perception checks occasionally when there is nothing there…that way the characters won't always assume that they are supposed to find something when you ask for a check.

Time Passage

As mentioned under combat, time does not always flow in loose role-playing time – sometimes its necessary to keep careful track of the passage of seconds, minutes and hours. This is the case when performing Skills against a clock, recovering or any activity that requires it be completed before another activity.

The TimeTable is a method of scaling time up and down for role-playing purposes. Just because you spend five minutes on a task and you fail does not mean that you get to try again in another five minutes – sometimes you have to extend the time and try something different, something that takes a bit longer. The GM will use the time table to step up and down the amount of time that a character must spend for different tasks.

Time Table

> 1 Phase = 3 Seconds
>
> 4 Phases (12 Seconds) = 1 Turn
>
> 5 Turns = 1 Minute
>
> 5 Minutes
>
> 20 Minutes
>
> 1 Hour
>
> 5 Hours
>
> 1 Day
>
> 1 Week
>
> 1 Month
>
> 1 Year

There are various uses for the time table. For example, say the GM determines that picking a particular lock has a base time of 1 minute. By stepping up the time table and spending 5 minutes picking that lock, the GM may allow the player to get a +1 to the task for the extra time and care they put into it. If the character spent 20 minutes picking the lock, the GM would give them +2.

By the same token, tasks that move down the time table receive penalties for being "rushed."

ENCOUNTERS

An encounter is where the characters meet a Non-Player Character (or another Player Character), and there are some rules related to how characters interact with one another that do not really fit under Combat or Environment, but deserve their own consideration.

Presence Attacks

A powerful personality or frightening creature can have a strong effect on other people by words, actions, or sometimes by their mere presence. We call this effect a Presence Attack. A Presence Attack can be many different things, depending on the intent of the attacker: fear, awe, surprise, surrender, rage, courage, hope, commitment or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see Presence Attack Modifiers table). Usually a Presence Attack consists of a well chosen phrase, such as "Surrender or die!", or "To the attack— follow me!", or even just "Stop!" Roll 1D6 for every 1 point of PRE; you may add or subtract dice depending on the GM's judgment (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value (3 x WILL) to find the effect.

PRE Attack Total	Possible Effects of PRE Attack
>Target Resistance	Target is impressed; hesitates, acts last this phase.
>10+Target Resistance	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
>20+Target Resistance	Target is awed; may not take any Action next phase and is -5 DEX. May do what attacker commands.
>30+Target Resistance	Target is cowed; may surrender, run away, or faint. Target is DEX 0, and will nearly always follow attacker's commands.

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the number of dice in the attack. The table below has some suggested modifiers:

# of Dice	Modifier
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	PRE Attack runs against current mood
-1 to -2	Repeated PRE Attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

Personality Skills

When a character attempts to influence a non-player character, or another player character, this can be a resisted or a non-resisted Skill test. Such actions include intimidation, seduction, persuasion, and so forth.

The GM can make encounters a non-resisted test when the target doesn't really have a vested interest or agenda for their decisions anyway. If the test is non-resisted, the difficulty number is three times the target's WILL.

Any attempt to influence another character in the story should be a resisted test when the character has a goal or objective and another character is attempting to interfere with that goal or objective. In this case, the target should roll Concentration + Willpower + 3d6 against the influencing characters skill. The GM can modify the defenders total by anywhere from –10 to +10 for surrounding conditions and the status of the persuading character.

NON-COMBAT ACTIONS

There are many things that a character will do outside of Combat Time in a Scope campaign.

Literal Movement Outside of Combat

Characters can cover long distances outside of combat if they plan their rests and recuperation appropriately. To get the non-combat speed of a character, multiply their MOVE rate by 3 Kph or 2 Mph.

> e.g. A character with a MOVE of 5 has a Sprint MOVE of 15. The character can walk 15 Kph, run 30 Kph and sprint 45 Kph (or 30 Mph).

Complex Skill Use

Skill usage is the most common type of action outside of Combat. Anytime a character tries to do something that involves a specific ability or affinity, the character is probably using a Skill.

The character's Action Value (AV) for a Skill is based on the Skill plus a basic Characteristic. Which Characteristic is used depends on the situation. The Characteristics listed in the Skill List are just those most commonly used with the Skill – it is certainly possible for the GM to call for an Action Roll based on some unusual Characteristic in an irregular situation.

The following list of Characteristics provides some guideline for Skill use:

INT	Knowledge, experience, perception, memory, problem solving or anything mental.
PER	Interaction with other people or anything involving charisma and personality.
WILL	Resisting temptation, fear, stress, anything requiring mental fortitude.
TECH	Manipulation of tools or instruments, or anything else involving a technical affinity.
MOVE	Running, swimming, anything speed or movement related.
REF	Fighting, driving or other things that are related to eye hand coordination.
DEX	Physical abilities, dodging, other athletic prowess or gross physical activity.
STR	Muscle mass and raw physical strength or power.
CON	Endurance, time, resistance to pain and shock.

Which Skill is used depends on the GM. In Scope, if you don't have an applicable Skill, you can choose to try the task just based on your Characteristic, if the GM will allow you to do so. You can add LUCK to this roll to try to help yourself out.

Target Numbers

There are two types of tasks that require Target Numbers: Opposed and Unopposed.

Opposed: Characteristic + Skill + 3d6 for person initiating the action vs. Characteristic + Skill + 3d6 for the person resisting the action. Note that combat is basically the same system, an Opposed Skill use for attacking and defending.

Unopposed: The GM will assign a Target Number based on the Difficulty of the task. See Resolving Actions for sample difficulties.

Skill Modifiers

Under certain situations the GM will want to modify the die rolls of a character based on their resources or the surrounding environment to make a task more or less difficult. Here are some standard situational modifiers for tasks.

Excellent Tools/Equipment	+1 to +6
No parts or Equipment	-4
Under Stress, Attack or Impaired	-1 to –6
Hostile Environment or Conditions	-1 to –6
Excellent Conditions	+1 to +3
Lack of instructions or knowledge relating to task	-1 to –5
Unfamiliar tools	-1 to –5
Wounded	–2
Severely Wounded	–4
Rushing the task	–4
Darkness or Obscured	-8
Off-Hand	-6
Moving Target	-1 per 10m/Phase

Trying Again

If a character fails at the use of a Skill, they can usually try it again after the next step up the time chart passes, when they get better tools, or when they learn more about the task or Skill. Trying again is always up to the GMs discretion, but it is generally a good idea to allow characters the opportunity to try most tasks more than once.

Complementary Skills

Sometimes more than one Skill will apply to the task. When this happens, the GM can designate a primary Skill for the task and allow the character a bonus based on their Complementary Skills to increase their chance of success on the primary task.

For every 3 levels of a Complementary Skill, the character can add +1 to the Primary task roll.

This bonus can only be used for one attempt at the task.

This should ONLY involve the interaction of two Skills – a Primary Skill and a Complementary Skill.

Extra Time

When a character first attempts a task, the GM will assign a Base Time for the task. This can be anywhere from seconds to hours for a particular Skill use. If the character takes extra time and goes up the time chart, each level beyond the Base Time adds +1 to the action total.

Physical Exertion

How much a character can carry, lift and throw all relate to the characters physical strength.

Using Strength

Characters can lift, bend or break and throw things using their Strength.

Strength	Lift (kg)	Lift (lbs)	Example	Combat Load
1	50	110	Child	6 kg / 14 lbs
2	72	158	Adult Female	9 kg / 20 lbs
3	100	220	Adult Male	13 kg / 28 lbs
4	144	317		18 kg / 40 lbs
5	200	440	Lion	25 kg / 55 lbs
6	288	634	Motorcycle	36 kg / 80 lbs
7	400	880		50 kg / 110 lbs
8	575	1,265	Small Car!	72 kg / 158 lbs

If you need values beyond 8, check some of the super-hero games or other games that use Fuzion, or approximate based on the table above.

These Lift values are to deadlift to your waist or to drag it. Combat Load is the maximum load you can carry without suffering penalties to your AV's for physical actions. Pressing it overhead would be half your lift, carrying something, pushing or lifting it to throw would be one quarter your lift. At one quarter your lift, your MOVE is halved, you're really loaded down!

From unloaded to your Combat Load, your combat group remains normal. From your combat load to twice your combat load you are considered encumbered. While encumbered your combat group of characteristics are temporarily reduced by 1 and your MOVE is halved. Above that value you are overloaded. Combat Group characteristics are reduced to 1 and your MOVE is reduced to 1 (your actually moving in short bounds followed by a break).

Pushing

Scope does not use the Endurance characteristic common to many Fuzion games. In order to 'push' your strength you will need to attempt a Hero roll. A Hero roll essentially represents a character reaching down and doing something that would normally be beyond their capabilities. One typical example of this is to hoist a wounded comrade onto your shoulder in a fireman's carry and head for cover. To attempt a Hero roll, the character should roll 3D6 + the appropriate characteristic versus a DV of 15 (to push a characteristic by +1) or a DV of 20 (to push a characteristic by +2). When the heroic act is complete (you get to cover, you lift the tree off your leg, or whatever) your character immediately takes 1D6 of Stun damage (no armor or SD applies) per point you pushed your characteristic. A critical success on the hero roll will result in no damage at the end of the feat, while a critical failure of the hero roll results in 2D6 of Stun damage and the feat fails!

DAMAGING EFFECTS

Combat is not the only thing that can result in damage to a character, there are a variety of environmental conditions that can cause pain and suffering.

Cumulative Damaging Effects

All of these effects are handled in the same way - they are all accumulated through continued exposure. Each effect has a severity rating and does damage on an ongoing basis depending on that severity.

Electricity and Fire

Both electricity and fire do damage every Combat Phase (3 Seconds) that the character is exposed to the effect.

Type	Mild	Intense	Deadly

DC	DC 1-4	DC 5-10	DC 11-20
Electricity	Battery	Wall Socket	Lightning Bolt
Fire	Wood Fire	Gasoline Fire	Thermite

The GM must determine the exact Damage Class of a particular effect. A roll is made on the killing damage table using this DC for each Combat Phase of exposure. The GM should use the npc's killing damage in this case for all characters as the specific hit location does not influence the effects of the exposure. The character takes only one wound from continuing exposure with its severity equal to the most severe wound rolled over the course of the exposure. The character stops taking damage as soon as they escape the effects.

For example, Peter is exposed to an intense electrical shock for three combat phases. In the first phase, the GM rolls a Light Wound for the exposure. In the second phase, the GM rolls a Serious Wound and in the third phase, the GM rolls another Light Wound after this Peter escapes the exposure. Peter is left with the equivalent of one serious wound from the experience.

Poison and Drugs

Poison and drugs are ranked by the power of the effect, like electricity or fire, but damage can occur every Phase, Minute, Hour or Day depending on the type of Poison. Characters generally do not receive recovery rolls or recover any Stun damage done by poison or drugs while still under the effects of the poison or drug.

Type	Mild	Intense	Deadly
DC	DC 1-4	DC 5-10	DC 11-20
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD

Poison and drugs are do not necessarily do lethal damage (unlike fire and electricity) however. Different effects can be simulated by accumulating damage against different statistics. For example, sleep drugs or poison work against STUN, and mind control drugs work against a character's Resistance (3 x WILL). Simply use the Damage Class as the level of effect, roll the dice and accumulate the total number of points, with the character gradually succumbing to the effects as the total approaches their maximum.

For example, Peter takes a strong dose of Sodium Pentathol, a truth drug. Peter's Resistance is 21 (WILL 7). The GM determines that the Sodium Pentathol has a DC of 8 and rolls 8d6. The total is 29, well above Peter's Resistance, and Peter is deep under the effects of the truth serum.

The amount of time it takes to recover from a drug is also based on the time of effect. Generally, the maximum effect of a drug or poison is the DC * 6. Once the character has reached this level of effect, they are on their way back out. Each time unit the character can take their Recovery in points to overcome the effects of the drug or poison. Once the effect goes below the characters defense, they snap out of it, although still groggy.

For example, the maximum effect of the Sodium Penthol is 42 (8 * 6). The GM has determined that the Sodium Pentathol has effect every 5 minutes, so within about 15 minutes Peter is under maximum effect. At 20 minutes, he starts recovering at a rate of 7 points every 5 minutes (Peter's Recovery characteristic is 8), so after another 45 minutes Peter will be back at 0. Since Peter's Resistance is 21 however, Peter snaps out of the effects when the drug reaches level 20 - so 15 minutes after the max effects, Peter regains control of himself.

The basic principle for drugs and poisons is that they have an Effect Time that determines how often they do damage and a damage rating, that determines the amount of damage they do each time the effect occurs. The substance has a maximum rating of DC * 6 (the most you can roll on D6) and after that time the character starts to recover. Recovery happens at the same rate that the drug or poison affected the character.

Note that the character may die if the damage is lethal, before they have the opportunity to recover. That means the substance was LETHAL to that character.

Asphyxiation

Characters can hold their breath for 5 Combat Phases (15 seconds) for every point of CON. If the character has to engage in physical activity while holding their breath (such as swimming), they can hold their breath for 3 Combat Phases (9 seconds) for every point of CON.

Every Combat Phase that passes after this time the character must make a WILL + Concentration roll to avoid passing out from lack of air. The difficulty of this roll is generally the number of Combat Phases the character has held their breath. Character's also begin to Suffocate taking 3DC per Combat Phase from STUN. This damage continues until the character takes a breath or dies.

Falling and Collisions

Both long falls and collisions do damage based on the speed of the characters when they hit.

Things with SDP take 1DC for every 3 MOVE traveled per Combat Phase (every 1m/yd per second). The GM will roll on the killing damage table for characters. Additionally, this increases by 1 DC for every 45 kg of weight (or 100 lbs). If the MOVE is less than 3, there is no damage.

For Example: A person weighing about 75 Kg falls 9 meters in a Combat Phase (MOVE 9). The characters takes 3 DC for the fall, plus 1d6 for their weight for a total of 4DC. For an average person with a Body of 3 this results in a roll on the kill table at +1, this is a BAD fall!

Things with Kills usually weigh so much that the damage is increments of Tons! As a rule, objects with Kills take 1 Kill of damage for every 10 MOVE traveled per phase, rounding down. In addition, they add 1 Kill for every 10 tons of weight.

EXPERIENCE AND SELF IMPROVEMENT (HERO POINTS)

Hero points are awarded in Scope to represent experience and self improvement. Hero Points are used to improve skills and normal abilities and can be used as Luck Points.

Experience

As they move through life and stories, the characters will gain experience (or at least they should). In Scope, experience is given out as Hero Points.

Hero Points

There are four basic ways that a character can gain Hero Points through Experience in a Scope campaign.

(1) Study & Practice: Get a how-to book and start reading/practicing. Study is the hardest method. 1 month of study yields 1 Hero Point.

(2) Being Taught: The teacher must have a higher level of skill than the student and must have enough time to teach. Average the teacher's appropriate skill with their Teaching skill, they can teach the student up to that level. The GM will determine how long it takes to teach the student up to that level (usually at a rate of 2-3 points a month).

(3) Experience: Still the best teacher. The GM will award Hero Points in accord with their campaign plans, but sometimes when you do something particularly well, the GM will award points right on the spot (usually 1-2 points) for that specific skill or ability. Critical Successes and Critical Failures will always result in the immediate award of a hero point.

(4) Role-Playing: GMs should reward players for good role-playing, when a player exemplifies a character particularly well. This should come at the end of a particular story or plot line, with individual awards occasionally at the end of particularly good session. For example:

Roleplaying	Award
Player was clever, inventive, or played their character well	1-2 pts
Player solved a mystery or major plot point	1 pt
Adventure was a resounding success	2-3 pts

Spending Hero Points

In order to actually increase the level in an ability, the character must spend their Hero Points.

To Buy up Skills: ONE point for each level of the new skill. Example: To increase a skill from 3 to 4 would cost 4 Hero Points.

To Buy up Primary Characteristics: 2x the next level of characteristic value. To raise STR from 3 to 4 will cost 8 Hero Points.

To Buy up Secondary Characteristics: Characters can increase their Secondary Characteristics beyond the normal maximum established by their Primary Characteristics at a cost of 2-5 Hero Points per point (depending on the specific Derived Characteristics) and the GMs permission.

To Modify die rolls: any roll can be modified by plus or minus 3 with the permanent expenditure of a Hero Point.

THE RULE OF X

This is a very important rule that sets the overall power of the campaign, and keeps it at that level. Simply, the Rule of X limits how powerful characters can start off at in a campaign. (Well, the GM can of course break this rule for the Non-Player Characters, but the players must stick to it.) Here's how it works.

For Attacks: DC of your biggest attack added to your Reflex plus your Skill in that attack cannot be greater than X.
For Defenses: Your BODY, plus your largest Defense/5, added to your Dexterity plus your applicable defensive Skill cannot be greater than X.

Scope campaigns start with a Rule of X equal to 18. As the campaign develops and characters improve the GM may decide to raise the value of X, slowly.

NON PLAYER CHARACTER'S

NPC's are characters that are controlled by the GM. They include everything from the extras in the story, to the arch-villains. They also include assistants, subordinates and other player friendly characters. All non-player character's in Scope are classified by their combat capability. The classification starts with the WILL – REF of the npc (used for Friction rolls and Initiative), followed by a class title and brief description then the Instant Fuzion game statistics. The AV value should be used for all combat related skill rolls. The DV value is the basic defense value to be used when these NPC's are attacked.

This is the standard Scope format for all but the most important npc's. The format may sometimes include the npc's primary weapon and armor with game statistics summarized. The arch-villains of the world will usually be fully developed Scope characters, created and controlled by the GM.

2 – 3, Civilians: Non-combatant's: NPC's with no paramilitary training or experience, these are the hostages, storekeepers and patrons of the world. Instant Fuzion Stats - Mental: 3 (WILL:2), Combat: 3 [AV: 3], Physical: 3, Movement: 3, DV: 15.

3 – 3, Reserves: (also known as Tango's, in Vietnam these NPC's would often be known as Charlie) NPC's who have only limited or Paramilitary training such as Police, guerillas, Third World Armies, militia's, etc. Also Military trained support personnel or those with limited recent training. (Cooks, Bakers, Mechanics, Reservists, National Guard). Instant Fuzion stats - Mental: 3, Combat: 3 [AV: 5], Physical: 3, Movement: 3, DV: 16.

4 – 3, Regulars: Regular military troops with adequate training. This is the minimum rating for any npc with actual combat experience, regardless of their current training level. Mental: 3 (WILL: 4), Combat: 4 [AV: 8], Physical: 4, Movement: 4, DV: 17.

5 – 4, Veterans: Combat veteran regulars, Special Forces and other specially trained regular military personnel. Mental: 4 (WILL: 5), Combat: 4 [AV: 9], Physical: 4, Movement: 4, DV: 18.

6 – 5, Elites: Special Forces veterans. Mental: 4 (WILL: 6), Combat: 5 [AV:11], Physical: 5, Movement: 4, DV: 20.

Whenever they are wounded, NPC's must make a special friction roll to remain in play. If this roll is made, the NPC must reduce their WILL by 1 immediately but they remain in the scene. If this roll is failed, they run off screaming, lie still moaning, play dead or otherwise take themselves out of the scene.

Most NPC's will operate in two or four man teams. NPC units that are especially well trained or that total less than 10 figures, should be broken into two man teams. Otherwise, NPC's will operate in four man teams. For simplicity (especially when using the automatic success on second friction roll switch for PC's) the GM may use the following table in lieu of Friction rolls for npc's:

Team Size	Average Willpower	Effectives	Move
Four Man	1-3	1	1
	4-5	2	2
	5-6	3	4
Two Man	1-3	0.5	1
	4-5	1	2
	6	2	4

The Effectives column indicates how many members of that NPC team may act in any given combat phase. All other members of the team are considered frozen for that phase. A 0.5 result indicates that the one team member may act every other combat phase. For simplicity, the other NPC's are considered to be taking cover. The GM should not burden himself with the book keeping that would be required to generate repeat actions for these NPC's.

The Move column indicates how far the NPC team may move in one combat phase. Note: that this represents the team moving as a group. In reality, one or two team members will be bounding forward, followed by the remaining team members. The better trained NPC's will move more quickly and efficiently.

As casualties are applied to a team, the effective column must be adjusted accordingly. Subtract the number of casualties a team has suffered from the effective column. If the result is 0 or less, the team is eliminated from play. (Self preservation has consumed the surviving members of the team.)