

## CONVERTING FROM NEPHILIM RPG TO FUZION

Version 0.00004a - Release in Progress

### ATTRIBUTES:

Converting from Nephilim to FUZION is not a task without obstacles. To begin with, Nephilim has only five (arguably six) Attributes, while FUZION has twice as many Primary Characteristics. Some of these correspond directly, while others take a bit of fidgeting. The later are often contingent upon how the GM feels these Attributes/Characteristics function in his game. I've used the correspondences listed below. Some GM's may just wish to pool converted points and have players reassign them as they see fit. This works just as well, and I've included the method I've used for that, too (Table 2). Also, I've encountered some debate (much that I tend to agree with) that Movement is not a characteristic that fits. These tables and presented commentary are guidelines only; use them as you see fit.

The table below (Table 1) is for converting existing Nephilim characters into FUZION using corresponding stats. The list on the left are the Attributes from Nephilim, and on the right are listed those Primary Characteristics from FUZION. Any time that averaging is called for, I recommend rounding down. The number value for the appropriate attribute (or averaged attributes) is checked against Table 3 for the converted, FUZION value.

#### Converting Attributes, OPTION 1 - Characteristic Correspondences

<b>Nephilim Attributes</b>	<b>FUZION Primary Characteristics</b>
Intelligence	Intelligence
(Solar Ka for Awakened Humans)	Will
Dexterity	Dexterity
	Reflexes
Strength	Strength
Constitution	Constitution
Charisma	Presence
Dexterity+Intelligence (averaged)	Technique
Strength+Constitution (averaged)	Body
Dexterity+Constitution (averaged)	Movement

[Table1]

The following table is presented for GM's wishing to allow Players to reassign points to their converted characters. To the left are the Nephilim Attributes that are pooled, and on the right are the corresponding FUZION skill groups. Take the listed Nephilim Attribute and refer to Table 3 for

the corresponding FUZION point value. The FUZION values are then added together or multiplied by the listed multiple to yield the total points in the pool to be allocated among the listed FUZION Characteristics.

Converting Attribute, OPTION 2 - Characteristic Correspondences

<b>Nephilim</b>	<b>FUZION</b>
Strength+ Constitution+ Average of Strength and Constitution	(Physical Group [STR,BOD,CON])
Intelligence x 2	Intelligence and Will
Dexterity x 3	(Combat Group [DEX,REF,TECH])
Charisma x 1	Presence

[Table 2]

When using the pooling method, **I assume a MOVE of 2 as a base value, plus any points added to it from the Physical or Combat Group pools.** These points are transferred at a one point to one point ratio.

I also allow Players to add to their TECH by spending points from the Intelligence pool if their Nephilim character had high percentiles in technical skills, but a low Dexterity. This is always a judgement call by the GM, and is useful when the conversion process would have rendered a skilled and skillful character bumbling and inept.

Attribute Conversion Point Values:

<b>Nephilim Value</b>	<b>FUZION Value</b>
3-5	1
6-8	2
9-11	3
12-13	4
14-15	5
16-17	6
18	7

[Table 3]

**SKILLS:**

For the conversion of Skills, divide the Skill percentage by 12.5<sup>1</sup>. Always round down, except in the

case of a skills less than 25%. These are always considered to convert at level 1 (See the Table below [Table 4]).

**Skill Conversion Chart**

<b>Nephilim</b>	<b>FUZION</b>
0	0
1-24	1
25-37	2
38-49	3
50-62	4
63-74	5
75-87	6

<b>Nephilim</b>	<b>FUZION</b>
88-99	7
100-112	8
113-124	9
125-137	10
138-149	11
150-162	12
etc...	

[Table 4]

**KA:**

KA converts somewhat differently in Nephilim FUZION. To begin with, Humans with Awakened Solar Ka, convert that value as if it were an Attribute. GM's who wish to do so may also use this value, instead of Intelligence, to determine the FUZION WILL characteristic. However, in converting solar Ka, 1 point is subtracted from the resulting FUZION value<sup>2</sup>. Hence, an Awakened Human with 16 Solar Ka in Nephilim, will have a Solar Ka of 5 (and a WILL of 6) in FUZION. A person with 4 points of Solar Ka in Nephilim, will have a 0 in FUZION (and a WILL of 1 if the GM uses this optional rule).

The Nephilim convert in a different way than humans. To gain the Value of the Dominant KA in FUZION, divide the Nephilim Dominant KA by 4. Always round down, except in those cases where KA is less than 4, in which a value of 1 should be assigned. This new number value should be a number from 1-25. To determine his Neutral and Opposed Ka, we still follow the method presented in the Nephilim RPG:

- Major Neutral is 80% of Dominant KA
- Minor Neutral is 60% of Dominant KA
- Minor Opposed is 40% of Dominant KA
- Major Opposed is 20% of Dominant KA

Round the derived number down, except in those cases where the converted value would be less than one. A Nephilim always has at least one point in all five elements. Table 5 lists the KA numbers for the various types based on the value of the Dominant KA. The decimal places are listed only for mathematical accuracy; for game play, take only the whole number, or the number listed in brackets.

Derived KA values

Dominant (KA)	Maj. Neutral (b)	Min. Neutral (c)	Min. Opposed (d)	Maj. Opposed (e)
1	0.8 [1]	0.6 [1]	0.4 [1]	0.2 [1]
2	1.6	1.2	0.8 [1]	0.4 [1]
3	2.4	1.8	1.2	0.6 [1]
4	3.2	2.4	1.6	0.8 [1]
5	4	3	2	1
6	4.8	3.6	2.4	1.2
7	5.6	4.2	2.8	1.4
8	6.4	4.8	3.2	1.6
9	7.2	5.4	3.6	1.8
10	8	6	4	2
11	8.8	6.6	4.4	2.2
12	9.6	7.2	4.8	2.4
13	10.4	7.8	5.2	2.6
14	11.2	8.4	5.6	2.8
15	12	9	6	3
16	12.8	9.6	6.4	3.2
17	13.6	10.2	6.8	3.4
18	14.4	10.8	7.2	3.6
19	15.2	11.4	7.6	3.8
20	16	12	8	4
21	16.8	12.6	8.4	4.2
22	17.6	13.2	8.8	4.4
23	18.4	13.8	9.2	4.6
24	19.2	14.4	9.6	4.8
25	20	15	10	5

[Table 5]

As in the Nephilim RPG, Primary Characteristics are adjusted by a Nephilim's KA. To determine the precise characteristic adjustment, refer to **Table 6** for the number of points to be added. These points are then applied to the applicable Characteristic (see **Table 7**). In the alternate rules section I present a chart with a different set of point values than table six<sup>3</sup>. Because the Ka element modifiers are often pooled among multiple FUZION characteristics, an individual GM may feel that this alternative option better serves his vision for the game as it offers more points in the pool.

KA influenced Characteristic Adjustments:

<b>KA Value</b>	<b>Characteristic Modifier</b>
1	+1
2	+1
3	+2
4	+2
5	+3
6	+3
7	+3
8-11	+4
12-15	+5
16-20	+6
21-25	+7

[Table 6]

Ka Element Increase chart:

<b>Element</b>	<b>Characteristic</b>
FIRE	To Strength
EARTH	To Body and/or Constitution, in any combination of points desired by the caster.
AIR	To Intelligence and/or Technique, in any combination of points desired by the caster.
WATER	To Reflexes and/or Dexterity, in any combination of points desired by the caster.
MOON	To Presence

<b>[DOMINANT]</b>	The Dominant KA, of what ever element, is used independently to Modify the Will of the Nephilim.
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[Table 7]

(Note to Table 7: Again MOVE is something that requires special consideration. A GM may wish to consider MOVE as static, based solely on the Simulacrum's own Characteristics. Or, A GM may wish to add MOVE to the WATER element, solely. I tend towards allowing points from FIRE and from WATER to be applied to the MOVE Characteristic)

### **MAGICK:**

To use magic in Nephilim FUZION, the casters relevant KA is added to the magic skill being used in determining the AV of the spell. Spell AV is then added to a 3D6 roll and compared to GM specified target number. Spells directed at another being have a target number of relevant KA (or Solar Ka)+Will+10(or 3D6), or a standard Dodge/evade for physical attack spells. For non opposed situations, the static DV is dependant upon what type of spell is being cast, and Astrological correspondences.

When using Magick of the First Circle, the base target is of *Everyday* difficulty. Magick of the Second Circle is considered to be of *Competent* difficulty. Third Circle spells have a difficulty level of *Heroic*.

Challenged	10
Everyday	14
Competent	18
Heroic	22
Incredible	26
Legendary	30

Awakened Humans are less intimately tied to flows of Magick than the Nephilim. Consider all spell casting difficulty levels to be at one level higher. For example, a Second Circle Sorcery spell is generally a *Competent* task for a Nephilim. However, casting that same spell would be an *Heroic* task for an Awakened Human.

### **Astrological Modifiers:**

Astrological modifiers convert to a range that is much less random, eliminating the magnitude roll. Referencing the chart in the Nephilim RPG, if a KA-element is to gain a bonus, then grant a +2 to the AV. If it is Neutral, then there is no bonus. If Opposed, then modify by -2 to the AV. On enthronements, all difficulty levels are lowered or raised by one. A Djinn casting a Second Circle spell during a Grand Enthronement would do so at a difficulty level of *Everyday*. During an opposed enthronement, the same task would be of *Heroic* difficulty. At the GM's discretion, an enthronement modifier may be cumulative with the +/- 2 modifier.

### **Learning New Spells:**

Like in the standard Nephilim rules, one cannot learn a higher circle of magic until the lower level is mastered. A skill level of 7 must be earned before the Spell caster may learn any magic of a higher order. That means one cannot learn Alchemy: Wands until having achieved level 7 in Alchemy: Seals, nor can one learn Alchemy: Keys, until gaining level 7 in both Seals and Wands.

In addition to this, as in the original Nephilim, one must not only possess the appropriate skill to learn a spell, but one must also have developed that skill sufficiently to comprehend the nature of the magic itself. The Threshold number for a spell listed in Nephilim, is converted in the same way Skills are: divide the percentile by  $12\frac{1}{2}$ . For example, if a spell has a listed Threshold of 70%, then it requires a Skill level of 5 in the appropriate magical skill. It should be noted that this is not a perfect conversion, and some spells not accessible to characters in the standard Nephilim rules will become accessible to them in FUZION Nephilim. I've found that this in no way impacts on playability, and if it is a problem for a GM, he need only restrict access to the spell from the characters.

Learning a Spell requires the expenditure of OP, the exact cost depends upon the circle of the spell being learned.

First Circle Spells cost: 5 OP.

Second Circle Spells cost: 8 OP.

Third Circle Spells cost: 12 OP.

Again, Hero-purists may gripe about the costs for constructing each power. Some spells of the same level would indeed cost more than others if constructed in FUZION, however, I feel that if the spells are balanced enough for the great folks at Chaosium, then they are balanced enough for me. For those wishing to calculate the exact costs per spell I encourage you to do so. Also, I'm happy with the (I admit, arbitrary) costs I've assigned. They make spells expensive, but not prohibitively so. For those wishing to make the spells more accessible (perhaps more true to the original Nephilim rules, actually), feel free to lower the costs. In my own games, I tend to lower costs slightly if a character spends a significant amount of game time studying the spell in question. Do what thou wilt, that shall be the whole of the Law.

When converting the effects of spells, follow these general guidelines:

- To determine the FUZION DC of an offensive spell, add the minimum and maximum Nephilim damage, and divide that sum by 3. For example, a spell that would cause 2D6 damage in Nephilim, converts to FUZION as a 4DC attack (2D6 does 2-12 damage.  $2+12=14$ .  $14/3$  equals 4 and two thirds, rounding down to 4).
- To determine the amount a Characteristic increases, calculate the die roll range as you would convert damage for an offensive spell and add that flat number to the Stat<sup>4</sup>. For example, a spell that would grant 1-10 points to an attribute, converts to adding 3 points to a FUZION Characteristic ( $1+10=11$ .  $11/3$  equals 3 and two thirds, rounded down to 3). In determining what Characteristic is raised, refer back to Table 7 (above).
- To use a healing spell, calculate like damage, with the result being the number of dice rolled

for healing HITS. For example, a healing spell that cures 1D3 hit points, will cure 1 Die of Hits (1d3 means 1-3.  $1+3=4$ .  $4/3$  is equal to 1 and one third, rounding down to 1).

- Spells that create armor have a direct correspondence. 6 points of Nephilim armor is 6KD armor in FUZION.
- Spells that cost permanent KA (like Resurrection) roll the Dice listed in the Nephilim RPG and divide the result by 3 (rounding down) to determine the amount lost.
- However, if permanent KA is given to a summoned entity, then the requisite amount is left to the discretion of the GM. My guideline is up to divide the listed maximum (if any) by five as the FUZION maximum.
- Spells that indicate an increase or decrease of a certain percentage to activity calculate this normally against the FUZION AV. Example: a spell which creates a 25% negative modifier to all actions would cause Bob the Plumber (a Water Nephilim) with his TECH of 9 and Plumbing Skill of 7 (an AV of 16) to have an AV of 12. ( $16/4=4$ ;  $16-4=12$ )
- Any time an increased chance of Catastrophic failure is indicated, the task is one level more difficult. A **Heroic** task becomes an **Incredible** task, for example. When opposed roles are being used, then apply -3 to the AV.
- When an entity is summoned, convert his KA normally, but consider his WILL to be a third of the listed Nephilim RPG Ka.
- If a summoned entity requires the sacrifice of beings with Solar Ka, follow the following guidelines:
  1. Add the total Solar Ka of each sacrifice together,
  2. Add 1 point for every person being sacrificed.
  3. If this sum is then supposed to be divided and reapplied in some specified way, do so as indicated in the Nephilim RPG.
  4. In those cases where a specified total amount of Solar Ka is required, divide the Nephilim RPG requirement by 3 to determine the necessary FUZION total.

Any other time, where a roll of KA, or any other Characteristic, and a multiple is required, assume that:

x5 is an **Everyday** difficulty task  
x4 is a **Competent** difficulty task  
x3 is a **Heroic** difficulty task  
x2 is an **Incredible** difficulty task  
x1 is a **Legendary** difficulty task

**Ch'awe:**

FUZION Nephilim uses the derived Characteristic of Ch'awe for Spell casting<sup>5</sup>. It is similar to END in that it is derived from CON. However, Ch'awe is derived from the sum of the SIMULACRUM's unmodified CON plus the Characteristic Modifier of their Dominant KA, multiplied by 10.

$$\text{CH'AWE} = (\text{Simulacrum's CON} + \text{Dominant KA Characteristic Modifier}) \times 10$$

So, if Bob, our Water Nephilim with a Dominant KA of 7 (+3) incarnates in a Simulacrum with a CON of 5, he has a Ch'awe of 80 (5+3=8. 8x10=80).

The exact cost of a spell in Ch'awe depends on the Circle of the spell being cast.

First Circle Spells cost: 10 Ch'awe

Second Circle Spells cost: 20 Ch'awe

Third Circle Spells cost: 30 Ch'awe

Like END, Ch'awe is recovered at a rate determined by the RECOVERY derived characteristic.

### Other Game-play Considerations:

#### MECHANICS:

- Physical activity undertaken by Nephilim costs no END.
- The Derived Characteristic of Speed (SPD) is used.<sup>6</sup>
- During game-play, one's KA may be improved at a rate of 5 OP per level.<sup>7</sup>

#### METAMORPHOSIS FEATURES:

This works somewhat differently from the NEPHILIM RPG. In Nephilim FUZION, every five points of Dominant KA, grants the Nephilim a **Distinctive Feature (Metamorphosis)** Complication. Generally, the feature which is affected is determined by the player.

These Complications are:

Distinctive Features (Metamorphosis):[Head]

Distinctive Features (Metamorphosis):[Hands]

Distinctive Features (Metamorphosis):[Skin]

Distinctive Features (Metamorphosis):[Odor]

Distinctive Features (Metamorphosis):[Voice]

Generally, these are worth 10 or 15 Option Points (concealable with disguise, or not concealable). When applicable, the points gained from these go into building the particular metamorphosis transformation powers. Example, the Black Claws of a Phoenix Nephilim (*Distinctive Features (Metamorphosis): [Hands]*) generally are not concealable (sure he can paint 'em or pretend they're fake, but the big claws will always be noticeable) but grant the Nephilim a STR+1 Killing Damage hand to hand attack. In those cases where there is no associated ability, allow the remaining option point totals to be held in reserve to be used to affect the status of the Nephilim within Nephilim

society or among those of his metamorphosis. At the GM's discretion, these points, and only these points, may be used to increase the Derived Characteristic of **Luck**, at a cost of 5 or 10OP per point. I tend to prefer a balance between these two methods, but not all GM's use Luck, and the second method assumes that **Luck** is being used at all.

### OTHER NEW COMPLICATIONS:

All Nephilim suffer from the Complication:

- **Susceptible (Orichalka):** [*Infrequent/Severe/Major*] 10 Points

### NEW PERKS:

- **Arcanum Membership:**[*Arcanum Name*] - This perk is purchased like the standard *Membership* Perk, and reflects the Nephilim's standing within his chosen Arcanum.
- **Prestige**- Much like the standard Perk, *Renown*, this perk reflects the reputation an individual Nephilim has within the greater Nephilim society. However, unlike *renown*, this also reflects the influence he might exert within that social structure. Generally, I limit the maximum level of this perk to five, plus the current number of metamorphosis features possessed by a Nephilim.

## CREATING NEW CHARACTERS IN FUZION NEPHILIM

Point Values

Rule of X:

Offensive X: 22

Defensive X: 22

Past Lives

(LIFEPATH for NEPHILIM)

Talents, Perks, and Skills

Point Guidelines for Building New Spells

Atomik Magic Variant rules

Character Sheet

### CHARACTER GENERATION:

1. Allocate 45 points to the Primary Characteristics of your current Simulacrum, and 25 points among its skills. Basically, build the character as a relatively normal human with high attributes. You may take up to 20 points of Complications (Physiological, Social, and Enemies, only) and Perks (no Talents) for your Simulacrum.
2. Decide how many incarnations your Nephilim has had. You can, and should, select multiple past incarnations. At a minimum, this is **Two** – your current incarnation and one previous. **You begin with a Dominant KA of 7, minus 1 point for every incarnation** including your current one (in actuality, this means you have a maximum starting KA of 5). You cannot have

- less than a 1 Dominant KA, so the maximum number of previous incarnations is five.
3. Choose an era for each incarnation.
  4. Roll on the appropriate Simulacrum Selection table in the Nephilim RPG.
  5. Spend 20 points on the skills listed for your Simulacrum type. At least 4 points must be spent on languages. No more than 4 points may be spent on any one skill in a single incarnation (5 if the GM is using Alternate rule 1), and no starting character can begin higher than 7 total points in a skill (9 if the GM is using Alternate Rule 1).
  6. Spend 10 points on Occult Skill development. Only in Character Creation will all new spells will cost a flat 3 OP. Once the game begins, the costs will increase dramatically (as shown previously). The same limitations to spending your points on “normal” skills apply here as well.
  7. For background purposes, roll 3d6 x 5 to determine the Simulacrum’s age before you incarnated. Then, make a second roll of 3d6 x 5 to determine how long the span of your incarnation was.
  8. Roll your Stasis event.
  9. If this is your first incarnation, roll your Stasis Form.
  10. Repeat for each previous incarnation. These totals represent your Nephilim’s skills.
  11. You have five additional points to spend on Perks, Talents, or Occult Skills *for your Nephilim* (not your Simulacrum). You may increase these points through Complications (any but Physiological or Social). No more than 50 points of initial Complications are allowed.

**ALTERNATE RULES:**

1. For those GM's wishing a higher power level, skills can be converted through division by 10 instead of 12 ½. This is also applicable to magical skills as well, however, the skill value for mastery of a Circle will be 9, instead of 7.
2. Optionally, 2 points may be subtracted instead of 1, when determining Solar Ka.
3. Table 6A, below, is the previously mentioned alternate chart for determining Characteristic increases from KA scores. This Table uses higher point totals to accomodate pooling values. I tend not to include this in the "Core" of my conversion guidelines as it does not reflect the scale and ratio of improvement in the Nephilim RPG. However, the higher increase may be better suited to those situations where points are to be spread among two or even three characteristics. Whereas in the Nephilim RPG, WATER KA increased Dexterity, only, the same increase in Nephilim FUZION would have to be spread among REF, DEX, and possibly MOVE, as well.

If this is more suited to your game, then use this Table in place of Table 6.

Alternate Table 6

KA	Bonus
1	+1
2	+1
3	+2
4	+2
5	+3
6	+3
7	+3
8	+4
9	+4
10	+4
11	+5
12	+5

[Table 6A]

KA	Bonus
13	+5
14	+6
15	+6
16	+7
17	+7
18	+8
19	+8
20	+9
21	+9
22	+10
23	+10
24	+11
25	+11

4. As with Characteristic increases, a GM may opt to provide more points for the increase. The first method is to make the 1-10 conversion a flat 1D6 FUZION increase, with an additional +1

FUZION point per 5 points of the listed Nephilim RPG maximum. Or, one may choose to divide by 2 instead 3 (5 points for a 1-10 roll). Also, a GM may decide to retain the standard divisor of 3, but apply the result to each Characteristic within the element group (example: In Nephilim, one's DEX is to be increased by 1-10 from a Water spell. Converting to FUZION using the standard divisor of 3 results in an increase of 3 points to REF, 3 points to DEX, and possibly 3 points to MOVE as well. A similar Moon spell only would increase the Characters PRE by 3 points). This method does not hold even vaguely similar point values, and is not particularly balanced. But it is easy... (I don't use it, though).

5. GM's may decide that it would be easier, and more compatible with other FUZION games, to rely upon END only, and forego Ch'awe altogether.

6. I like to use Luck as well. See my rules for Metamorphosis Transformation to understand why. Also, it tends to give the players more sense of power; that's a good thing for demi-gods like the Nephilim.

7. At the GM's discretion, KA may instead be increased at a rate of 1 OP per current level of KA.