

## **MOVEMENT re-examined:**

The purpose of this optional rule is to provide a means of eliminating the MOVE Primary Characteristic. I've often heard it said that MOVE simply does not "fit" with the other Primary Characteristics; it is like it's been tacked on as an afterthought. We have the Combat, Physical, and Mental groups, each with three characteristics. Then we have MOVEMENT, sitting there all alone... By eliminating Movement as a primary characteristic, we actually add to the consistency of the FUZION core attribute system.

What I propose is to halt the expense of Characteristic Points on Movement, and give everyone a standard, flat Base Movement Value. In most of my games, this is 4, and the Talent and Complication listed below assumes this number as a base value.

This Base Movement Value can be modified by buying talents or taking complications, as outlined below:

### **New Talent**

- **Fast (3 OP per Level):**

Your general movement pace for running, walking, and swimming is faster than normal. Each level purchased provides a bonus of 1 point to the Base Movement Value of a character. No more than Four levels of this talent may be purchased.

### **New Complication**

- **Slow:**

Your natural movement pace for running, walking, and swimming is somewhat slower than normal. This Complication does not follow the standard 5/10/15/20 point increments of most FUZION complications, rather it furnishes OP in 3 point increments. To a maximum of two levels (or a Base Movement Value of 2), this complication reduces a character's Base Movement Value by 1 point per level purchased. Note: If a GM wishes to use the standard FUZION point value progression for this complication, even though it returns significantly more points, then assume an OP return of 5 points per level of the Complication. **Slow** can be considered a Physiological Limitation.

### **Revised Complication**

- **Reduced Mobility:**

You are unable to get around normally. Your Base Movement Value: is reduced by half, due to your constant limping (5). Is reduced by half, due to your missing leg or foot (10). Is reduced dragging yourself around by your arms at a movement value of 1 (15). Is non-existent. You are a quadriplegic, unable to move below the neck (20). Note: The penalty for the (5) point complication does not apply to swimming. Those characters who take the (15) or (20) point complication cannot use any kicking or rooting Martial Arts technique. Those with the (10) point complication use such maneuvers with reduced effectiveness, taking a -1 penalty on all Damage and a 2 point penalty to all Difficulty Numbers.