

New Race: **Fusion**

Fusion: (With this race, you may play either a unique Fusion, or as a Fusion of a Canon character.)

Lore: [Fusions](#) are alien copies of the inhabitants of the planet they're on sent by Lord Fuse, usually duplicating those of great power. They are formed by Fusion Matter, the bio-weapon that is the mark of Lord Fuse's wars and main component of his minions, and an item that is held near to a person. They have green skin, red eyes, and either dull crimson or dark grey clothing with marks of the other colour.

(An [Example](#) of what a Fusion may look like, in this case with John Egbert after reaching God Tier, or [Here](#) with Dave Strider prior to reaching God Tier)

Copy the stat bonuses of any other Race. Keep Amphibious or lack of it. Replace the features as in the chart below.

Adaptium Fusions takes $\frac{3}{2}$ times the negative effects from Cosmix and $\frac{2}{3}$ times the negative effects from Blastions

Blastions takes $\frac{3}{2}$ times the negative effects from Adaptium and $\frac{2}{3}$ times the negative effects from Cosmix

Cosmix takes $\frac{3}{2}$ times the negative effects from Blastions and $\frac{2}{3}$ times the negative effects from Adaptium

Negative Effects include

- Blind
- Broken
- Clipped
- Crippled
- Damage
- Dazed
- Deafened
- Disrupted
- DoT
- Exposed
- Faded
- Fire
- Impaired
- Incapacitated
- Irradiated
- Prone
- Rupture
- Setback
- Stasis

- Stuck
- Sundered
- Unconscious
- Weakened

If an effect listed has a duration, it's multiplied by the corresponding amount. Otherwise, if a numeric value is listed within the effects, such as the amount of movement reduction in Crippled, it is multiplied by the corresponding amount. If neither a time nor an amount are listed, there is no effect.

Race	Type	Racial	Description
Burgundy	Blastions	Left Hand Fused	You know Fuse Magus' Affinity, Fusion Matters. Additionally, Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity, but you use Intelligence/Occult as your psionic casting stat/skill for this.
		Fuse Pulse	Once per short rest, as a free action, make a psionic attack against Fortitude resistance, targeting all creatures within 30 feet. For each target, if you break resistance, they release any grapples, and for 3 rounds they are Irradiated (2P) and cannot benefit from bonus dice. You then refill one lesser slot.
Bronze	Adaptium	Courageous	Once per strife, as a free action, you may gain a major action. You lose your major action next turn.
		Sympathic	P times per Long Rest, you may apply Irradiated X to both yourself and a target until you take a Long Rest.
Gold	Cosmix	Meltdown	Once per strife, you may either make a missed attack roll still apply effects (but deal no damage), or make a landed attack deal double effects.
		Lateral Fusion	You can begin to swamp areas in Fusion Matter to give yourself an intellectual boost. P times per short rest, once per Gambit, you add 2 Stakes dice for the duration of a Gambit, but gain P Irradiation until you take a long rest.
Lime	Cosmix	Fusion Expert	You have a fair understanding of the

			<p>common rituals and norms followed by any being familiar with Fusion Matter. You have one Stakes die to any non-strife skill checks made, and reroll any Stakes dice of 1 and Flaws dice of 6, when dealing with them. You also possess a cursory knowledge of psychology and emotions such that you can present a surface level knowledge of those topics or for the knowledge itself.</p>
Lowblood	/	Latent Reactions	<p>You know the Affinity of Fuse Magus and Fusite. For each affinity, P times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of it. Also pick either Intelligence/Occult or Wisdom/Sanity: When casting in this way, you use this stat as your psionic casting stat.</p>
Olive	Blastions	Apex Invader	<p>Any checks made to gain advantage from attacking while Hidden is automatically won. Attacks against enemies with a negative effect, or attacks made while Hidden, deal +25% more damage, rounded up.</p>
Jade	Adaptium	FM Drinker	<p>If you would die, roll 1d20 + CON + level. If the result is 15 or higher, you become an infused version of your special item instead of dying. (Jadeblood)</p> <p>The item has a tier equal to your Level/3. You may use your computer as usual, with the item serving as a computer. The item gives the wearer all of your path features.</p> <p>If you are given to a Fusion Spawn, you are resurrected fully.</p> <p>You may damage any wielder for Qd20 damage per round.</p> <p>If you are destroyed while in item form, you are permanently dead</p> <p>After resurrecting, the item is no longer infused.</p> <p>If this item is used to create a nano while you're in it, you become the nano. Nano-You has your normal stats, but you are Small Sized and can float up to 6 ft. off the ground. Additionally, you turn into a non-Fusion Jadeblood version.</p>

		Cut to Fuse	Once per short rest, when you land a damaging attack, you force it to apply Irradiation equal to a tenth of the target's maximum hit points. The target then gains Irradiation P/2, rounded down, each round for a minute.
Teal	Adaptium	On Petrol	<p>You learn the following maneuvers, and can use one per round as a free action.</p> <p>>Hammerfuse: When you land a damaging attack, the target is also Irradiated (2P) for 1 round.</p> <p>>Fusecraft: When you make a skill check against a target's resistance, you add a Stakes die to the check.</p> <p>>Fusify: Whenever you are in cover, it also benefits your Fortitude and Willpower.</p>
Cerulean	Blastions	Fusing Flair	<p>Once per strife, before making a damaging attack, you raise the damage dice of one attack by one size. If this attack kills the target, you gain one of the following:</p> <p>>An additional major action</p> <p>>A Greater Slot if you are a Psion or Hybrid</p> <p>>2 Minor Actions if you a Martial</p> <p>If this does not kill the target, all attacks against you have advantage to hit until the start of your next turn.</p>
		All Fusing Eye	You know Fusite's Affinity, Fuse Control. Additionally, Lvl times per time rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity.
Midblood	/	Atomic Privilege	You gain +3 to two skills at character creation.
Indigo	Blastions	Ruffianuclear	Once per strife, as a minor action, you may have all of your attacks have a 5 foot radius, doing damage to all nearby targets except you.
Purple	Cosmix	Chucklefusoo	P times per long rest, you can cast the minor slot version of the Chaos Sphere subpower from Fusite Psionics. When casting in this way, you use Charisma as your psionic casting stat.

		Fuserk	P times per long rest, you can enter a Fusion Outbreak Mode as a free action for 1 minute (10 rounds). You deal damage equal to your CON modifier to all creatures within melee range of you at the end of each of your turns, apply Irradiation equal to half of all damage done through attacks, can levitate up to 5 ft. off the ground, and can Aim as a Free action once per turn for the duration.
Violet	Adaptium	Omen	Once per strife, before making a damaging attack, you also inflict Faded 2 or Irradiation 2P, of your choice, for 2 rounds. Then, deal the damage.
Fuchsia	Cosmix	Fuse's Will	Twice per short rest, when an attack would break your resistance, you may store the attack and use it later. The accuracy and damage/effects are the same as what was used against you. Additionally, you gain +1 to your hit bonus and crit range.
Highblood	/	Refuser	Once per short rest, while attacking, roll a hit die without spending it. You may apply double that much Irradiation, then deal double that much damage, apply Disrupted, then apply Sunder 1, Rupture 1, and Fade 1 until the end of your next turn.
Cherub (Green) +2 Cha	Not Other's	Muse of Fuse	You can summon a T(LVL/10, rounded up) CR 1 monster once per Short Rest, which dies after the next short rest. It is allied to you.
		Guardian Fusion	You may add CHA to any attack roll or skill check once per Short Rest. If you do, you may roll any Charisma skill against a target's Willpower. On a success, the target is Impaired for 2 rounds.
Cherub (Red) +1 CON +1 STR	Not Other's	Lord of Fuse	You can add one attack of a T(LVL/10, rounded up) CR 1 monster that you killed to a strife specibus or psionic power until you Rest. Enemies who you have not killed since your last rest may not be targets of this ability.
		Fusion of the Pit	Once per Long Rest, you may add your CON, STR, and DEX to any roll that uses any of them, including skill checks, attack

			rolls, and damage rolls.
Cherub (Either)	Choose One	Fused Soul	Twice per Long Rest, you may summon a T1, CR 1 monster or add one of their attacks to one of your strife specibi or psionic powers. The monster(s) and/or attack(s) last until you take a long rest.
Carapacia n (Prospit)	Choose One	Fusion's Calling	You have an obsession, whether it's delivering mail, stacking cans, or handing out parking tickets. Gain Expertise to one skill at character creation. If you can bring your obsession into an attack or skill check, it adds P/2.
Carapacia n (Derse)	Choose One	A Friendly Hello Fuse	You like to solve your problems in an upfront, direct, and immediate manner. P times per short rest, add +4 and two stakes dice to the first round of a gambit or your first attack in combat. At the end of each future round, take Irradiation 5.
Carapacia n	Choose One	Fusionschafter	You're learned in Fusion lore. You gain +5 to two skills and -2 to another two at character creation.
Human	Choose One	Fused to be Sharp	You cannot be surprised in a strife. If your roll for initiative is the highest, you take an extra turn at the start of strife.
		Well-Nucleated	You may add +3 to up to 2 different skills.
		Arcanuclear	Choose one of the following psionic powers. You know the Affinity associated with that power. Lvl times per long rest, you can push yourself to count as having spent a lesser slot for the purposes of this affinity. >Electrokinesis, Fuse Magus, Fusite, Pyrokinesis
		Atomparry	Twice per short rest, when an attack targeting your Fortitude, Reflex, or Willpower would hit, you treat it as if it missed. Additionally, +1 die size to Block dice.

Fusion Psionics

Nanos are a type of equipment. They each have three effects which will be described once they are achieved, but only one can be active at a time, and it is selected either at a Nano Station with certain supplies or when you first get it for free.

Passive Effect Nanos last 90 Seconds. (15 rounds)

Active effect nanos last 4 Minutes, 15 Seconds. (~43 rounds) (Activation reduces time by 15 seconds, can only be used once per round (~3 rounds))

A potion restores 1% of the time remaining and each costs 100 Taros/Boondollars.

A gumball, when used on the correct type of Nano, boosts the Nano (in some way or another, GM's choice) for 160 seconds (~27 rounds).

The timer resets on a Short Rest.

Lore: [Nanos](#) are made of Fusion Matter, described above, which is refined into an artificial life form by combining it with an item related to an individual. The Nano will take on the properties of the individual they are based on, including appearance. They are tiny, almost fitting in the hand. Typically, their head is quite large compared to the rest of the body. Whereas the original person may look like their [Hero Mode](#) version, the Nano would be more comparable to their [Sprite](#) version.

You must have a special item that has immense meaning to you and would devastate you if lost. It has these effects:

- This is the item used to create a Nano or Fusion of you. If you are a Fusion, this is the item that created you. It can be a piece of clothing, a favorite toy from childhood, a trinket given to you, or any other item you can think of that your character would be close to.
 - If you lose your Special Item and it was not destroyed, the following occur:
 - You get -1 on rolls not related to getting it.
 - You get +1 on rolls related to getting it back.
 - If you find it was stolen, you have +1 on all damage rolls to attack and intimidation checks against who has it in addition to previous additions.
 - Upon getting it back, all effects of losing it go away.
 - If you lose it again, you get -1 on all rolls when the rolls are not related to getting your special item and do not get +1 on damage against who stole it.
 - If a Fusion stole it two times, it is now Fusion Infected, and having it by you will cause Soul Radiation at a rate of 2^x per day, where X is the number of days it has been worn while infected.
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Every 10 points of Soul Radiation reduces your CON by 1. These points make a Heroic death more likely, or make a Just death significantly more likely, whichever your death is closer to.

Irradiated

The target's maximum HP is reduced by X, where X is the radiation's number. Additionally, their soul radiation permanently goes up X. This stacks. (Does not reduce current health unless they would be over their maximum, in which case is reduced to new maximum.) Goes to 0 on a Long Rest.

God Tier Relation to Fusions: Fusions may have a different God Tier to their source, and dying neither a Just or Heroic death with God Tier causes Soul Radiation to go back to 0.
