

FUSION

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What's this all about?

What is Fusion?

Fusion is a tabletop role playing game, based on the framework of *Apocalypse World* that enables stories of friendship, feelings and space rocks. One of the major inspirations for this RPG is *Steven Universe*, an American animated television series created by Rebecca Sugar for Cartoon Network. This game is not associated with *Steven Universe* but it does provide an excellent touchstone for the tone, style and pacing of *Fusion* encouraging players to explore the themes of friendship, compassion and emotional growth. .

RPGs as a conversation

Fusion is built on the framework of another game: *Apocalypse World* by D. Vincent Baker and Meguey Baker.

In *Apocalypse World*, the Bakers introduce the idea of RPGs as a conversation:

"You probably know this already: roleplaying is a conversation. You and the other players go back and forth, talking about these fictional characters in their fictional circumstances doing whatever it is that they do. Like any conversation, you take turns, but it's not like taking turns, right? Sometimes you talk over each other, interrupt, build on each other's ideas, monopolize. All fine. All these rules do is mediate the conversation. They kick in when someone says some particular things, and they impose constraints on what everyone should say after. Makes sense, right?"

In *Fusion*, the whole group; players and narrator will work collaboratively to build a world and a story. Sometimes this might mean letting go of an idea, other times it might mean taking the spotlight, the experience of *Fusion* is not created by any single person.

The Agenda

The agenda established your overall goals for play, it is the reason you are all sitting down and playing *Fusion*. Everyone participating in the game shares in the agenda.

- Make the main characters' lives interesting.
- Play to find out what changes.
- Make the characters' choices meaningful.

Make the main characters' lives interesting.

As a player you're responsible not just for making your character's life interesting, but also making the lives of the other main characters interesting. As players be aware of all the characters at the table, and not just your own, work to weave all your stories together, be collaborative, even when your characters' might be at odds with each other.

As the narrator follow the fiction, focus on the story of the main characters not the side characters unless the story demands as such. Have positive and negative consequences for characters actions and choices, and apply them when the dice rolls and story demand.

Interesting lives are often messy, characters are encouraged to make mistakes, and risky choices. Characters should attempt things they might not be good at, so they can learn from their failures and unlikely successes. As players, focus more on taking action and making choices and less how perfect or in character those choices are, as a group you will find a way to make it work, or choose to adjust the story to fit the action.

Play to find out what changes.

The world and character's in *Fusion* should not be stagnant. Allow your character's and the world around them to change as the story drives it, if nothing were to change then there isn't much of a point in telling a story.

As the narrator what you thought was the story may become something entirely different based on what happens in play, the players may follow different plot threads or invest in characters you did not anticipate, go with this flow. Be open to your side characters changing, in attitudes, status, role and much more; they are as malleable as the main characters.

As a player allow your character to change over the course of the story, let them be affected by the events occurring around them, their attitudes and perspective can and should shift.

Make the characters' choices meaningful.

Characters should have the ability to change the world around them. When they make a choice to do or not do something, let this impact the story. Actions and inaction should have consequences both positive and negative. The things the character's do in the world are important, they are the main characters after all, and have great power to drive the story.

There is little reason to tell a story where nothing happens, but it is also important to remember that the things that happen may be small, not everything needs to be life and death, or grandiose actions, even small choices should have meaning in the story.

How do you Play?

Scenes and Sessions

Scenes

Game play is separated into scenes, much like in a movie or TV show. There are a few different types of scenes that will most often be used in play, though this is certainly not all the possible kinds of scenes and you might have other kinds you would like to include. Scenes don't have to happen in sequential or chronological order, you might jump forwards or backwards in time between scenes, or even have two things happen at the same time, do what is best to tell your story.

An action scene is normally a continuous section of things happening, like a fight or a conversation, or some sort of major event. Action scenes will typically involve more than one main character, and will normally involve a few moves being rolled as well as narrative description and in character dialogue. Action scenes will make up the bulk of the story telling about what happens in the main character's lives, but that doesn't mean you need to play out every moment, full action scenes should be the most interesting and important things that happen in the story.

Montages are scenes where a series of short sets of actions are shown, like a training montage in a movie. These will normally involve less action and moves being rolled (if any), and are really to show the passage of time without having to show everything that happens. They can involve as many characters as makes sense, and often will lead into action scenes, or take place between them.

A vignette is a scene that shows just a snapshot in time, like a picture, or maybe a very small amount of action. Vignettes are almost only narrative, and shouldn't have any rolls or moves. Vignettes are a great way to show an important moment that doesn't need a lot of details. This can be a great tool for narrators to describe the actions of side characters actions "off screen"

Framing a scene should start with a description of the location, this can be initiated by anyone, and everyone should be able to take part in describing this location and what is happening there.

When a scene ends, transition to a new location. Timing is up to the fiction. Maybe it's a flashback, or progressing forward in time, or happening simultaneously. The editing of scenes is normally the job of the Narrator, but players should feel empowered to suggest where the next scene might take place, or when a current scene should end.

Sessions

The overall story is broken up into sessions. This is the period of time in which the group sits down to play, and can range from 2 to 4 or more hours.

As the play of Fusion is based off a TV show, ideally a session should conclude with solving the core problem of the session. Though there will likely be issues that continue to persist from session to session. That being said, sometimes episodes are two parters, sometimes players won't work though all the material in a given session. That's ok.

Regardless of how long the session is, or what exactly happens, at the end of every session, follow the end of session moves.

The Parts of a Gemsona

As players you will take on a Gemsona, creating a main character that you will decide the actions within the story. Every Gemsona has various mechanical parts to them, outlined in this section.

Stats

Every Gemsona (except The Human) has 4 stats, these represent their overall areas of weakness and strength. Moves will call for a player to roll +stat. In this case the players add their Stat to the number rolled on the dice, to determine their final result. Stats can be a maximum of +3. The stats are:

- Cut: this represents the Gem's overall proficiency at fighting and physical actions.
- Clarity: this represents the Gem's overall proficiency with critical thinking, puzzling, and problem solving.
- Facet: this represents the Gem's overall proficiency with feelings, emotions, and connecting with others.
- Luster: this represents the Gem's overall proficiency at using strange abilities, and things akin to be magic.

Sync

Sync is a Gem's measurement of closeness with other people and gems. Sync is a mutual measurement between two Gems, meaning both Gems in the pair must increase and decrease Sync by the same amount whenever called to change their Sync Level, as a result two Gems cannot have different levels of Sync with each other. As Sync is a mutual stat both players must always agree to raise their Sync level. However, they do not have to agree to lower their Sync level, but if one player lowers the Sync level it lowers for both players.

All Gems in the initial team starts at 1 sync with each other, representing that they have known each other for a little while. Other characters (such as NPCs), typically start at 0 Sync, though the narrator may decide otherwise. Sync level starts at 0 and can be increased and decreased through various moves, to a maximum of 12.

This list is intended to give an idea of the meaning of a given Sync level. Sync represents both platonic and romantic feelings, and each Sync pair relationship is unique, feel free to generate your own meanings and ideas, this is merely a starting place:

- No Sync Level - strangers
- 1 - associates
- 2 - acquaintance
- 3 - colleagues
- 4 - casual friends
- 5 - allies
- 6 - close friends
- 7 - companions
- 8 - intimate partners
- 9 - significant others
- 10 - life partners
- 11 - kindred souls
- 12 - soulmates

Tags

Tags are descriptive phrases that are applied to characters and the environment around them. Tags, have no direct mechanical effect, but instead provide a narrative function and can be manipulated by players to their advantage or impose narrative difficulties upon them. There are two kinds of Tags: Character Tags and Environment Tags.

Character Tags

It's dangerous to be a gem, however, there is no direct system for physical harm or injury in Fusion, instead players can accumulate Tags. Most Gemsona's and NPCs can accumulate 3 tags, a mild, moderate and severe; though some Gems and NPCs are a little more robust and can accumulate more tags.

Tags are always negative or at least complicating in some manner. A mild tag should not greatly restrict what sort of actions a character can take in a scene, while a severe tag may be enough to take a character out of a scene entirely. For example a severe tag for a Gem might be "poofed" meaning their body disappears and they return to their solid Gem state in order to heal, and return in a later scene.

There is no mechanic for death or permanent harm in this system. As a group you may want to include these consequences, but this should be a narrative choice, to be made between players and narrator.

Tags can be applied by the Narrator or as a result of a move, the nature of the tag should be based on the action in the moment, and the severity of the tag is dependent on the number of tags already accumulated. The first tag a character receives is mild, the next moderate and so on, until the character can accumulate no more tags. Some characters may be able to accumulate multiple tags of a given severity.

Tags remain as long as they continue to make sense in the fiction, typically to remove a tag some sort of action must be taken, the nature and complexity of which is based on the tag. For example a character with the tag of “restrained” might need to break free of whatever is holding them, or receive help from another character. While the Tag “exhausted” can be removed by taking time to rest through the regenerate move.

Environment Tags

While Character Tags are always negative or complicating, environment Tags are simply descriptive. There is also no limit to the number of Tags that an environment can have. Much like Character Tags Environment Tags apply as long as it still makes sense in the fiction.

Conditions

In addition to tags players can also gain and lose conditions, representing their current emotional state, both positive and negative. Players can have multiple conditions, though all conditions come in pairs, and they may only have one condition from each pair at a time. Each condition pair is associated with a specific stat, and provides an additional +1 or -1 to that stat while they have the condition.

Positive	Negative
Confident (+1 Cut)	Insecure (-1 Cut)
Calm (+1 Clarity)	Angry (-1 Clarity)
Inspired (+1 Facet)	Hopeless (-1 Facet)
Brave (+1 Luster)	Scared (-1 Luster)

Conditions are opposites, so you cannot gain an opposite condition without first clearing or losing the first condition. For example if you have the condition hopeless and you can gain a positive condition/ clear a negative condition; you can either gain any other positive condition or clear hopeless. You cannot become inspired until you lose the condition hopeless.

Full conditions do not remove you from play, that is for tags. But players will note, full conditions make it hard to be effective. A character with full conditions needs help from their fellow players, in order to start solving their problems.

Moves will often directly indicate if players gain or loose conditions. Characters can also gain or loose conditions through the fiction, the narrator has the ability to grant characters relevant conditions as a result of their actions.

Moves will describe gaining and losing conditions in a simplified manner:

- Gain +1 condition, means players can choose to take a positive condition or clear a negative condition. Sometimes it might be +2 or more conditions, in this case it means the same, gaining two positive, losing two negative or some combination, but overall their conditions become 2 better.
- Gain -1 condition, means the players can choose to lose a positive condition or gain a negative one. Sometimes it might be -2 or more conditions, in this case it means the same, losing two positive, gaining two negative or some combination, but overall their conditions become 2 worse.

Experience

Experience represents characters' progression physically, mentally and emotionally within the fiction. Mechanically it is how the characters become more advanced, gain new moves, and better abilities. Characters gain experience in three main ways:

- Whenever a payer fails a roll (6 or lower) they mark 1 point of experience.
- Some moves will also provide experience as part of the move.
- At the end of a session

Experience can be used in two ways:

- During a session players can spend 1 XP to upgrade a move results from a "6 or less" to a "7 - 9" or from a "7 - 9" to a "10+", as long as they are taking advantage of one of the target's Character Tags or a relevant Environment Tag.
 - If a failed roll is upgraded in this way, the player does not gain XP for the failed roll, as it was no longer a failure!
 - A Fusion can use this to upgrade a result to a 13+
 - When a Fusion spends XP, only one of the components Gems needs to spend the point of XP.
- In between sessions players can use XP to advance their characters. When a player reaches 5 points of saved XP they can choose one of the following options, and cross it off (each option can only be chosen once). After they clear all their XP and begin again.
 - Add +1 to one stat (max +3)
 - Add +1 to one stat (max +3)
 - Take another move from any Gemsona
 - Take another move from any Gemsona

- Take another move from any Gemsona

End of Session

At the end of every session, answer the following questions:

- Did you solve someone's major problem (including your own)? If yes, take 1 XP.
- Did you learn something new and important about yourself, someone else or the world? If yes, take 1 XP.
- Did you grow closer or away from the group?
 - Closer. Who did you grow closest to? Increase Sync by 1 with that character.
 - Away. Who did you grow apart from? Decrease Sync by 1 with that character.

Moves and Rolling

Within most scenes everyone is participating in the conversation, working towards the agenda of the game. Players may describe their character's actions, thoughts and feelings, they may play out dialogue in character. Some players may prefer to speak in third person, while others may prefer first person, or switch between the two - there is no hard and fast rule as to which one they should do. In the end players should gravitate to what serves the agenda the best, what helps to tell a fun story and facilitate everyone at the table having the experience they want during the game.

There will also be times in play when the outcome of an action is uncertain, or a player may want to do a specific thing that is dictated by a move. Moves are essentially just that, rules for doing specific things in the game, that often involve rolling dice to determine the outcome. There are general moves that all players can do, and then specific moves that are on a Gemsona's playbook.

It's not necessary to fit moves into every situation, not every action a player does requires a move to be made, moves should come from the conversation and be a part of the fiction, not tacked on as an after-thought. A player may describe their action and then determine if a move fits that action, then resolve the move, but just as appropriately a player may want to achieve a certain outcome defined by a move, in which case they must describe their character performing the actions of the move.

Moves should also have significant impact on the conversation, when a move is rolled determine all the outcomes of the action before immediately jumping to any other moves. It is important to give the fiction time to keep up with the rules.

When performing a move the player rolls two six sided dice (d6), add the results together, and then add the relevant Stat described in the move, and any other bonuses. A maximum bonus of +5 can be added to any given roll. A result of 10 or above is considered a full success, things

work out the way the player wants then. A result of a 7 to 9 is considered a partial success, there is normally some sort of cost or trade off to be made. A result of 6 or less is considered a failure, the narrator will determine the consequences and exact nature of the failure, though players are always encouraged to suggest consequences themselves. On a failed roll players gain 1 XP, representing how they learn from their failure.

Moves and the Narrator

The narrator doesn't use a different system than the players. Their characters don't trigger moves, and they don't roll dice. Instead, part of the narrator's job is to set up situations and scenarios that push the players into taking action, making moves, decisions and rolling dice. The role of the Narrator is explained (Page #).

The Moves

Fight For What's Right

When you fight for what you believe is right, roll +CUT

- On a 10+, apply a Tag to your target
- On a 7 - 9, the same but there is some cost to you, choose 1:
 - Take -1 condition
 - You're left in a disadvantage position
 - You're left open to a counter attack

Defend

When you defend someone or something, roll +CUT

- On a 10+, you keep them safe
- On a 7 - 9, you keep them safe at a cost to you (choose 1):
 - Take -1 condition
 - Take the effect instead of them

Get in Sync

When you get in Sync with someone and support them emotionally, roll +FACET

- On a 10+:
 - You both gain +2 condition
 - Both mark 1 XP
- On a 7-9, choose 1

Persuade

When you persuade and NPC to do what you want, roll +CLARITY

- On a 10+ they do what you want
- On a 7 - 9, they do what you want at some cost to you; take -1 condition, or the narrator will state a different price the NPC wants you to pay.

Take A Moment

When you take a moment to assess the situation, roll +CLARITY

- On a 10 +, ask three questions
- On a 7 - 9, ask one

After you hear the answers you can add an Environment Tag describing the situation.

- What here is the biggest threat?
- What here is in the greatest danger?
- What has just happened here?
- How can I get this person/situation to _____ ?
- How can I help or hinder this person/situation?
- Are they telling the truth?/Is this situation what it seems?
- What do I think this person/situation needs?
- Other questions as appropriate.

Help

When you help another player's character say how you are helping and then roll:

- With you action, +CUT
- With quick thinking, +CLARITY
- With your words and feelings, +FACET
- With strange powers, +LUSTER

On a 10+ add +1 to their roll. On a 7 - 9, the same but you get yourself in trouble in the process.

Regenerate

When you take time to repair and heal you can reduce all Tags related to physical harm and injury by one level. Such that mild tags are removed, moderate become mild and severe become moderate.

Become a Giant Woman

When you become a giant woman, one player asks the other if they would like to fuse. Characters must have a sync of at least 1 in order to fuse. The two characters begin their fusion dance, and form their fusion.

If the two gems have fused previously, they use their previously created fusion. For first fusions they follow the fusion creation rules (Page #). All fusion starts with 0 conditions, and keep any relevant Character Tags.

The Fusion gains a pool of Sync Die equal to their Sync Level. While fused, each time they make a move requiring a roll, they spend 1 Sync Die from their pool and roll 3d6, taking the highest two results. On a 13+ they also add a Sync Die to back into their pool, in addition to the other outcomes of a success. When they run out of Sync Die they must roll to Keep It Together.

Keep it Together

FUSION: an RPG of friendship, feelings and space rocks.

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When you need to keep your fusion together, the players in the fusion roll +nothing and without a Sync die. If they roll a number equal to or less than their Sync level, they remain a fusion and refresh their pool of sync die back to full. Otherwise, if the roll is higher than their Sync level, the fusion falls apart. This does mean a Fusion with a Sync level of 12 or higher can remain fused indefinitely, while a fusion with a Sync Level of 1 cannot keep it together.

Fusion

What is Fusion?

A fusion is made when two or more gems combine into one gem. The Fusion has a unique personality and appearance and combines the strengths and abilities of the component Gems. A fusion isn't just a combination of the Gem's, they are a unique person, they are an experience. Fusion is difficult for Gems to do, as they must be in perfect sync - physically, mentally and emotionally. But fusion is hard for gems that have trouble collaborating, and can mean the fusion falls apart.

Currently in cannon of Steven Universe, humans can only fuse with Steven, a hybrid of humans and Gems. It is up to the group to decide if they would like to maintain this cannon in their own game, if so any players playing the Human playbook will only be able to fuse with a player using the Hybrid playbook. The mechanics are still the same regardless of the choice, but the humans abilities to still make use of Sync either way.

Fusion Creation

If this is your first fusion as characters, follow the rules for creating a new fusion:

1. Name your fusion, select a gemstone to name your fusion after. It can be any Gem that is not currently in play in this game (playbooks, fusions and NPCs). Select a gem that combines the color pallets of your Gems, is geologically significant, meaningful, or is aesthetically pleasing.
2. Describe your fusion, the fusion incorporates the visual aspects of the gems that make it up.
 - a. What is their color palette? This is normally a combination of the components gems.
 - b. How many arms and legs do they have? Normally they have additional arms or legs equal to the sum of the component gems.
 - c. How large are they? The fusion is larger than both the component gems.
 - d. What does their outfit look like?
3. Create your weapon, this is a combination of the weapons belonging to the component gems.
4. Determine new qualities, the Fusion's stats are the highest of each stat of all component fusions.
5. The fusion has access to all the moves of the component gems.
6. A Fusion has the sum of mild and moderate tags of the component gems. Fusions can still only have one severe tag.

- Record this information on the fusion sheet, and on the fusion section of the individual Gemsona sheets.

Tags

- When a fusion forms the fusion retains any narratively relevant tags. Typically tags related to physical harm or injury will not transfer to the Fusion.
- A Fusion has the sum of mild and moderate tags of the component gems. Fusions can still only have one severe tag.
- When fusion falls apart the gems return to the Tags they each had before fusion if they are still relevant.

Conditions

- When a fusion forms they have 0 conditions (no positive or negative conditions)
- A fusion tracks conditions normally, and may use moves that require conditions if the Fusion has the appropriate condition.
- Condition bonuses and penalties work the same for a fusion.

Experience

When a Fusion fails a roll (6 or Lower), the Fusion gains 1 XP. This XP can be used to upgrade roll results by one category for the Fusion. Similarly, when rolling to Get in Sync, the Fusion can gain 1 XP.

When a Fusion unfuses, the players can choose to keep the Fusion XP as part of the Fusion, meaning they will be able to use the XP for roll upgrades when they next Fuse, or they can divide the XP among the component Gems. They can also choose to do a combination of both, particularly if the XP does not divide evenly.

The Conversation

While fused, both gems and players engage in “A Conversation”

- “I would like to Would you?” One player may declare an intended move, for their fusion. The other player can agree or disagree.
 - If both players agree they act the move as normal, adding a sync die to their roll. The players take the results of the highest two dice, add their bonuses and determine their success or failure. If they get a 13+ on the roll they also add 1 sync die to their pool (meaning they have the same number of dice as the started the roll with).
 - If one player disagrees the first players can choose to concede and select a new move, defer to the other player or “force the move”.
 - If the player “forces the move”:
 - Reduce Sync level by 1 level, and loose a sync die from the pool.

2. Roll move with relevant quality, without rolling the extra sync die, and resolve the move.
3. Then, roll to Keep it Together and maintain the fusion. They must meet our roll below their now reduced Sync level. If their Sync Level drops to 0, they fall apart without getting to roll.

Players in a fusion should continue to use the conversation, “I would like to... would you?” even if engaging in narrative actions that may not involve moves.

Ending Fusion

A Fusion can end in a few different ways:

- The players can choose at any time to end a Fusion, regardless of the number of Sync Die they have remaining.
- Failing a roll to Keep It Together.
 - When a Fusion runs out of Sync Die they must roll to Keep It Together. If they roll higher than their Sync Level then the Fusion falls apart.
 - The Narrator or the players can also choose to roll to Keep In It Together, regardless of the number of Sync Die.

When a Fusion ends:

- If the end of the Fusion was a positive one:
 - Both players mark XP
 - Both players take +1 condition
- If the end of the Fusion was a negative one:
 - Both players take -1 condition

If a Fusion Fuses

The rules for fusion extend to two or more component gems. It may be that a non fused gem would want to fuse with an existing fusion. For the most part this is done following the normal fusion creation mechanics. Some things to note:

- Fuses fusions get sync die equal to the lowest sync level of the component gems.
- When Keeping it together the fusions rolls against the lowest sync level.
- When a fusion unfuses, some gems may wish to remain in a fusion. They must apply the appropriate fusion end consequences, and can then form their fusion following the normal fusion rules.

Long Term Fusions

Some players may wish to play Gems that remain in Fusion indefinitely, either at character creation or as a result of play. If the players and narrator agree, then following adjustments should be made.

- The components Gems need to have a Sync level of 12 (this can be assigned at character creation if agreed).
- The Fusion XP can be spent on advancements from either of the component Gem sheets, as if the Gem was gaining the advancement.
- The Fusion should track Sync with other Gems, as if they were a single Gem. If the Fusion falls apart the component Gems have the same Sync as the Fusion did.

Fusion Cautions

Be aware that some players are more vocal than others, and a fusion's actions may be dominated by one player initiating. Not required, but suggested, is that players should take turns stating the moves and actions taken by the fusion, alternating. Especially when one player rejects a desire move the other player should then next suggest an alternative action

If the players cannot come to an agreement on a move, after more than one suggestion per fusion member, the fusion is experiencing conflict. Players should roll to Keep It Together.

Players may find themselves wanting to fuse with NPCs. This is totally doable and for the most part follows the same rules as normal fusion. as NPCs typically do not have qualities and moves in the same way as a player character the narrator should select an appropriate Gemsona, or can feel free to craft a Gemsona and use this for the creation of the fusion. Otherwise play happens as normal using The Conversation. As this will have the narrator in charge of a part of a player it may also work for a group to have another player take over the NPC that is part of the fusion.

While strictly characters could choose to fuse and unfuse multiple times in a scene, players and the narrator are generally encouraged to keep this once per scene. This is not hard and fast rule, as there may be narratively appropriate moments for character's to fuse, unfuse and fuse again. As always follow the needs of the fiction.

Forcing a move is an optional choice, as it may be something people in your game are not comfortable with. Ensure that all players at the table are comfortable with having this included in the game. If they are not, then treat disagreements and conflicts as a need to Keep It Together or unfuse.

Getting Started

Many thousands of years ago a technologically advanced species of aliens called Gems, came to Earth and began to strip the planet of its resources, uncaring about the life that existed on the planet. Some of the Gems didn't agree with this and rebelled, after a long period of fighting with many casualties on both sides the colonizers abandoned their plans on Earth and returned to Homeworld. In their wake they left many corrupted Gems, gems that had been damaged in the fighting and now have monstrous forms and animal instincts. There are also many remnants of the Gem technology scattered throughout the planet.

The game of *Fusion* takes place in a modern day small coastal town. The town contains about 1,000 people and has the kinds of things you would expect to find in a beach town: school, library, donut shop, pier and much more. It's located on the beach, near some woodland and hills and isn't all that far from a much larger bustling metropolis. It's the sort of town where most everyone knows everyone, and citizens tend to look the other way when it comes to the weird and unexplained.

What are the Gems?

Gems are an alien species composed of a single large gemstone. They have the ability to create and project bodies of hard light from their gem, with which they interact with the world much like a human. Gems have advanced often magic like technology and strange and special powers. Gems are grown in the ground, in places called Kindergartens, and emerge fully formed as adults. Each type of Gem was originally designed and intended for a specific role in Gem society.

The players take on the roles of the non-corrupted Gems that are left on Earth. They may have participated in the rebellion, or have appeared on this planet later on. Perhaps they were coming back to investigate what happened and their ship crashed. Maybe they were born in a Gem kindergarten on Earth long after the war was over.

The Gemsona playbooks represent many different kinds of Gems. While Gems have skills and abilities that help them excel at their designated roles, players should not feel free to have their Gem take on new skills from different playbooks with their advances, and are encouraged to have their Gems try things they may not be good at, especially as XP is gained from failure!

Creating a Gem

1. First players select a Gemsona playbook, it is encouraged that there is only Gem of each kind of playbook.

2. Fill in the details for the Gemsona, getting an idea of what they look like and what sort of person they may be:
 - a. Look. This includes their overall coloration, hair, skin and eye colors, as well as clothing.
 - b. Weapon. All Gems can create a weapon and produce it out of their Gem, the type of weapon changes how they will narrate their moves but has not other mechanical impact. Players can choose to have no weapon if they prefer.
 - i. As an alternative to a weapon Players playing the human have one piece of important or significant equipment, such as a car or a conspiracy blog. As this is a kids show, weapons such as guns are not appropriate.
 - c. Gem
 - i. Where is their Gem located on their body, what is the cut and coloration of their gem.
 - d. Dance style
 - i. If they express their personality in dance form, what dance do they do? For gems that can fuse, this is also the dance they will do when they form their fusion.
3. Determine stats. All Gemsonas start with a specific array, players can add +1 to any one stat of their choice at character creation.
4. Pick moves. Players will be able to select one or two moves as detailed on the playbook.
5. Establish starting sync. All Gems start with a sync of 1 with each other. Each playbook has specific questions to answer in order to increase starting sync with some of the other character's. Remember when increasing Sync, this is a mutual stat and other players must agree to increase Sync.

Creating The Town

The details about the town have been left intentionally vague, it is up to you and the players to fill in the missing information before and during play, creating a town that is unique to your game and it's main characters. While the Narrator may create a number of the NPC denizens and locations within the town and the galaxy at large, the players have an equal stake in the setting and should be part of this process.

To facilitate the collaborative nature of creating the setting, before starting play and after creating characters the players and Narrator work together to create details about the city.

Start with a brief discussion with all of the players, in order to get a general sense about the town and the setting at large. This can include determining if the group wants to use the standard setting, or create their own entirely. The initial discussion should be about broader questions about the town, such as how the town feels about the Gems, or strange events that happen around them. Discussions about the broader socio-political context of the city are also valuable to have, including race, gender, and sexuality. At some point in this discussion, the group should create a name for the town.

Once you have a rough picture of this city, it's geography, climate, and social-political context, then it is time to create some specifics about who and what is there.

The group should first determine where the Gem base is, and whether their characters live at this location. The base has access to Gem technology and may be a remnant or ruin, it may combine other less Gem like sections as well.

Next every member of the group, including the Narrator will establish one location within the city. This can be a location of more or less any size or scale, such as the local high school, a specific store, or even a single bench on the boardwalk. These locations should be of some importance to their character, and they should state why, perhaps it's where they like to relax, or where they work.

In the second round, every member of the group including the Narrator will establish one NPC. This NPC can be any person, or creature if that seems relevant, and should be connected to one of the previously established locations and their character. For example, it could be 'Earl Smith' who runs their favorite restaurant. When creating the NPC, the players should answer the same questions as the Narrator when creating NPCs: What are they? What do they want? What are they known to do? They should also define the relationship between their character and the NPC they have created. More details such as qualities or other information can be added to the NPCs by the Narrator if needed during play.

After both rounds have occurred the group should have a number of significant locations, and NPCs for their town, and starting picture of what the town it like. This will all grow and develop as the story progresses, and both the players and the Narrator should continue adding to the details as the fiction demands.

Optional Settings

If the group prefers the following are also options for settings to be used, including locations, the Gem base a few NPCs and the connection to the cannon.

Quarry On River

Formerly a bustling mining town, Quarry has since shrunk in population as the mines nearby have dried up. As a result there are a large number of abandoned buildings and empty lots, giving the whole place a bit of a ghost town vibe. Quarry On River is located near the delta of the Quarry river where it opens out to the Ocean. It's surrounded by a large dense forest as well as a number of abandoned mines. The mining operation and many of the cities businesses are owned by the Zuckermine Corporation, run by Rock Zuckermine.

Gem Base: An old Gem ruin, half buried underground, located in the middle of the dense forest. Perched on top of a portion of the ruin is a log cabin that was obviously built much more recently. Much of the ruin is in disrepair and some of it has yet to be explored.

Locations:

- Mine 27-B, abandoned.
- The junkyard, filled with scraps of all sorts.
- Zuckermine HQ, large, imposing, one of the few places still full of people.

NPCs

- Rock Zuckermine, the CEO of Zuckermine Corporation. Corporate, ruthless, ambitious.
- Candice Tran a mechanic and owner of Tran's Auto Repairs. Skilled, caring, oblivious.
- Dogsworth, a corgi. Loyal, small, thinks their a big dog.

San Elroy

San Elroy is a small beach city; warm sunny and inviting, it's a popular local tourist destination. The city is often bustling with outsiders, but the locals all tend to know who each other are. The city is located right on the beach, right next to a steep cliffside. Just outside the city is a large expanse of farmland, as well as a small woodland.

Gem Base: Abandoned Spaceship lodge into the side of the cliff overlooking the beach, most of the base is embedded into the cliff, some even suspect the cliff is mostly made of old ruins. There is a rickety stairs carved into the cliff face, leading to the top of the cliff as well as down to the beach.

Locations:

- Old Town Square, the site of the town hall, a quiet and picturesque location.
- Mel's Dinner, local eatery that's been around for a few generations.
- KGEM TV Station, for all the local news

NPCs

- Mel, current owner of Mel's Diner. Direct, inviting, chatty.
- Ze Byrd, record keeper at town hall. Shy, dreamer, observant.
- Chet Worldy, meteorologist at KGEM. Spacy, determined, mysterious.

One-Shot Play

The rules of Fusion are designed for more long term play, provide ample world building at the beginning and giving players a slow ramp up to higher levels of Sync and more powerful characters. Those playing this game as a one shot, such as at a convention may wish to use some adapted rules.

Character's

Create character's per the normal rules. They do the following:

- Take one advancement, either another move or +1 to a stat.
- Increase Sync by 1 with two other characters (can be increased to 3 for larger groups of players).

Setting

Select one of the precreated settings, then each player should add 1 NPC or location.

The Gemsonas

The Quartz

The Quartz is a powerful Gem, designed to be a front line soldier. They are best at solving their problems through action and brawn. They are not known for being great thinkers, but they value friendship and camaraderie. While many Gems have been shown to be able to change their shape and form to some extent, the Quartz is particularly good at this.

Stats: Cut +1, Clarity -1, Facet -1, Luster +0

Sync:

- You have fought alongside one Gem the most. Who was it? Raise Sync with that Gem by 1.
- You have always admired another Gem's abilities. Who is it, and what do you admire? Increase Sync with that Gem by 1.

The Sapphire

The Sapphire is an enigmatic Gem, they have the mysterious ability to see into the future, and often know the outcome of events before it happens. This powerful ability can often mean they are colder, and more aloof than many other Gems, and often are not grounded in the moment. They also have the ability to control ice and levitate.

Stats: Cut -1, Clarity +0, Facet +0, Luster +1

Sync:

- You have seen into someone's future. Who was it, and what did you see? Raise Sync with that Gem by 1.
- Someone keeps you grounded in the present. Who is it, and how do they do this? Raise Sync with that Gem by 1.

The Ruby

The Ruby is typically a small, angry and impulsive Gem They are also fiercely loyal and were created as bodyguards and defenders for other Gems. They have the ability to control and create fire.

Stats: Cut +1, Clarity -1, Facet +0, Luster +0

Sync:

FUSION: an RPG of friendship, feelings and space rocks.

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- You have defended another Gem. Who was it, and what did you defend them from? Raise Sync with that Gem by 1.
- You sworn loyalty to another Gem. Who was it, and why did you swear loyalty? Raise Sync with that Gem by 2.

The Pearl

The Pearl is a resourceful and clever Gem. Though created to act as servants for other more important Gems, they have many unique abilities that can be used to their advantage, storing items in their Gems and creating holograms. They can use their mental acuity to their advantage in difficult situations.

Stats: Cut -1, Clarity +1, Facet +0, Luster +0

Sync:

- You have served another Gem. Who was it and how did you serve them? Raise Sync with that Gem by 2.
- You have taught or mentored another Gem. Who was it and what did you teach them? Raise Sync with that Gem by 1.

The Peridot

The Peridot is a builder and tinkerer, skilled with technology and creating things out of nothing. Though they are not the best fighters, the Peridot can use their technological know-how to get out of a lot of problems, as well as their ability to manipulate metal.

Stats: Cut +0, Clarity +2, Facet -1, Luster -1

Sync:

- You have created something for another Gem. Who was it for, and what did you make? Raise Sync with that Gem by 1.
- You have received help with one of your creations from another Gem. Who was it and how did they help you? Raise Sync with that Gem by 1.

The Lapis Lazuli

The Lapis Lazuli is a powerful Gem, able to control water as a powerful destructive force, they are often fierce fighters. The Lapis was often been used for their power and discarded, or kept apart from the rest of the fighting forces. Others may be afraid of the Lapis's vast strength.

Stats: Cut +0, Clarity -1, Facet -1, Luster +2

Sync:

- You have worked alongside another Gem. Who was it and what did you do together? Raise Sync with that Gem by 1.
- One Gem is not afraid of your power. Who is it and why are they not afraid? Raise Sync with that Gem by 1.

The Human

The human is a human. Guided often more by feeling and instinct, they are often in above their head when it comes to the strange and powerful Gem forces; but that isn't going to stop them.

The Human has no Luster stat, and has two moves that make alternative use of the Insecure/Confident condition as well as Sync. Humans cannot take Luster moves when picking their advances. Humans can only fuse with a Hybrid (unless the group has decided differently).

Stats: Cut -1, Clarity +0, Facet +1

Sync:

- One gem makes you feel like you belong in the group. Who is it, and how do they make you feel like you belong? Raise Sync with that Gem by 1.
- One gem always has your back. Who is it, and how do they show it? Raise Sync with that Gem by 1.

The Hybrid

The Hybrid is a combination of another Gem and a Human. They are the only ones who can fuse with a human. Hybrids often have traits of both their Gem and humans, though they may lean towards one or the other.

To create a Gem, players select one other Gem playbook to be the Gem portion of their Hybrid, they then follow the same procedure for other playbooks. When selecting Hybrid moves, select one of the human moves (except **Teamwork Makes the Dreamwork** and **No Idea what I am doing**), and one move from the chosen Gem playbook.

Stats: Cut -1, Clarity +1, Facet +1, Luster -1

Sync:

- One Gem makes you feel particularly like a Gem. Who is it, and how do they do this? Raise Sync with that Gem by 1.
- One Gem makes you feel particularly like a human. Who is it, and how do they do this? Raise Sync with that Gem by 1.

The Narrator

The Role of the Narrator

The agendas are your over all goals for play, they are the reason you are all sitting down and playing this game, and are shared by the Narrator and the players.

- Make the main characters' lives interesting.
- Play to find out what changes.
- Make the characters' choices meaningful.

Principles

While the adgends are what you aim to achieve during the game, the principles guide you towards that goal. They are what you aim to do every time when you are speaking and listening to the players.

- Describe the epic and the mundane.
- Build a deeper world through play.
- Make monsters seem human, and visa versa.
- Address yourself to the characters, not the players.
- Use NPCs and then let them go.
- Ask provocative questions and build on the answers.
- Respond with challenging circumstances and occasional rewards.
- Be a fan of the players' characters.
- Think offscreen, too.
- Sometimes, disclaim decision making.

Reactions

Moves are the specific things you can say and do in the moment, these can be in response to players actions, failed dice rolls or simply when there is a lull in the action. As the Narrator you are there to fill in the gaps in the fiction, if the players are taking action and the story is moving you can step back and watch and listen. When you are called on to react choose from the list of Narrator moves, or ask the player to use a move

The move you use as a narrator should always follow logically from the fiction, and be informed by what is currently happening (or possibly not happening in the game). As the Narrator you have two ways you can use your moves kinds of moves, soft and hard.

- Soft moves sets the player up to respond to your move. If you are using a soft move you should say what happens but stop before the effect and then say "What do you do?"

- Hard moves are irrevocable, they happen and the player must deal with the consequences before they can respond. If you are using a hard move, you should say what happens, including the effect, and then ask “What do you do?”

You list of basic moves as a Narrator are:

- Give a Condition
- Bring them Together
- Separate them
- Put someone in a dangerous situation
- Place an appropriate Tag
- Tell them the possible consequences and ask
- Reveal the future, subtly or directly
- Give them a difficult decision to make
- Tell them who they are or who they should be
- Bring an NPC to rash decisions and hard conclusions
- Turn their move back on them
- Activate the downsides of their abilities and relationships
- Herald future peril
- After every move: “What do you do?”

NPCs

While the core of fusion is a story about the relationship between the main character's, they will undoubtedly interact with many other people and creatures. These are the characters you take control of, and utilize to drive forward the story, and set up complex and interesting situations for the players.

In Fusion often enemies will become allies or even friends, and friends may turn on each other, even monsters can be tamed or befriended. As such there is little distinction between types of NPCs. The process outlined in this section can be used in parts or as a whole, depending on the needs of the fiction.

Players will interact with many characters throughout the game, creating these characters can be incredibly simple, simple who and what they are and a brief description. For NPCs that are more significant or continue to persist in the fiction more detail may be needed, this detail can be added at any time in the creation of an NPC.

Creating NPCs

To create an NPC answer all or some of the questions below.

1. What are they?

- Choose one of the following: Human, gem, other. If they are other describe what that other is, maybe they are an animal, or some other being.
- 2. What do they want?**
- This is their motivation, what drives them to take action. If they are a human student it might be to get good grades, or go on adventures or make friends. If they are a monster, it might be to find food or defend themselves. If they are a Gem it might be to protect their home, or bring the rebels in line.
 - This motivation can change, and really should change as they interact with the players. A donut store worker, may start with the motivation 'get through the day' and end up wanting, 'to go on adventures'
- 3. What are they known to do?**
- This might be their profession or some other regular activity. Like 'deliver mail', 'destroy planets' or 'defend their territory'.

Some NPCs may need more detail, perhaps they will be engaging in a physical confrontation, or they are a significant enough character that warrants their own moves. In either case, you can add these additional features as needed.

1. Qualities

- Qualities are single word descriptors that describe an NPC, they should have 1 to 5 positive and negative qualities, equal amounts of each. These qualities can be used to guide NPCs actions, in addition to their motivations. You can create your own qualities, or pick from the following lists:
 - i. Positive: charming, clever, empathetic, determined, fast, graceful, honorable, perceptive, stealthy, tough, strong, thoughtful
 - ii. Negative: monstrous, foolish, cruel, timid, slow, clumsy, dishonorable, naive, impulsive, frail, weak, brash

2. Tags

- Determine the number of Tags of each severity an NPC can have, most NPCs can have 3 Tags: 1 mild, 1 moderate and one severe. A particularly weak or strong NPC might only be able to have 2 Tags, or may be able to have 4 or more Tags.

3. Moves

- Create a custom move for an NPC. If they are a monster this may be some sort of attack, or defense mechanisms, such as 'become invisible' or 'grab ahold of someone, and squeeze the breath out of them.' For a human it might be something unrelated to fighting such as 'let slip a secret to the wrong person'. These custom moves may also apply Tags to the environment or character's.
- Create 1 to 3 custom moves for an NPC, and you can always add more later if they become a particularly important character.

4. Conditions

- NPCs cannot take conditions in the same way as a PC. If an NPC takes a condition because it fits the narrative, this simply becomes another positive or

negative quality, or a Tag, based on which is more appropriate to the NPC; and should change the way they interact with the player characters.

- This quality persists as long as it makes sense within the narrative or the PCs work to resolve it.

Example NPCs

Gina Espinosa

- Gina is a human Librarian that wants to help everyone.
- *Qualities*: thoughtful, determined, impulsive, naive.

Bug Corruption

Bug is corrupted gem that wants to eat buildings.

- *Qualities*: monstrous, stealthy
- *Tags*: 4 (2 mild, 1 moderate, 1 severe)
- *Moves*:
 - Summon their friends
 - Eat a building to the point of collapse

NPCs, Sync and Fusion

Players may form strong connections with NPCs and wish to form a Fusion with an NPC character. As the narrator does not roll in Fusion, NPCs are handled a little differently.

If a player wants to fuse with an NPC they must have a sync level with the NPC, they can increase this Sync level through the end of session question, and track it on their sheet. In this instance the narrator will agree to raise the Sync level with the NPC, and can like any player state that the Sync level has gone down should the situation arise.

As NPCs do not always have stats and moves like a player character when creating a Fusion with an NPC use these following alternative rules:

- Create the weapon and look per the normal rules.
- Determine stats: add +1 to any two stats for the Fusion.
- Determine Tags: The fusion can have 2 mild Tags, 2 moderate Tags and 1 severe tag.
- Moves: If the NPC has moves, the Fusion has access to those moves. Otherwise select moves from other playbooks, equal to the number of moves the Player Gem has, as relevant to the NPC.