

**NEW ATTRIBUTES AND  
DEFECTS  
FOR BIG EYES, SMALL MOUTH  
PDF EDITION VERSION 2.0.1  
BY THOMAS G.**

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## Introduction

Not everyone can claim that they have a green eyed monster lurking on their computer, but I probably can claim the prize for the BIGGEST one of all! I've been playing around with this article since my membership in the National Gamers guild roughly 6 months ago. I started this article as a submission for the N.G.G. just to fill my obligations, but I found out, that my ideas I came up with, are just TOO COOL to let fester on the net with all it's errata, typos, munchkin loopholes, overtightened restrictions, and just plain stupid mistakes.

This article marks my first attempt in using the new publisher's toy called PDF. It's great that you can make something in a code that is pretty much a "universal" code for users. It also prints out good as well, giving your copy a "professional" feel.

This article will be NO-NONSENSE. No snatched graphics from the net, All original ideas from me, and it's all good! (By the way, if you guys find one of YOUR attributes or defects on this document, I'm sorry, but I didn't know. Consider it an alternate idea.) Forgive me if this document dosen't look like what the "BIG BOYS" use in their documents, but, I like the back to basics approach. As time progresses, this item will grow and evolve as more ideas come into being.

Untill then, Sayonara, and always remember:

It's not guns that kill people, it's the crazy \$#!t holding the gun that kills people!

# New Attribute - Has a Cool Attack

## Has a Cool Attack

4 Points Per Level

This character has an attack that is abnormal, or just plain, outright, out of the ordinary! The character gets a certain amount of Attack Construction Points to build a custom attack. Every attack type costs a certain amount of points, as does the damage levels, and the purchased range.

Level 1: 20 Attack Construction Points  
Level 2: 40 Attack Construction Points  
Level 3: 60 Attack Construction Points  
Level 4: 80 Attack Construction Points  
Level 5: 100 Attack Construction Points  
Level 6: 120 Attack Construction Points

## Attack Types

### Melee

4 attack points per level.  
5 energy cost per level.  
Does ACV times level in damage.  
This is an unarmed Hand to Hand attack.

### Blade

6 attack points per level.  
10 energy cost per level.  
Does ACV+2 damage per level.  
This is an armed Hand to Hand attack.

### Thrown

4 points per level.  
5 energy cost per level.  
Does Soul in damage per level.  
This attack is thrown like a ball, or a throwing weapon.

### Beam

6 points per level.  
5 energy cost per level.  
Does Soul+3 damage per level.  
This attack is like a laser beam.

## Attack Types - Continued

### Area

8 points per level.

15 energy cost per level.

Does Soul+2 damage per level.

This attack surrounds a person in an area.

### Cone

5 points per level.

10 energy cost per level.

Does Soul+3 damage per level.

This attack spreads from the attacker like a shotgun blast.

### Geyser

5 points per level.

10 energy cost per level.

Does Soul+4 damage per level.

This attack travels along or underground, then when it reaches it's target, explodes upward.

### Last Ditch

4 points (Special attack. Read below.)

This attack can be only used in an emergency, because it uses up ALL of your energy points. Thus rendering you unconcious, but has an INFINITE range, and the damage is enhanced by the amount of energy used.

# Attack Additions

Attack Damage is bought in increments of 5 damage points per 5 attack points.

Attack Range is bought in increments of 15 feet per 1 attack point.  
(This also counts for area effect.)

Constant

2 attack points

Allows a character to keep the attack going for as long as needed.

Target Only

4 attack points

Allows a character to attack only their target, leaving innocent bystanders alone.

1/2 Energy Cost

4 attack points

Allows an attack to be used with half the energy cost.

No Cost

6 attack points

Allows an attack to be used without an energy cost.

Gatling

4 attack points per level

You can attack a number of times equal to the amount of levels of gatling purchased.

Chargeable

2 attack points per level

You can hold an attack for a number of turns up to the number of levels of chargeable purchased, for an amount of damage of the normal attack, times the number of levels held.

Infinite Range

2 attack points

Self Explanatory.

Increased Damage

1 attack point, The cost doubles per level purchased.

The total number of levels of this addition times the base damage equals the total amount of damage.

# Attack Defects

All attack point bonuses apply only to the attack the defect is "attached" to.

## Energy Cost

No Bonus, Read Below.

The base energy cost is listed with each attack.

You can increase the damage the attack can do by 2 if you increase the energy cost by 1. If the attack has the NO COST addition, you cannot raise the energy cost to raise damage. In other words, you DON'T have this defect if you have NO COST. This can't be used with LAST DITCH.

## Lowered Damage by Range

+5 Attack Points

The attack is at 3/4 of it's total damage when it reaches 25% of it's maximum distance, 1/2 damage at 50% maximum distance, and 1/4 it's total strength at 75% of it's maximum. The attack only does 1 point of damage at maximum range, and beyond.

## Double Energy Cost

+10 Attack Points.

## 1/2 Damage

+5 Attack Points.

## Delayed Reaction

+5 Attack Points

for a 1D6 delay, rolled when the attack is used.

+10 Attack Points

for a 2D6 delay, rolled when the attack is used.

You can also use weapon defects from "Big Robots, Cool Starships" at a rate of +5 Attack points per 1 Weapon Bonus Point.

# New Attribute - Has a Cool Defense

## Has a Cool Defense

4 Points Per Level

A Character can use very unusual defenses to protect themselves. You can use force fields, health reserves, or deflect attacks back at your opponent.

Level 1: 10 Defense Points

Level 2: 20 Defense Points

Level 3: 30 Defense Points

Level 4: 40 Defense Points

Level 5: 50 Defense Points

Level 6: 60 Defense Points

## Defense Types

### Reflect

5 Points per level 5 Energy Cost Per Level

You can reflect 10 points of damage per level back at your attacker.

### Deflect

5 Points Per Level 5 Energy Cost Per Level

You can Deflect 10 points of damage per level at a different target.

### Defense Screen

5 Points Per Level 5 Energy cost per level

You have a skin-tight force field around you. You can stop 10 points of damage per level.

### Defense Bubble

5 Points per level 5 Energy Points per level

This Defense can surround 1 extra person per level, and stops 10 points of damage per level.

### Tough Hide

5 Points per level Costs no Energy

This gives you a natural version of "Type B" armor. You can stop 10 points of damage per level.

(Refer to the main BESM rules for information on "Type B" Armor.)

### Absorb

10 Points per level No Energy Cost

You can absorb up to 10 points of damage per level, and convert it to either energy or health points.

### Extra Health or Energy

10 Points per level Read Below for Energy costs.

You have a separate energy or health pool that you can draw upon in an emergency. This ability

costs 10 energy to activate either your health or energy pool. You get 20 Extra health or Energy points per level that you can dump into your normal Health or Energy points. You can't put in more than you are capable of having in energy or health normally.

# New Attributes - Invulnerability, Ageless, Living Legacy

## Invulnerability

5 Points Per Level

It's VERY hard to actually kill your character, or even hurt your character. Damage you take is reduced, and certain things won't even hurt you.

Level 1: Your Character cannot be harmed by Diseases, Illnesses, or Toxins

Level 2: You take 25% less damage, and regenerate Health and Energy at x2 normal rate.

Level 3: You take 30% less damage, and regenerate Health and Energy at x3 normal rate.

Level 4: You take 40% less damage, and regenerate Health and Energy at x4 normal rate.

Level 5: You cannot be harmed by a specific type of damage.

Level 6: You cannot be harmed by 2 more specific types of damage.

## Ageless

3 Points

This is a one level attribute, signifying the fact that your character does not age.

## Living Legacy

4 points per level, Pre-Requisites: Ageless, Invulnerability at Level 2

This reflects just how long your character has been around, and what they have amassed over time. All bonuses are NOT cumulative. You receive what you get for the level of this attribute. You cannot increase the level of this attribute with experience, or defects, or purchase this attribute with defects. A GM can grant this attribute, using common sense of course.

Level 1: Has been around for over 200 years.

+1 Attribute Point, +5 Skill Points.

Level 2: Has been around for over 750 years.

+2 Attribute Points, +10 Skill Points, +1 levels to Personal Gear.

Level 3: Has been around for over 1,500 years.

+3 Attribute Points, +15 Skill Points, +2 levels to Personal Gear.

Level 4: Has been around for over 2,000 years.

+4 Attribute Points, +20 Skill Points, +3 levels to Personal Gear.

Level 5: Has been around for over 5,000 years.

+5 Attribute Points, +25 Skill Points, +4 levels to Personal Gear.

Level 6: Has been around for 15,000 years.

+6 Attribute Points, +30 Skill Points, +5 levels to Personal Gear.



# New Attributes - Cute, Awesome Strength, Intimidating

## Cute

1 attribute point per level.

This character was blessed (or cursed) with cuteness. Due to this, the character has certain advantages because of its cuteness. At higher levels, the art of distraction attribute is increased.

Level 1: The character is sorta cute.

Level 2: The character is the Typically cute.

Level 3: The character is quite cute.

Level 4: The character is Irritatingly cute. +1 Art of Distraction.

Level 5: The character is so cute, it makes cavities. +2 Art of Distraction.

Level 6: The character is SICKENINGLY CUTE! +3 Art of Distraction.

## Awesome Strength

4 attribute points per level.

This character has VERY unusual strength, so much so, that the character can lift unheard of weight.

Level 1: The character can lift 200 Tons.

Level 2: The character can lift 1,000 Tons.

Level 3: The character can lift 5,000 Tons.

Level 4: The character can lift 10,000 Tons.

Level 5: The character can lift 500,000 Tons.

Level 6: The character can lift 2,500,000 Tons.

## Intimidating

3 attribute points per level.

This character is so large, or evil, or tough looking, that other characters and NPCs are completely scared of the character. This attribute is used when the character who has it, wants to use it, and is not on all the time, besides, even sometimes tough guys have a soft side, really! Characters being intimidated use a mind stat check with a penalty equal to the level of this attribute to see if the character is indeed intimidated.

Level 1: The character is somewhat intimidating.

Level 2: The character is intimidating.

Level 3: The character causes the shivers.

Level 4: People have every reason to run away.

Level 5: This character even scares their friends, if he has any.

Level 6: This character even scares their mother!

# New Chatacter Defects - Off the handle, Hyperactive, Bad At... , Slow off the draw, Vain, and Rude.

## Off The Handle

The character with this defect is slightly InSaNe!

1 BP: This character has a small mental eccentricity.

2 BP: This character has 1 derangement which shows on a failed mind roll every other turn.

## Hyperactive

The charcter cannot stit still for very long, and is impatient.

1 BP: The character isn't fond of sitting still, and tends to drift off task.

2 BP: FORGET being patient! You are incapable of focusing on one thing.

## Bad At...(Skill)

The character is bad at a certain skill he or she has.

1 BP: +1 To an associated skill roll

2 BP: +2 To an associated skill, +1 when using a specialty.

## Bad At...(Attribute)

The character has a hard time using a certain attribute or attributes.

1 BP: The character is bad at using 1 attribute (+1 to rolls involving the attribute.)

2 BP: The character is very bad at using 1 attribute (+2 to rolls involving the attribute.)

## Slow off the draw

The character has a penalty to their Initiative, showing that they are slower to act in combat.

1 BP: -1 Initiative

2 BP: -2 Initiative

## Vain

The character just can't resist looking at themselves in the mirror! They also brag about their good looks on any occasion, and sometimes REFUSE to enter combat, to scar their beautiful face! Or take VERY unusal measures to protect their face!

1 BP: Mind-1 to resist looking in a mirror at yourself,  
or resist bragging about your good looks once every 2 sessions.

2 BP: Mind-2 to resist looking in a mirror at yourself,  
or to resist bragging about your good looks once a game day. -1ACV/DCV when face is unprotected.

3 BP: Mind-3 to resist looking in a mirror at yourself,  
or resist bragging about your good looks in any situation at any time.  
-2ACV/DCV when face is unprotected.

## Rude

The character has no social graces

1 BP: +1 penalty to all social rolls, sometimes roleplayed.

2 BP: +2 penalty to all social rolls, frequently roleplayed.

# New Character Defects, No sense of humor, Landlubber, Berserker.

## No sense of humor

This character either takes things wrong, or is completely humorless.

1 BP: The character rarely, if ever, laughs, or will get upset at a pointed joke at the character.

2 BP: The character is stone faced, who never heard of laughing, and won't respond at all to pointed jokes.

## Landlubber

The character has a bad time swimming, or can't swim at all.

1 BP: The character can only doggie paddle, at ½ normal swimming rate.

2 BP: The character never learned how to swim, but can float using flotation devices, and cannot take any swimming related skills.

## Berserker

The character goes wild when angered.

1 BP: The character flies into a rage, after his or her enemy, and only stops when the enemy is defeated.

+1 Attack Combat Value, -1 Defense Combat Value when berserk.

GM controls character for 1D6 turns.

The character is no longer berserk after the 1D6 turns has expired.

2 BP: The character goes into an insane rage, going afer anyone in sight, untill subdued, or killed (Target or Attacker).

+2 Attack Combat Value, -2 Defense Combat Value when berserk.

GM controls character for 2D6 turns.

The character is no longer berserk after the 2D6 turns has expired.

## Special Thanks, and Contact Information

*The National Gamer's Guild*

<http://www.nggnet.com>

*Guardians Of Order*

<http://www.guardiansorder.on.ca>

*The Neo Otaku Nation (My Page)*

[http://www.geocities.com/sailor\\_minneapolis](http://www.geocities.com/sailor_minneapolis)

*The people at Adobe*

<http://www.adobe.com>

*Microsoft*

<http://www.microsoft.com>

*Phoenix Games*

*All the people at "GOO".*

*Austin, Brian, Dave, and Joe.*

*Red Dragon Hobby*

<http://www.rdhobby.com>

*ZTV*

<http://www.ztv2000.cc>

*and players like you! Thanks a lot!*

*You can E-Mail me at*

[sailor\\_minneapolis@yahoo.com](mailto:sailor_minneapolis@yahoo.com)

*To Quote "The Bug"*

*-Don't limit yourself to reality!*

*May peace prevail on earth.*

*Thomas G. 2000*

[http://www.geocities.com/sailor\\_minneapolis/arpq.html](http://www.geocities.com/sailor_minneapolis/arpq.html)

<http://www.tcfreenet.org/people/gherity>