BESM

Character Sheet – Identity

Character Identity

Character Name :

Character Points : Skill Points

Race :

Occupation :

Age : Sex :

Height : Weight :

Description :

Character Stats & Derived Values

Body	Mind	Soul

Health Points [(Body + Soul) x 5]	Energy Points [(Mind + Soul) x 5]	Shock Value (Health Points ÷ 5)	Combat Value [(Body + Mind + Soul) ÷ 3]
			Attack Combat Value
			Defense Combat Value

Other Notes

Unused Advancement Points : Total Advancement Points Earned :

Other Notes and Details :

Character Sheet – Attributes, Skills & Defects

Normal Attributes

Attribute or Skill	Level	Point Cost	Notes /Description

Normal Defects

Defect	Bonus Points	Notes /Description

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Character Sheet – Special Attributes & Defects

Special Attributes

Special Attribute	Level	Point Cost	Notes /Description

Special Defects

Special Defect	Bonus Points	Notes /Description

Character Sheet – Mecha Attributes & Defects

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Mechial Attributes

Mecha Attribute	Level	Point Cost	Notes /Description

Mecha Defects

Mecha Defect	Bonus Points	Notes /Description