

BESM

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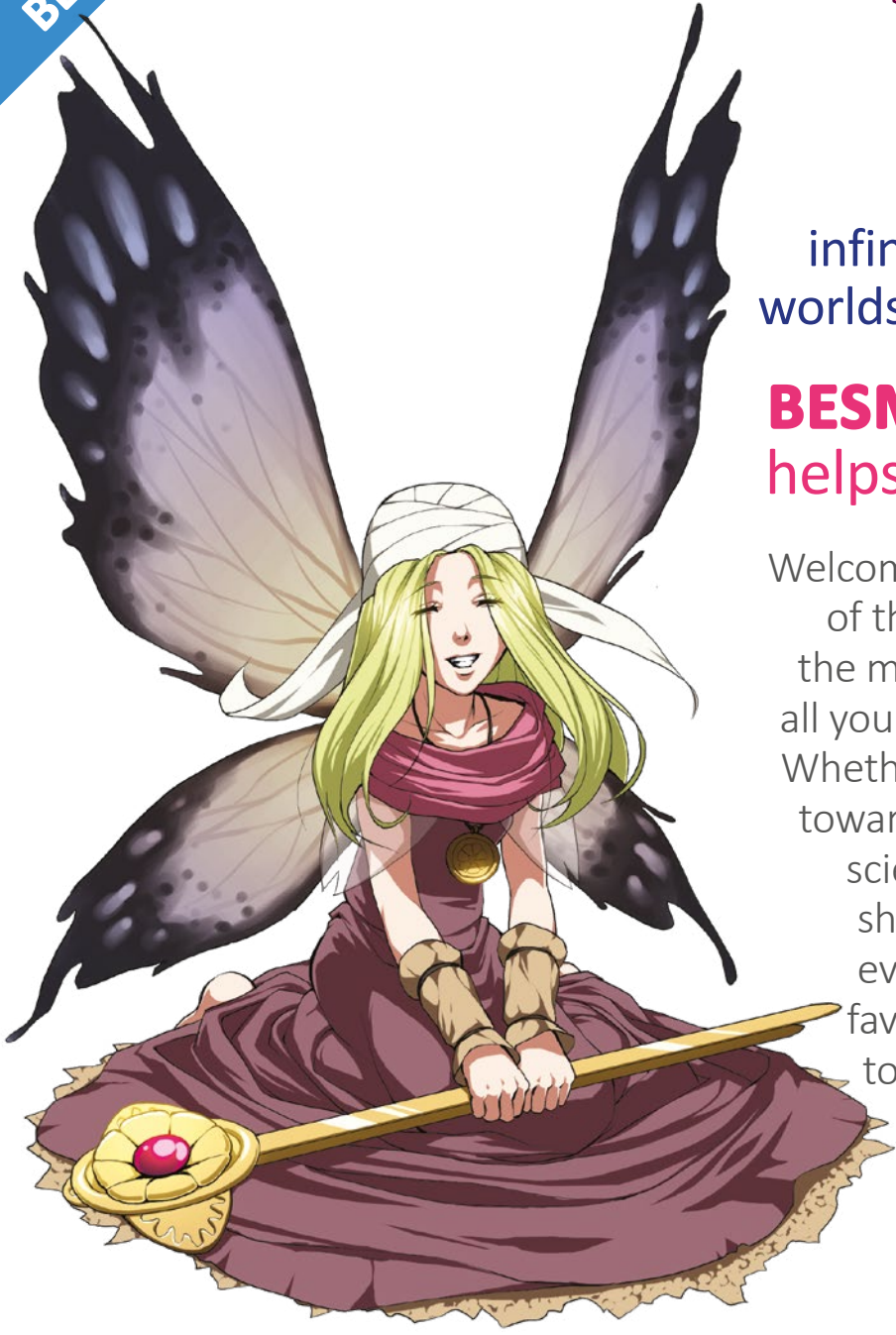
FOURTH EDITION



SIMPLIFIED ANIME AND MANGA ADVENTURES

BESM Naked RPG is fully compatible with
BESM FOURTH EDITION

BESM NAKED FOURTH EDITION



In the myriad realms of imagination, there are an infinite number of fascinating worlds waiting to be discovered

BESM NAKED CORE RPG helps you explore them all

Welcome to the stripped-down version of the Big Eyes, Small Mouth rules – the multi-genre role-playing game for all your anime and manga adventures! Whether your gaming preference runs towards comedy or drama, fantasy or science fiction, horror or romance, shojo or shonen, BESM Naked has everything you need to bring your favourite anime and manga stories to life ... without all the extra fluff.

Explore, learn, and connect at **BESM4.life**

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BESM

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FOURTH EDITION

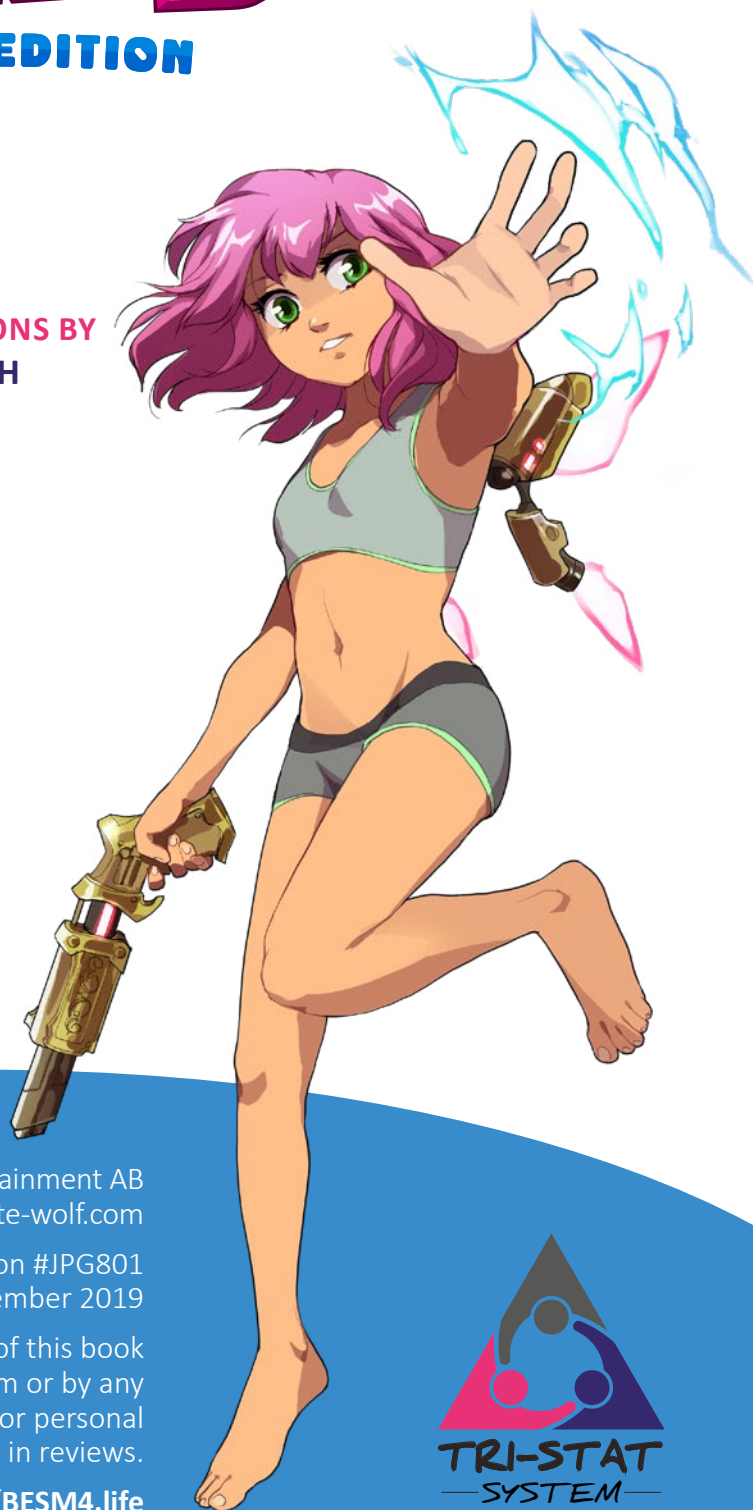
BESM CREATED, WRITTEN, AND UPDATED BY
MARK MACKINNON

ADDITIONAL WRITING BY
L. B. BRYANT AND SEAN D. FRANCIS

FOUNDATIONAL BESM WRITING CONTRIBUTIONS BY
DAVID L. PULVER WITH JEFF MACKINTOSH

ARTWORK BY
53C, AXEL, CHABIBIT, NIKO GEYER, KAGE
PRODUCTIONS, SHILIN, STRIKE BOOGIE,
SYDUSARTS, ZEARYU, ZIRONG

GRAPHIC PRODUCTION BY
MARK MACKINNON



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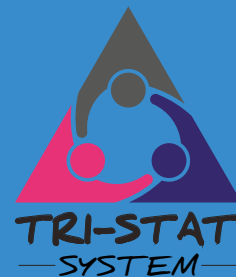
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Production #JPG801
Printed in China. First Printing – December 2019

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info@dyskami.ca

<http://BESM4.life>



BESM Fourth Edition – and this compatible BESM Naked edition – is the game that almost never happened.

My previous company, Guardians Of Order, published BESM and Tri-Stat System games from 1997 through 2005. When it became clear that GoO did not have the funds or operational support to print the completed and ready-to-go BESM Third Edition, I wanted to find a great home for it. White Wolf, publisher of Vampire and other World of Darkness role-playing games, was an excellent fit and I transferred the BESM rights to them. I then exited the gaming industry since my company was non-viable, and I expected that would be the final journey for BESM.

Of course, ceasing to be a publisher and designer didn't mean that I stopped being a gamer as well. As the years passed, I kept tinkering with the BESM rules because I believed that improvements could be made on what I created in Third Edition. Additionally, I had left an unexecuted BESM line development plan behind, and naturally I kept obsessing about the "what ifs". After several attempts to reacquire the rights to play in the BESM multiverse failed, I decided that my love of designing and publishing could be met through tabletop board games instead. In 2013, I founded the Dyskami Publishing Company and published my first board game design, Upon a Fable, followed shortly by Worker Placement and Warband: Against the Darkness. I successfully pursued a Sailor Moon Crystal game license from Toei Animation as well, and boom – I was back working in the anime-gaming circles.

But my love for BESM never wavered. A series of fortunate events presented the opportunity to me to license BESM from White Wolf Entertainment AB to create this Fourth Edition – and I was ecstatic! I was determined to make this new edition the ultimate anime and manga role-playing experience and started refining the designs with which I had been tinkering for years. Then reality hit me about the state of the role-playing industry, and I started second-guessing the viability of BESM Fourth Edition. Did anyone still care about BESM anymore, which had been out of print for over a decade? Was there a reasonable purchasing fan base that could ensure Dyskami had the financial resources to develop not just a core rulebook, but also an extensive game line? Could my newly formed publishing partnership with Japanime Games help with the resurrection of BESM?

I didn't know the answers to my questions, but I had faith. Dyskami invested the time and resources into preparing BESM Fourth Edition for a Kickstarter crowdfunding campaign launch in the summer of 2019, to ensure it would be a quick turnaround after the funding campaign ended. I didn't know what the buy-in would be for BESM 4, but I believed. *Build it right, I thought, and the backers and supporters will come.*

And now you hold the Naked edition of BESM Fourth Edition in your hands (literally or digitally) because of the incredible support we received through the Kickstarter. Nearly 1,700 backers pledged over \$140,000 to bring anime and manga role-playing back to life – enough to fund not just the core game, but also this stripped-down core version of the rules. Dyskami could also seed a holistic approach to future BESM expansions and supplements. You demonstrated to us that yes, BESM is remembered and loved and desired. So whether you're experiencing Big Eyes, Small Mouth for the first time, or revisiting an old favourite to see where the game has travelled over the past decade, I extend my sincerest and heartfelt thanks to you for helping make my dreams come true.



Mark MacKinnon
November 2019

WE EXTEND OUR THANKS TO THE FOLLOWING INDIVIDUALS FOR THEIR BESM 4 PLAYTESTING AND EDITING SUPPORT

Michael Bioly, Corinna Black, Nick Blakely, Nate Bodine, Joseph Borawski, Vivian Bracewell, Shane Allen Bryner, Evan Burris, Tasha Cejic, Clinton Chan, Amber Clementi, Aaron Corder, Jason Danitz, Emma Dixon, Jacob Dixon, Patrick Eason, Garland Easter III, Joshua Evanishyn, Isaac Feuermähne, Marcelo Figueroa, Anthony Fox, Jonas Fredrikson, Emma Fry, Joe Fry, Tommy Gherity, Caitlin Gilson, Daniel Glass, Rodrigo Goller, Doug Graham, John Greene, Kyle Groom, Emmanuel Guerrero, Rob Hammond, Jason Henninger-Esparza, Jon Hollander, Rachel Howlett, Josh "vazor" Jones, Amjad Imran Khan, Matthew Kreis, Marjorie Lamkin, Jonathan Lang, Sebastian Linnert, Gary McCandless, Karen McLarney, Sean "Punk Smurph" Murphy, Tyler Omichinski, Nathan Pickner, David L. Pulver, Benjamin "eSca" Reed, Annah Reginew, Kenneth Roberts, Christopher Ruthenbeck, Richard Schade, Todd, Top_Tsun, Mindy Turner, Justin "Shameless" Verret, Bryan Wagner, Ben Wilson, Lorien Wright, Phillip Wright

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ROLE-PLAYING GAME MANIFESTO

Follow the rules. Or don't. I'm a game manifesto, not a cop.

Always strive towards maximising inclusion, diversity, and sensitivity.

You can't be playing wrong when creating enjoyment for the entire group.

Should dice rolls conflict with great story development, the story always wins.

Moving beyond the rules with creativity and innovation is encouraged.

Your interpretation of the game rules is as official as the designer's intent.

Role-playing intensity increases with honest and respectful communication.

Trust is an essential ingredient for an amazing game experience.

The Game Master works against the characters, but never against the players.

If you are no longer having fun playing the game: stop, regroup, and evaluate.

The game book contains the answers to all things.

When the above does not apply, make it up.

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BIG EYES, SMALL MOUTH

In the myriad realms of imagination, there are an infinite number of fascinating worlds waiting to be discovered.

BESM Naked helps you explore them all.

Welcome to the stripped-down (“Naked”) edition of Big Eyes, Small Mouth – the multi-genre role-playing game for all your anime and manga adventures! Mark MacKinnon, the creator of BESM, and the Dyskami Publishing Company licensed the rights to release this new edition from White Wolf Entertainment. Dyskami then teamed up with Japanime Games to publish BESM Naked and a line of BESM support products to expand the game system and storytelling world. What you hold in your hands is the beginning of this journey, so hold on tight as we welcome you to your next great adventure.

WHAT IS ANIME? MANGA?

“Anime” is the accepted term for animation from Japan. It has garnered much more respect in its native country than North American cartoons have in Canada and the United States. One reason for the popularity of anime is its diverse subject matter, ranging from fantasy and science fiction to romantic comedy and horror. While North American cartoons tend to be written for younger audiences (with a few exceptions), anime includes many shows aimed explicitly at teenagers or older viewers, and this in turn permits more sophisticated storylines and a wider array of genres.

Another factor in the appeal of anime is the ongoing multi-episode story arcs that are a common feature of many live-action TV dramas. A show can tell a complete story with a beginning, middle, and end rather than simply present a series of disconnected episodes that lurch onward until cancellation. Science fiction and fantasy fare very well in anime. Freed from the budgetary constraints imposed by the high cost of live-action special effects, coupled with a willingness to tackle stories that appeal to older viewers, many shows bring fantastic visions to vivid life. Alien invasions, world-shaking sorcery, transforming robots, super-powered heroes, demonic monsters, obsessively-detailed military hardware, and realistic depictions of life in space are all a part of anime. Characters in these shows are often larger than life: angst-ridden, utterly clueless, burning for revenge, or hopelessly in love.

“Manga” can simply be defined as comics from Japan, though the offerings are once again much more accepted and widespread than their Western counterparts, with millions of issues sold each week. With on-going plot lines, engaging characters, and a vast diversity of settings, genres, and topics, manga has gained popularity in North America over the years. With manga achieving mainstream respectability, bookstore shelves often have a separate manga section, sometimes with hundreds of titles available for purchase.

ANIME ORIGINS

The first anime series produced in Japan was Tetsuwan Atom (1963), created by Osamu Tezuka and his animation studio, Mushi Productions. Later, this series became popular in the West as Astro Boy. From the 1980s through the 1990s, anime improved in both sophistication and quality, with series like Space Battleship Yamato (1975, space opera), Urusei Yatsura (1981, alien girlfriend comedy), Mobile Suit Gundam (1979, military drama), Macross (1983, science fiction soap opera), Bishojo Senshi Sailormoon (1992, magical girl drama) and Ranma 1/2 (1994, martial arts comedy) exemplifying particular genres. A major breakthrough came in the early 1980s, when direct-to-video (OVA; Original Video Animation) anime releases caught on, allowing production studios to produce shows aimed at smaller niche audiences or older viewers in a much greater diversity of genres. The legacy of this “OVA boom” (and the rise of speciality cable TV) was a renaissance in original television anime in the late 1990s, of which the most influential series was the mecha-conspiracy saga, Neon Genesis Evangelion (1996).

In North America, relatively few anime-derived series were translated and adapted for television in the 1970s and 1980s. Most that did appear were heavily altered, often losing those Japanese elements (such as a continuing story arc) that made them interesting and so engaging. Notable exceptions were Star Blazers (1979, the U.S. version of Space Battleship Yamato) and Robotech (1985, a compilation of Macross and two other series), whose adaptations left their story arcs largely intact. The fandom that developed around these shows was sustained by comics, books, and fan activities that helped fuel the first anime-inspired giant robot board games and RPGs. In 1986, the first American anime magazines appeared. More and more Westerners became active in the distribution of Japanese language or fan-subtitled tapes, as fans became aware of the “OVA boom” taking place in Japan. Successful comic book translations of high-quality Japanese manga (such as Akira, Lone Wolf and Cub, and Appleseed) and the theatrical release of Akira captured new fans.

In the late 1980s, a number of American companies began releasing quality subtitled and dubbed translations of anime releases, including some of the best of the then-new science fiction OVA series like *Gunbuster* (1988) and *Bubblegum Crisis* (1988). In the 1990s, the growing popularity of anime allowed companies to release longer TV series (notably *Ranma 1/2*, one of the first successful non-mecha series in America) direct to video. In 1995, the “impossible” happened when the magical girl show, *Sailor Moon*, began appearing on North American television, the first shojo (young girl) anime to do so. Its success has added a new generation of young female (and male) fans.

The end of the millennium and the transition into the new century saw an explosion in anime with TV series being translated and released on video within months of their appearance in Japan. This is in addition to anime returning to mainstream American television. Series such as *Dragon Ball Z*, *Gundam Wing*, *Tenchi Muyo!*, *Cardcaptor Sakura*, *Digimon*, *Escaflowne*, and *Pokémon* were broadcasting on network television to high ratings. It seemed as though the high times would continue for years to come.

ANIME EVOLUTION

All good things must come to an end however and around the end of the decade, the bubble burst on the North American anime market. This left doubts in people’s minds on if anime in the west would even survive the large scale changes that were looming. With the advent and popularisation of the streaming service *Crunchyroll* in 2008, fans were able to access anime faster than ever before. While some criticised the streaming site for allowing illegal uploads of Asian entertainment on their site at first, *Crunchyroll* began obtaining legal anime licenses and grew exponentially over the coming years.

With streaming becoming more and more popular in the second half of this decade, multiple companies couldn’t keep up with the changing marketplace and either went out of business (*ADV* and *Central Park Media*), or closed up shop in the west entirely (*Bandai Entertainment* and *Geneon*). Luckily for fans in North America, more companies followed *Crunchyroll*’s lead by opening their own streaming services including *Funimation* and *Netflix*, both of whom have recently started to enter the market more heavily by helping to finance original productions.

Despite this new hurdle that had to be overcome, the indomitable spirit of anime lived on in Japan with hundreds of new series being released every single year. Giant robot series, which included *Code Geass* (2006) and *Gurren Lagann* (2007), continued to be popular.

However, series that adapted the story of Japanese dating-sim games such as *Fate/Stay Night* (2006) and *Clannad* (2008) also started to increase in prominence. While this was happening, a new art style began to gain popularity in the form of *bishojo* (pretty girl) or *moe*, a style that would become the calling card of studios like *Kyoto Animation*. This style of art was well represented throughout the next few years with *Lucky Star* (2007), *Toradora* (2008), and *K-ON!* (2009) leading the charge and soon began appearing in overseas markets as well.

One thing that remained the same throughout the transition into the new millennium was the popularity of *shonen* (young male) and *seinen* (adult male) anime. Series like *Fullmetal Alchemist* (2003) and the subsequent (more faithful to the manga source) retelling in *Fullmetal Alchemist: Brotherhood* (2009), *Death Note* (2006), *Fairy Tail* (2009), *Attack on Titan* (2013), and *Dragon Ball Super* (2015) all took the world by storm and made anime even more mainstream.

As the years progressed, however, more anime aimed at a female demographic started to emerge and grew in popularity in North America and beyond. Such shows included the worldwide figure skating hit, *Yuri!!! on Ice* (2016), and the resurrection of the beloved magical girl series, *Sailor Moon*. The new streaming series, *Sailor Moon Crystal* (2014), rebooted the global anime phenomenon that more closely followed creator *Naoko Takeuchi*’s original manga stories.

In 2012, *Sword Art Online* recaptured imaginations and became arguably one of the most popular series of the decade, helping to usher in a new era of *isekai* (different world) anime. While the concept of heroes being transported to different worlds, lands, or dimensions was not new to the anime landscape, the success of *SAO* paved the way for many others of its kind, including *Re:Zero* (2016) and *That Time I Got Reincarnated as a Slime* (2018). This genre ended up becoming so popular among manga and light novel authors by the latter half of the decade that multiple publishing contests in Japan banned entries that fell into the category.

By 2015, anime had reached a fevered pitch with over three hundred new series being aired in Japan in one year alone. Animation studios were becoming overworked and understaffed with productions being scheduled years in advance. In 2019, these conditions were brought forward by a worker for famed studio *Madhouse* who claimed to have been forced to work almost 400 hours of unpaid overtime in one month.

About to dive head first into a new decade, anime is on the horizon of a new era and where it will go next is anyone’s guess. Good times or bad, however, one thing remains the same: anime will continue to be a worldwide phenomenon for many years to come.

ANIME GAMING

Watching anime movies or reading a manga series doesn't quite provide the immersive experience that some people crave. These inspired individuals don't just want to passively watch anime – they want to live it and experience it and be consumed by it. Even playing anime-themed video games doesn't provide the creative outlet whereby players can live the adventures of their favourite anime characters. An anime and manga role-playing game – just like the one you're reading – fills this dramatic need perfectly.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the logical evolution of the games we used to play as children: "House," "Cops and Robbers," and "Superheroes." A rule system assists in settling conflicts and resolving actions, often with the use of a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game typically involves a handful of players (2-10) and one person to act as the game master (GM) or referee. The players tell the GM what their anime alter-egos would like to do, and the GM describes the results of their actions. The GM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In Big Eyes, Small Mouth (BESM), players assume the roles of anime characters suitable to the time period and setting of the adventures the GM is staging. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character's background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to their choice of character personality.

As a player, you control your character's actions in the game. They can be likened to one of the major characters in an anime movie or series, working through the unexpected twists and turns of the plot with the help of other major characters (ie. personalities controlled by the other players). Your character's actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could be revisited upon your character in a future game session. Role-playing is a group effort, and positive interactions between your character and those of the other players are vital to everyone's enjoyment of the game.

As a GM, your contribution will be much greater than that from any one player. You must establish the

genre, setting, conflicts, and plot of the adventure as well as all the non-player characters (NPCs) your group of players will meet during the game. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters' actions to make a definite impact on the adventure. A plot that is too rigid may leave players feeling their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, good judgement, and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure is certainly worth it.

Each role-playing adventure or episode will require one or two game sessions, each several hours in length. A number of episodes using the same characters can be linked together to form an anime campaign. Campaigns require more commitment from everyone involved, but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last years or even decades, but keeping a campaign running for several months to a few years is a significant accomplishment given the busy schedules we find ourselves living.

For additional details about playing in and running BESM adventures, see Chapter 12 (page 129).

WHAT DO YOU WANT IN AN RPG?

If you ask ten gamers what is the most important aspect of a role-playing adventure, you'll likely hear ten different answers. Diversity in role-playing is one of the hobby's strengths, though establishing a common ground for your game's focus is essential to help meet everyone's expectations.

► ROLE-PLAYING WITH BESM

BESM was designed to create multi-genre anime and manga adventures, accommodating nearly any setting, time period, and player power level. The rules are straightforward to use and thus do not include an overwhelming amount of specific detail. In particular, the task resolution and combat system is designed to capture the fast-moving nature of anime and manga action. This system elegance is one of the central foundations of BESM, making it an ideal choice for both novice and experienced players. Nevertheless, the role-playing interactions between the GM and the players, as well as between the players themselves, are the primary focus of BESM; to this end, the core mechanisms of the game are merely a tool to accomplish this goal.



02: CHARACTER BASICS

SESSION ZERO

And so, it begins. Designing new characters for a BESM Naked game should involve a thoughtful collaboration between you, the other players, and the Game Master. Your objective is to create a character who is fun to play and has a strong motivation to undertake adventures, while simultaneously ensuring a good fit with the GM's plans for the dynamic stories that will unfold. In BESM Naked, you can choose to spend as little as a few minutes or upwards of an hour designing a character ... or even longer! The difference lies in the amount of detail and individuality you build into your character. At no time during a role-playing campaign do you have more control over the destiny of your character than during the creation process because that's when you establish their foundation. As questions arise concerning specific game mechanics or special character abilities, the discussions you have with your GM and fellow players are of paramount importance.

SCOPING THE GAME

Session zero of your game establishes the essential baseline of what comes next and takes a broad perspective of your upcoming adventures. This is the time to answer big-picture questions, such as: What is the setting, genre, and tone? Will we be having adventures in an existing anime or manga series (and perhaps taking on the roles of those main characters) or are we playing in an original creation? What sorts of things will our characters be doing? What are our characters' roles in the adventures?

Your group will also need to discuss the practical, real-life aspects of the upcoming game as well. How often are we meeting to play (weekly, bi-weekly, monthly, or on some other schedule)? Is there a fixed number of sessions until we finish, or are we playing an open-ended campaign? What is the ideal number of players for the game storyline? Where are we playing and who is hosting the game nights? Your group may not have all the answers at this point, but discussing such parameters now ensures everyone is on the same page about the time commitment expected.

Now is the ideal time to also discuss your preferences involving game issues such as: theme and story maturity levels; combat intensity and frequency; drama versus comedy ratio; and the roles that players can take to co-create the adventures. When you establish the foundation for your game together, you'll discover and actualise an experience that you all want to play.

COLLECTIVE CREATION

When preparing for the launch of a new role-playing campaign, players typically create their characters in isolation based on the setting information the GM provides. This tendency may not produce the best results for a strong start to the adventures, though, since both the characters and the players lack cohesion for this innately social activity.

Consider the benefits that a group character creation session provides to the team. Discussing the nature and roles of everyone's character ideas together ensures that the group dynamic is balanced and that every character has unique benefits that will allow them to shine during the game. Establishing character connections is also easier in this initial group meeting, since you can co-develop resonant backstories to provide friendship contexts in the game setting. Finally, group character creation reduces the chances of missed opportunities when designing your team (ie. having a hole in your party). In a traditional swords-and-sorcery RPG, for example, adventures may be significantly more challenging if your group is missing a spell caster, healer, fighter, or thief!

After scoping the game, spend the rest of session zero talking about the ideal composition of your character team and the strengths and individuality that each character member can bring to the group. Everyone should ideally be open to ideas they may not have considered earlier and look at their character's role in the larger context of the game. Spending additional time with the players and Game Master at this stage of character creation will yield great benefits compared to the typical isolated development tendency.

POWER LEVEL

Once the GM and players together have outlined the general framework of the upcoming adventures, it's time to discuss your characters' power level. The characters' relative capabilities and aptitudes determines the Character Point total from which they are constructed (covered in detail in Chapters 3-7). Consider which of the eight power rankings described herein best align with the vision your group created for your characters.

SUB-HUMAN (0-24 POINTS)

Role-playing underpowered characters can be a highly rewarding experience, with the game typically focusing more on drama and less on action. Such roles may include younger teens and children, wee creatures (such as pixies and sprites), or sentient small animals.

01

CHARACTER POWER LEVELS

| Power Level | Character Points |
|--------------|------------------|
| Sub-Human | 0-24 |
| Human | 25-49 |
| Adventurer | 50-74 |
| Heroic | 75-99 |
| Mythical | 100-149 |
| Superhuman | 150-199 |
| Superpowered | 200-249 |
| Godlike | 250+ |

HUMAN (25-49 POINTS)

This power level is suitable for games in which most of the characters will play brave but low-powered roles (such as those described earlier), with a few special abilities or powerful items to aid in their quests. It can also be used for games featuring normal humans like detectives, high school students, scientists, and soldiers.

ADVENTURER (50-74 POINTS)

The adventurer power level is suitable for games in which most of the characters are valiant and courageous but otherwise normal humans or near-humans. They may have some special abilities, but rarely exceed the power of a typical action movie hero. It is also suitable for games where the characters play low-powered characters (for example, elementary school students) who have some powerful abilities, such as pet monsters or the knowledge to cast magical spells.

HEROIC (75-99 POINTS)

BESM players may find this power level the “sweet spot” for a wide variety of adventures, since heroic characters have a decent selection of moderate abilities plus some nifty items and other resources. At the same time, the power level and Character Point totals aren’t so high that they might cause power balance issues or difficulties presenting challenging adventures for every character in the group. Heroic characters may reflect humans at their peak performance with moderate special abilities, or capable non-human characters with significant technological or paranormal advantages.

MYTHICAL (100-149 POINTS)

The mythical power level is most suitable for games where the characters are notably more impressive than normal humans, but can still be challenged by ordinary opponents (especially in large numbers). The characters may still be human but are typically exceptionally

talented, such as a legendary martial arts master, the toughest cop in the city, or an elite secret agent. They could also be characters with significant supernatural or psychic powers, such as a magical girl or an experienced mage or psionic. Mythical level is ideally suited for individuals with moderately powerful racial abilities: a vampire, a ghost, a cyborg, a demon, etc. Finally, a mythical game can also cover characters that are above average in capabilities, but individually or collectively have access to very powerful gear. Example character types include a squad of giant robot mecha pilots or the captain and crew of a starship.

SUPERHUMAN (150-199 POINTS)

This power level enables the characters to possess abilities far beyond the norm. A “human” individual built at this power level will have legendary abilities – a contender for the title of the world’s greatest thief or the world’s best martial artist, for example. Alternatively, the character may have true superhuman abilities, such as an arch-mage sorcerer, a dragon, an elder vampire, a powerful psychic, an advanced combat android, or a magical girl that has fully awakened her abilities. A superhuman character could also be a competent but otherwise normal individual with a destiny and super powerful items such as a towering robot mecha or a mighty magical artefact.

SUPERPOWERED (200-249 POINTS)

Similar to superhuman power level, but the characters are so powerful that ordinary humans seem like ants underfoot. As with superhuman power, the character’s abilities might come from paranormal powers, magic, racial abilities, or items ... or often a combination of all of them. Such amazing characters will not always be very experienced at wielding this power, however. Anime is full of ordinary teenagers who were granted the power of a demigod thanks to: suddenly inheriting an ultra-powerful mecha, awakening psychic powers, a scientific experiment gone awry, or some other twist of fate. How the characters handle these enhanced responsibilities – or spectacularly fail to handle them, with tragic results for all concerned – can be more important than the power itself.

GODLIKE (250+ POINTS)

With this challenging power level, the character’s abilities are potentially forceful enough to single-handedly change the world (or even worlds). Players should be cautious about starting their adventures at this level of ability, since with great power comes great responsibility ... and also great complications. Nevertheless, godlike does reflect the power levels of some popular anime shows.

CHARACTER BENCHMARKS

BESM's Tri-Stat System offers nearly endless possibilities when spending Character Points on your creation. Problems relating to balance and suitable challenges could arise if players focus their Point allocations in only a few options, when compared to players that have created less-optimised characters.

For example, if all the characters in a fantasy story have modest protective armour (such as chain mail), but one character has an nigh-impenetrable force field, it is difficult to confront the group with an opponent that can threaten the highly protected character without being a vastly overpowered enemy to the majority.

Unlike a levelling-based RPG like Dungeons and Dragons – in which character abilities are prescribed with plenty of restrictions – BESM's flexibility can present challenges to players and GMs unfamiliar with the game. In short, it's possible to create "broken" characters in BESM without helpful benchmarks.

Table-02 presents a list of optional, but suggested, minimums and maximums when creating your character to avoid widely varying character abilities in your group. As you build your character and progress through Chapters 3-8 of the creation process, refer back to this section to ensure you aren't straying outside the recommendations. Players and the GM can collectively decide to modify or ignore these benchmarks, as desired.

► BENCHMARK EXCEPTIONS

Although suggestions in Table-02 apply widely, allowing some Attribute exceptions can still create balanced characters. With group consensus, the Maximum Attribute Level may be doubled (or even eliminated) for the following Attributes: Alternate Identity, Combat Technique, Energised, and Features.

ESTABLISHING BOUNDARIES

No, not character boundaries – real-life boundaries. Although BESM is a wonderfully social game, it's incumbent upon us all to ensure that the sensitivities of the GM, the players, and even bystanders and passers-by, are all considered during the game. We don't know everyone's real-life history and story, and consequently the care and compassion we show to each other during character creation and game play is of paramount importance. Not everyone will share the same perspective concerning sensitive concepts, and thus having both advanced and ongoing conversations with the entire group is the best approach.

► SOCIAL SENSITIVITY

It is impossible to create an exhaustive list of every topic that might evoke sensitivities in your group. The few topics listed below can serve as a reminder and starting point for your considered thoughts and perhaps might generate insightful conversations:

- » The role of LGBTQ+ in your game and how the tone (serious vs. comedy) impacts the participants
- » Character gender identity and orientation
- » Nudity, sexuality, violence, and consent
- » Gender roles and associated power structures
- » Race, minority rights, inequality and oppression, and stereotypes – even in a make-believe setting
- » Mental health and addiction, as well as differing physical and mental abilities
- » Religion, faith, spirituality, ideology, and dogma
- » Politics across the entire left/right spectrum
- » Law and order, and how it touches upon many of the above topics both positively and negatively

02

CHARACTER BENCHMARKS

| Power Level | Maximum Stat Values | Maximum Attribute Levels (Effective Level) | Min/Max Combat Values (Modified Values) | Min/Max Health Points & Energy Points | Min/Max Damage Multiplier |
|--------------|---------------------|--|---|---------------------------------------|---------------------------|
| Sub-Human | 5 | 2 | 1 / 6 | 10 / 40 | 2 / 4 |
| Human | 7 | 3 | 2 / 7 | 30 / 60 | 3 / 6 |
| Adventurer | 9 | 4 | 3 / 8 | 40 / 80 | 4 / 8 |
| Heroic | 10 | 5 | 4 / 9 | 50 / 100 | 4 / 9 |
| Mythical | 12 | 6 | 5 / 10 | 60 / 120 | 5 / 10 |
| Superhuman | 12+ | 7-8 | 6 / 12 | 70 / 140 | 5 / 11 |
| Superpowered | 12+ | 8-9 | 7 / 12+ | 80 / 160 | 6 / 12 |
| Godlike | 12+ | 10+ | 8 / 12+ | 100 / 200+ | 6 / 14+ |



YOUR CHARACTER'S FRAMEWORK

A character outline is a broad concept that provides you with a frame on which to build your character. It is not fully detailed; there is no need to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game scope established in your earlier discussions as the starting point for your character, and build your outline on that foundation. Continue discussing your character ideas with your group to ensure your creation works well with the concepts of the other players and with the overall themes and focus of the upcoming game.

► HUMAN VS. NON-HUMAN

In many game settings – including the Anime Multiverse (page 140) – non-human or part-human characters may exist. Examples include: aliens, androids, cyborgs, fantasy races (elves, ogres, or cat-people), genetic constructs (clones, genetically-enhanced people, or human- animal hybrids), ghosts and spirits, talking animals, gods and goddesses, monsters (demons, shapeshangers, or vampires), and robots.

► CHARACTER STRENGTHS

In some campaigns, the players may want to create complementary characters with unique sets of abilities. For example, a team fighting supernatural evil might include a combat specialist or two for bashing monsters, an exorcist for dealing with ghosts and spirits, a psychic or sorcerer for handling magical opponents, and a scholar or computer hacker for digging up background information. A degree of specialisation helps players enjoy their characters by giving them a unique identity.

At the same time, it is equally important that the characters not be too specialised, or the group will lack cohesion and other players will sit around bored while each specialist has their own little adventure within the game. It is a good idea to identify a minimum set of capabilities that everyone should have. For example, in a martial arts campaign, everyone should be a fighter but individual characters may possess different fighting styles (karate, kick-boxing, ninjitsu, kendo, etc.) and unique backgrounds (the cop, the street fighter, the monk, the professional athlete). Similarly, in a game centred on giant robot action, each character might be a mecha pilot on the same team, but they and their mecha may have different capabilities; one might be a

close-quarters fighter with heavy armour, another fast and agile, a third may specialise in electronic warfare, while the fourth may have the most powerful long-range attacks.

In some games, the group of characters will be independent operators. Examples include a detective agency, a party of fantasy adventurers, the crew of a pirate ship, or a team of magical girls who fight evil. In other game concepts, the characters will be part of a larger organisation and would logically have helpers in supporting roles. An example of this scenario is a squadron of mecha pilots in a military space force. A base commander, communication officers, mechanics, doctors, cooks, and other personnel all support the pilots. A few of these roles may make worthwhile player characters, but often this “supporting cast” is best filled by background characters created and controlled by the GM. These characters may become the group’s friends, colleagues, love interests, or rivals as the game progresses, but they also free the characters to take on roles that let them share in the same story action.

► **CHARACTER WEAKNESSES**

Game characters may be larger than life – sometimes even figures of myth and legend – but usually they still have one or more weaknesses. Is the character vulnerable to magic? Does it take a while for the character’s powers to activate or can they be negated by a special substance? Does the character struggle with an addiction? Providing weaknesses to a character adds greater depth and potential for role-playing opportunities, but be sure to consider aspects of social discomfort concerning your choices (page 11).

► **DEFINING YOUR CHARACTER**

You should decide on your character’s age and sex or gender, determine a broad archetype for their personality, and sketch an idea of ethnic and social background. Conversely, it is equally important that a character have room to grow beyond your initial concept. A character that you have spent hours perfecting and detailing may quickly become stagnant and uninteresting once play begins. A good character outline usually focuses on one or two main personality traits and leaves plenty of room for you to explore and develop the character into a fully rounded personality over time. Although the starting archetype should be an integral part of the character, it should not rule all of their actions. At some point during the game, your pacifistic martial artist may be driven to an act of vengeance, or your angst-ridden vigilante may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

► **BACKGROUND DETAILS**

One of the most effective ways to better visualise your character is to provide detail through your creation of a background history, a character story, a character drawing, or other unique creation (perhaps using a website, video camera, music collection, etc.). Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character’s motivations.

This step in character creation gives you a chance to answer important character questions before game-play begins. What formed their outlook on life? Where do they live? Work? Earn money? What are your character’s likes? Dislikes? What about family? Friends? Romantic interests? Enemies? These details add depth to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

CHARACTER QUIZ

To help spark creative inspiration for your character’s background, answer the 30 questions listed on the character quiz (page 14). If you have the time and desire, write and answer your own additional questions, too.

► **GROUP CONNECTIONS**

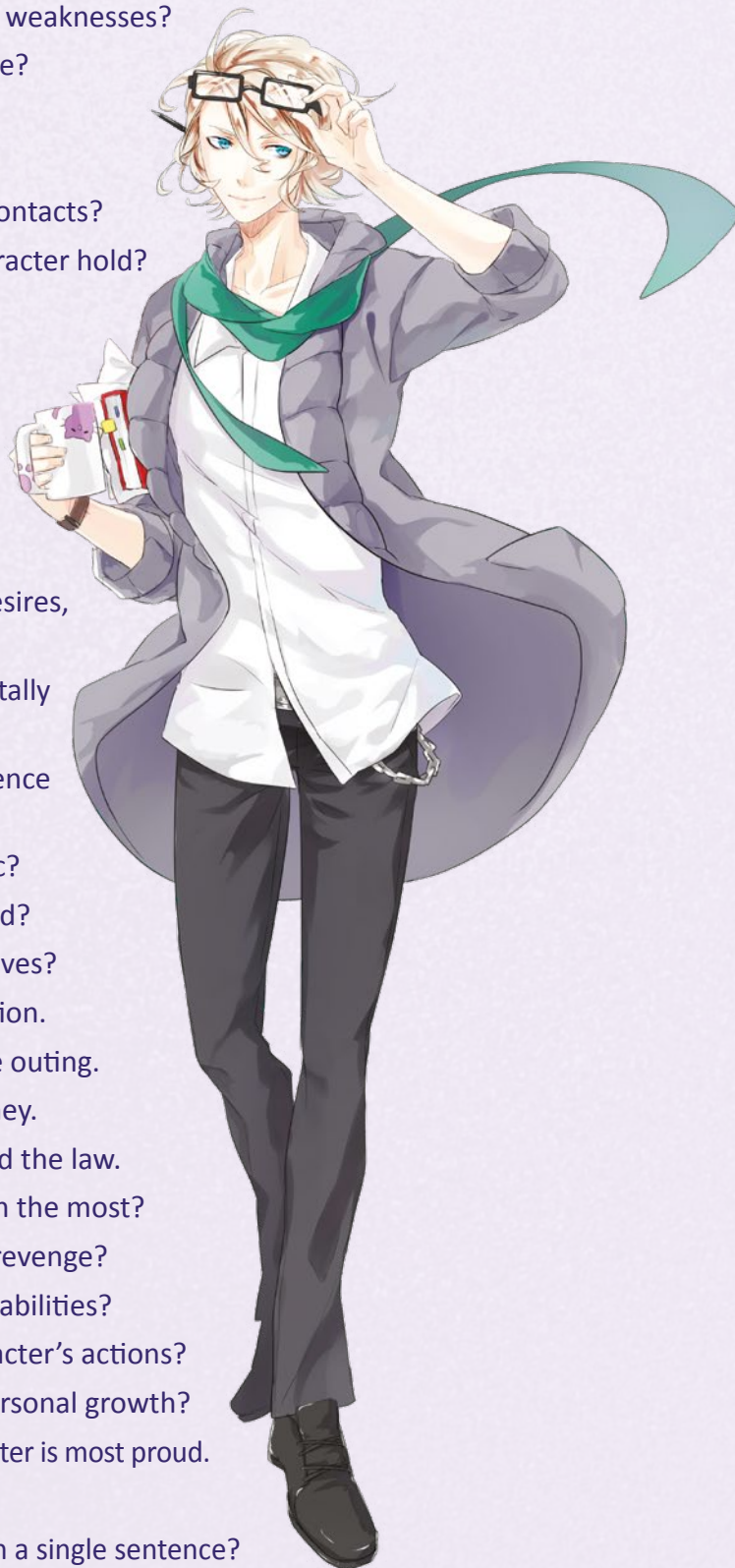
Work with the other players to establish background connections between your characters before the game adventures begin. Perhaps some of your team grew up together and have been friends for their entire lives. Or instead they could have worked together in the past and have maintained a professional relationship (or rivalry!) ever since. The characters can even be related by blood or marriage, though this revelation might have been a recent surprise rather than a long-established situation. Furthermore, don’t neglect establishing group connections with background organisations and cabals as well, since they can provide excellent future hooks.

► **WHAT’S IN A NAME?**

You have the freedom to name your character whatever you like, but the GM may have some ideas for character names that fit a particular setting. Anime series are often notorious for employing odd, but plausible, fictional names for fantasy or science fiction characters. Sometimes these are actually borrowed from Western or Asian mythology or named after objects such as cars, gemstones, motorcycles, or rock stars, making them sound suitably exotic without being totally unfamiliar. Unless your campaign is a comedy, however, avoid a silly name since it may ruin the suspension of disbelief for the other players.

BESM CHARACTER QUIZ

- » What are your character's central strengths and weaknesses?
- » What is your character's primary emotional state?
- » What role does your character fill in a group?
- » Describe your character's family or tribe.
- » Who are your character's three most valuable contacts?
- » What personal values and beliefs does your character hold?
- » To whom is your character closest and why?
- » What does your character need the most?
- » What are your character's life goals?
- » What does your character fear the most?
- » Describe your character's appearance.
- » How does your character define "heroism"?
- » Describe your character's hobbies, interests, desires, and likes.
- » What would your character do if they accidentally killed an innocent bystander?
- » For what does your character have little patience and tolerance?
- » Does your character hide any emotions in public?
- » How does your character view death and beyond?
- » What does your character dislike about themselves?
- » Describe your character's bedroom or rest location.
- » Describe a perfect date night or other enjoyable outing.
- » Describe your character's relationship with money.
- » Describe your character's views on authority and the law.
- » Who has impacted your character's life direction the most?
- » How does your character view forgiveness and revenge?
- » What are the origins of your character's special abilities?
- » What is the prime motivation behind your character's actions?
- » In which way does your character focus their personal growth?
- » Describe the accomplishment of which your character is most proud.
- » How does your character think they might die?
- » How would your character describe themselves in a single sentence?



CHOOSE TEMPLATES

Templates are ready-to-use archetypes you can assign to your character to speed up the character creation process. They are subdivided into three categories: Size Templates, Race Templates, and Class Templates.

Assigning Templates is optional if you prefer to build your character from scratch but is recommended for novice players or players who are not familiar with the openness of a point-based creation systems like the one presented in BESM Naked. You can create a character without using them by selecting Stats, Attributes, and Defects (Chapters 4-7) appropriate to your character vision and scope of the game's storyline. Even if none of these Race or Class Templates fit the type of character you wish to design, all 20 of those entries can serve as examples of how you and the Game Master can collaborate to create new Race and Class Templates.

READING TEMPLATES

Templates provide a foundation upon which you can build your character by either adding or subtracting Stats, Attributes, and Defects to the human baseline – which provides no benefits nor drawbacks to your character. You'll learn more about these numerical aspects of your character as you progress through character creation.

For example, the Template for a race of undead predators (the Vampire; page 26) indicates that they start with a foundation of 2 Ranks of the Body Stat (which costs 4 Character Points). Similarly, a Class Template for a pretty protector of love and justice (the Magical Girl; page 29) indicates that they start with 4 Levels of the Mind Shield Attribute (which costs 4 Character Points).

Note that the plusses and minuses of Defects work in reverse! A Template with -1 Marked Defect added to a character who already has the Marked Defect at -2 Points worsens the effect of the Defect to -3 Marked.

► MODIFIERS TO ATTRIBUTES

Some Attributes included in the Templates also have a list of one or more modifier entries followed by positive or negative numbers. For example, the "Fire Breath" Weapon of the Half-Dragon (page 24) includes the following: "Continuing -1; Range -1; Deplete +2". The entries with negative numbers are called Enhancements (reflecting a decrease to the effective Attribute Level) and the entries with positive numbers (reflecting an increase to the effective Attribute Level) are called Limiters. The digits indicate how many times the Enhancement or Limiter has been assigned. You don't need to worry too much about all those details right now, but if you're looking for more information about Enhancement and Limiters, see page 35.

► OTHER TEMPLATE NOTES

- » Templates indicate both the Ranks/Levels and Point cost of all entries.
- » If an Attribute does not indicate a specific Enhancement or Limiter is assigned as well, it is not associated with that use of the Attribute.
- » Some Attributes give you a choice from which to select – such as "Melee Attack (Select Weapon Type)" or "Combat Technique (Select 5)" – rather than prescribing a specific choice for your character already.
- » Templates work better if assigned during character creation rather than during advancement as the game progresses (page 136) – especially Size and Race Templates – unless there is a good storyline reason to assign them later.
- » The human Race Template is worth 0 Character Points and does not offer any foundational Stats, Attributes, or Defects.
- » Templates are provided as a guideline only and can be made into more powerful versions by simply adding abilities (or into weaker ones by removing them).
- » You are encouraged to create your own Templates by either modifying the ones presented herein or constructing your own from scratch.

SELECTING YOUR TEMPLATES

You can assign any number of Race and Class Templates to your character, though limiting your choice to one Race and one or two Classes usually makes the most sense. Size Templates are already built into the Race and Class Templates, though you can assign one or more Size Template Ranks as most suitable for your character.

SIZE TEMPLATES

Size Templates help describe the benefits and drawbacks your character receives for being any size other than Medium (i.e. the size of a normal human). Size Ranks in BESM are shown in Table-03: Size Modifiers, along with a summary of effects. In brief, larger characters gain the following modifiers compared to shorter characters: taller, more massive, stronger, more damaging, tougher skin, faster, have a hard time hitting targets with ranged attacks, and easier to hit with ranged attacks.

If your character is roughly the same size as a Medium human (approximately 1-2 metres tall), you can ignore this Size Template section when creating your character.

► UNUSABLE ENTRIES

The Attributes and Defects associated with Size Templates cross all race and species boundaries and are created to have the widest application possible. Each Size Rank larger than Medium consists of a package of Attributes and Defects worth a total of 10 Character Points while each Size Rank smaller than Medium returns 10 Character Points (ie. the value of the Defects exceed the value of the Attributes by 10 Points). This list of packaged advantages and disadvantages may not apply to all creatures, though.

For example, smaller creatures gain a bonus to hit with ranged weapons (the Ranged Attack Attribute) but clearly small animals such as cats and toads do not have the capabilities to launch ranged attacks. Obviously the Unique Defect that reduces the distance of thrown weapons would not apply either. When applying Size Templates to animals and creatures incapable of being impacted by some of the Attributes and Defects included in the Template, simply do not include those entries and adjust the Rank cost appropriately.

The animal stat summary table provided on page 254 of Chapter 11: Companions already have the non-applicable Attribute and Defect entries removed before calculating their Point costs.

ALTERNATIVELY, KEEP IT SIMPLE

Of course, the alternative when dealing with animals and background creatures is to maintain the associated Size Template costs exactly as they are at the normal +/- 10 Points/Rank – including Attribute and Defect entries that wouldn't normally apply. This decision may produce unbalanced results, but typically won't have a significant impact on gameplay.

LARGER CHARACTERS

For every Size Rank greater than Medium, or when increasing each Size Rank, consider the following cumulative modifiers:

- » x2 height and x8 mass (-2 Point)
- » x5 lifting capacity (+8 Points)
- » +10 to damage influenced by strength (0 Points; included in +8 Points above)
- » +10 Armour Rating (+4 Points)
- » -2 to hit penalty with ranged attacks (-1 Point)
- » -2 defending penalty against ranged attacks (-1 Point)
- » x2 distance when using a thrown weapon (+1 Point)
- » x2 running speed (+1 Point)

TOTAL +10 Points

SMALLER CHARACTERS

For every Size Rank smaller than Medium, or when decreasing each Size Rank, consider the following cumulative modifiers:

- » ÷2 height and ÷8 mass (+2 Point)
- » ÷5 lifting capacity (-6 Points)
- » -10 to damage influenced by strength (-2 Points)
- » +10 damage received from all attacks (-4 Points)
- » +2 to hit bonus with ranged attacks (+1 Point)
- » +2 defending bonus against ranged attacks (+1 Point)
- » ÷2 distance when using a thrown weapon (-1 Point)
- » ÷2 running speed (-1 Point)

TOTAL -10 Points



8'0"

8'0"

7'6"

7'6"

7'0"

6'6"

6'0"

5'0"

4'6"

4'0"

3'6"

3'0"

5'0"

4'6"

4'0"

3'6"

3'0"

ASSIGNING SIZE

Look at Table-03 and select the Size Rank that best describes your character. Then select an appropriate mass for that size, adjusting appropriately if your character varies from the human norm (for example, not sharing human proportions, not made of flesh and bone, etc.).

Record the modifiers in terms of the Attributes and Defects indicated below:

HEIGHT AND MASS MODIFIER

Each x2 Height and x8 Mass is a Unique Defect (Big, Heavy, and Obvious). Points returned: 2 Points

Each ÷2 Height and ÷8 Mass is a Unique Attribute (Small, Light, and Unobtrusive). Total cost: 2 Point

LIFTING CAPACITY

Each x5 lifting modifier adds 2 Levels of Superstrength. Total cost: 8 Points

Each ÷5 lifting modifier is a Unique Defect (Lifting Capacity ÷5), which can be considered close to -2 Levels of Superstrength. Points returned: 6 Points

DAMAGE MODIFIER

Each +10 damage modifier for strength-related attacks is already part of the 2 Levels of Superstrength listed above. Total cost: 0 Points

Each -10 strength damage modifier is a Unique Defect (-10 Strength Damage). Points returned: 2 Points

ARMOUR RATING

Each +10 Armour Rating bonus adds +2 Levels of Armour. Total cost: 4 Points

Each extra 10 damage received from all attacks is a Unique Defect (Suffers 10 Extra Damage from all Attacks), which can be considered equal to -2 Levels of Armour. Points returned: 4 Points

HITTING WITH RANGED ATTACKS

Each -2 penalty to hit with ranged attacks adds 1 Rank of Inept Attack (Ranged). Points returned: 1 Point

Each +2 bonus to hit with ranged attacks adds 1 Level of Ranged Attack (All Weapons). Total cost: 1 Point

DEFENDING AGAINST RANGED ATTACKS

Each -2 penalty to defend against ranged attacks adds 1 Rank of Inept Defence (Ranged). Points returned: 1 Point

Each +2 bonus to defend against ranged attacks adds 1 Level of Ranged Defence (All Weapons). Total cost: 1 Point

THROWING DISTANCE

Each x2 distance modifier is a Unique Attribute (x2 Thrown Weapon Distance). Total cost: 1 Point

Each ÷2 distance modifier is a Unique Defect (÷2 Thrown Weapon Distance). Points returned: 1 Point

RUNNING SPEED

Each x2 running speed modifier adds 1 Level of Special Movement (Fast). It does not affect the Land Speed or Superspeed Attributes. Total cost: 1 Point

Each ÷2 running speed modifier is a Unique Defect (÷2 Running Speed). It does not affect the Land Speed or Superspeed Attributes. Points returned: 1 Point

▶ INANIMATE OBJECT MODIFIERS

When a size category is assigned to an inanimate object that may be used in combat (such as a mecha), the Item must have either the Feature (Smaller Item) Attribute (page 44) or the Awkward Size Defect (page 76). Each two Feature Level assignments for Smaller Item costs 2 Points – regardless how many other Features are assigned – while each Awkward Size Rank returns 2 Points.

Similar to the rule for characters, smaller Items can hit larger Items in ranged combat more easily, and larger Items have a harder time hitting smaller Items. For every Size Rank the target is smaller than the attacker, the attacker suffers a -2 penalty to hit with a ranged weapon. Conversely, for every Size Rank the target is larger than the attacker, the attacker receives a +2 bonus with a ranged weapon. For example, a if a Diminutive Item (Size -3) and a Large Item (Size 1) are in ranged combat – a difference of 4 Size Ranks – the Diminutive Item gains a +8 bonus to hit while the huge Item gains a -8 penalty to hit.

IGNORING SIZE TEMPLATES

Some player groups may find Size Templates too detailed and “realistic” for their needs. Although the parameters for each Size Rank maintain a certain game logic (ie. bigger characters are heavier, can lift more, punch harder, have trouble hitting small things with ranged weapons, throw further, and run faster), these specifics may not be desirable for all groups. You can ignore Size Templates completely and only assign characters the Attributes and Defects you want instead.

TEMPLATE EXAMPLE

Size Rank -2: Tiny

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 2 | 2 | Ranged Attack (All) |
| 2 | 2 | Ranged Defence (All) |
| 2 | 4 | Unique Attribute (Small, Light, and Unobtrusive) |

| RANK | POINTS | DEFECT |
|------|--------|---|
| 2 | -4 | Unique Defect (-20 Strength Damage) |
| 2 | -12 | Unique Defect (Lifting Capacity ÷25) |
| 2 | -2 | Unique Defect (÷4 Running Speed) |
| 2 | -8 | Unique Defect (Suffers 20 Extra Damage from all Attacks) |
| 2 | -2 | Unique Defect (÷4 Thrown Weapon Distance) |

| | |
|------------|--------------|
| -20 | TOTAL |
|------------|--------------|

TEMPLATE EXAMPLE

Size Rank 1: Large

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 2 | 4 | Armour (AR 10) |
| 1 | 1 | Special Movement (Fast) |
| 2 | 8 | Superstrength |
| 1 | 1 | Unique Attribute (x2 Thrown Weapon Distance) |

| RANK | POINTS | DEFECT |
|------|--------|--|
| 1 | -1 | Inept Attack (Ranged) |
| 1 | -1 | Inept Defence (Ranged) |
| 1 | -2 | Unique Defect (Big, Heavy, and Obvious) |

| | |
|-----------|--------------|
| 10 | TOTAL |
|-----------|--------------|

03

SIZE MODIFIERS

| Size | Rank | Typical Height/Length | Typical Mass | Lifting Capacity | Strength Damage Modifier | Armour Rating or Extra Damage Received | Ranged Modifier to Hit/Defend | Range & Speed Multiplier |
|------------|------|-----------------------|---------------------|------------------|--------------------------|--|-------------------------------|--------------------------|
| Point | -10 | 100-400 µm | 1-40 µg | ÷ 5 M | -100 | +100 damage | +20 | ÷ 1,000 |
| Mote | -9 | 500-900 µm | 50-500 µg | ÷ 1 M | -90 | +90 damage | +18 | ÷ 500 |
| Speck | -8 | 1-4 mm | 1- 5mg | ÷ 250 k | -80 | +80 damage | +16 | ÷ 250 |
| Minute | -7 | 5-9 mm | 6-40 mg | ÷ 50 k | -70 | +70 damage | +14 | ÷ 125 |
| Wee | -6 | 1-2 cm | 50-500 mg | ÷ 10 k | -60 | +60 damage | +12 | ÷ 60 |
| Teeny | -5 | 3-4 cm | 1-5 g | ÷ 2.5 k | -50 | +50 damage | +10 | ÷ 30 |
| Fine | -4 | 5-9 cm | 6-30 g | ÷ 500 | -40 | +40 damage | +8 | ÷ 15 |
| Diminutive | -3 | 10-24 cm | 50-300 g | ÷ 100 | -30 | +30 damage | +6 | ÷ 8 |
| Tiny | -2 | 25-49 cm | 500 g - 2 kg | ÷ 25 | -20 | +20 damage | +4 | ÷ 4 |
| Small | -1 | 50-99 cm | 6-20 kg | ÷ 5 | -10 | +10 damage | +2 | ÷2 |
| Medium | 0 | 1-2 m | 50 - 150 kg | — | — | — | — | — |
| Large | 1 | 3-4 m | 200 - 1,200 kg | x 5 | +10 | +10 AR | -2 | x 2 |
| Huge | 2 | 5-8 m | 1.5 - 8 tonnes | x 25 | +20 | +20 AR | -4 | x 4 |
| Mammoth | 3 | 9-15 m | 10 - 60 tonnes | x 100 | +30 | +30 AR | -6 | x 8 |
| Gigantic | 4 | 16-30 m | 75 - 500 tonnes | x 500 | +40 | +40 AR | -8 | x 15 |
| Gargantuan | 5 | 31-60 m | 550 - 4,000 tonnes | x 2.5 k | +50 | +50 AR | -10 | x 30 |
| Colossal | 6 | 61-125 m | 4 k – 30 k tonnes | x 10 k | +60 | +60 AR | -12 | x 60 |
| Enormous | 7 | 126-250 m | 40 k – 250 k tonnes | x 50 k | +70 | +70 AR | -14 | x 125 |
| Monstrous | 8 | 251-500 m | 300 k – 2 M tonnes | x 250 k | +80 | +80 AR | -16 | x 250 |
| Titanic | 9 | 500-1,000 m | 2 M – 15 M tonnes | x 1 M | +90 | +90 AR | -18 | x 500 |
| Monumental | 10 | 1-2 km | 15 M – 125 M tonnes | x 5 M | +100 | +100 AR | -20 | x 1,000 |

HITTING MODIFIERS

While many of the effects of size make intuitive sense (for example, having larger characters with greater lifting capacities), the two ranged combat modifiers might seem odd. Some examples might illustrate the logic of the rules, though.

Consider firing a gun at three targets – a penny, a car, and a skyscraper – from across the street. Clearly, the penny would be the most difficult to hit, and the skyscraper the easiest. Thus it makes sense that if a large character (a giant) was fighting at range with a tiny opponent (a fairy), the giant would suffer a penalty to hit the fairy, and the fairy would gain a bonus to hit the demon.

Now consider two opponents the same size in ranged combat – two humans, two giants, two fairies, etc. Since they are the same size relative to each other, no modifiers should apply. That is, any bonuses they receive to hit should balance with any penalties they receive to be hit. Since BESM uses an oppositional rolling system during combat, a penalty on one roll is functionally the same as a bonus on the opposing roll.

So how do we represent this? A larger-than-medium character receives a penalty to their Attack Combat Value and Defence Combat Value when relating to ranged combat against all opponents. A smaller-than-medium character receives a corresponding bonus to their two Combat Values against all ranged opponents. If two combatants the same size clash, the bonuses and penalties cancel each other out. Similarly, the bonuses/penalties cancelling also applies to the damage modifier and Armour Rating for each Size Rank.

As you can see, the modifiers might not be intuitive, but they work!

RACE TEMPLATES

Race Templates are archetypes for non-human or part-human races such as a dwarf, catgirl, robot, or vampire. They provide a set of Attributes and Defects suitable for a character who is not quite or not at all human.

There are a near infinite possible worlds in the Anime Multiverse (or in your own campaign worlds) and consequently there is no consensus of what a vampire or a ghost or an android is exactly. Indeed, many anime series present their own spin on the traditional stereotypes. The Race Templates herein simply represent a small sampling of concepts that can be used in the Anime Multiverse, offering ideas from which players and GMs can draw inspiration.

04 RACE TEMPLATES

| Race Template | Point Cost | Page |
|---------------------|------------|------|
| Android Battle-Maid | 60 | 21 |
| Asrai | 45 | 22 |
| Dark Elf | 20 | 22 |
| Dwarf | 15 | 23 |
| Giant Living Robot | 70 | 23 |
| Half-Dragon | 35 | 24 |
| Homo Psyche | 35 | 24 |
| Parasite | 55 | 25 |
| Skeleton Key | 60 | 25 |
| Vampire | 70 | 26 |

► DUPLICATE ENTRIES WITH OTHER TEMPLATES

If you assign a Size or Class Template in addition to a Race Template, you may get undesirable duplicate Attribute and Defect entries. For example, if you decide to play a Magical Girl Giant Living Robot, the Templates provide you with 4 Levels of the Mind Shield Attribute for the Magical Girl class and 4 Levels of Mind Shield for the Giant Living Robot race. If you only want 4 Levels of Mind Shield because it fits your character concept better, remove the excess Levels from one of the Templates and adjust the Point Cost total accordingly. Of course, if you're happy adding the two Templates together to gain 8 Levels of Mind Shield, then no changes to the Templates are needed.

ANDROID BATTLE-MAID

Right – The latest product to hit the market, these robotic gynoids resemble cute teenage girls dressed in a frilly maid outfit – a clever disguise for a machine with the fighting power of a combat android (for bodyguard duties) and the processing abilities of a cutting-edge minicomputer! Most serve as personal assistants and bodyguards for senior corporate executives and politicians (or their children). They are still experimental prototypes and a few beta-test designs were misplaced due to a clerical error and possibly mixed in with a shipment of more mundane domestic models. Who knows where they might have ended up? They are hardwired with only a few basic Skills. Their Power Flux Attribute provides Flux Points usable to acquire Skills from purchased (or perhaps pirated) software programmes.

ANDROID BATTLE MAID

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-----------|--------|---|
| 2 | 4 | Body Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 3 | 6 | Armour (AR 15) |
| 1 | 1 | Attack Mastery |
| 2 | 4 | Data Access |
| 1 | 1 | Defence Mastery |
| 1 | 1 | Features (Appearance: Cute; Internal Computer) |
| 3 | 3 | Heightened Senses (Hearing, Smell, Vision) |
| 2 | 2 | Jumping |
| 1 (2) | 10 | Power Flux: Skill Flux (Equipment: Programmes +1) |
| 10 (5) | 20 | Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5) |
| 3 | 3 | Skill Group (Domestic) |
| 1 | 3 | Superspeed |
| 1 | 4 | Superstrength |
| 5 | 5 | Tough |
| RANK | POINTS | DEFECT |
| 1 | -2 | Ism (Android) |
| 1 | -1 | Marked (Production mark in embarrassing spot) |
| 2 | -4 | Obligated (Purchaser) |
| 60 | | TOTAL |

RACE AND MARKED DEFECT

The Marked Defect is usually not included in any Template, since it is a social limitation that is dictated by the campaign setting. Playing a Dwarf or Vampire in a game set within the sylvan forest of Aradia would certainly call for assigning the Marked Defect, but playing the same character in a campaign set in the race's native homeland would not. You should add Marked to your character only if they stand out compared to the normal population of that setting.



AGE
21

TEMPLATES

ASRAI

Page 139 – Asrai resemble beautiful humans in most ways, except for their small feathered wings that causes many people who see one to believe they are angels. They all have a magical connection to the natural world that allows them to gently reshape their native lands. Asrai typically live in pastoral societies and are a peaceful folk that are always eager to help those in need.

In the Anime Multiverse, Asrai hail from the beautiful Prime World of Aradia and embody all that is good and kind. They are creations of Aradia itself to serve as stewards of the land and leaders of the peoples. Their interest in natural harmony extends beyond Aradia, though, and trained emissaries are often sent to other worlds to act as mentors, partners, and guardians.

ASRAI

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 1 | 2 | Mind Stat |
| 2 | 4 | Soul Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|--|
| 3 (2) | 30 | Dynamic Powers (Major: Natural Magic -1) |
| 2 | 2 | Energised |
| 1 | 1 | Features (Appearance) |
| 1 | 3 | Flight |
| 1 | 1 | Skill Group (Domestic) |
| 1 | 1 | Sixth Sense (Danger) |
| 1 | 1 | Special Movement (Zen Direction) |
| 45 | | TOTAL |

DARK ELF

Page 71 – Dark elves are the distant cousins of high elves who abandoned their forest homes for subterranean dwellings. They share a number of similarities with their woodland born cousins – long, slender, and elegant features and a natural affinity for magic – though their love of life and the vibrant wonders of the world has been replaced by a deep hatred and resentment. Dark elves are usually malicious beings who eagerly serve the sinister gods. Some believe that dark elves came into existence when a group of elven wizards uncovered some evil magical secrets that forever changed and warped them. Dark elves bridle at this theory, resenting any implication that they are descended from high elves.

In the Anime Multiverse, dark elves come from an Outer World that once shared a world gate with Ikaris before it was destroyed. A few small clans still reside on Ikaris but they rarely venture to the surface.

DARK ELF

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 1 | 2 | Soul Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|--|
| 1 | 1 | Control Environment (Darkness) |
| 1 | 1 | Heightened Awareness |
| 3 | 3 | Mind Shield |
| 2 | 4 | Resilient (Ageing, Poisons) |
| 2 | 2 | Supersense (Dark Vision, Magic) |
| 5 (2) | 10 | Unaffected (Source: Magic; All Attributes -3) |
| RANK | POINTS | DEFECT |
| 1 | -3 | Sensory Impairment (Diminished vision in sunlight) |
| 20 | | TOTAL |

DWARF

Page 134 – Dwarves are stout, rugged, and noble craftsmen who live under the ground, working stone and metal with a skill and grace that belies their gruff exterior. Dwarves often have dealings with the outside world since many other races are eager to trade goods for dwarven-crafted weapons and armour. Due to their self-imposed confinement, dwarves are open to these trade arrangements in return for foods and other goods that are hard to come by under tonnes of rock. While dwarves may often seem stern and serious, they also know how to party. Few, if any, races can maintain pace with a dwarf in a drinking contest!

In the Anime Multiverse, dwarves hail from the Prime World of Ikaris. They have not visited many of the other dimensions.

DWARF

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 1 | 2 | Body Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 2 | 2 | Features (Depth Awareness, Longevity, Low-Light Vision) |
| 4 | 4 | Immutable |
| 2 | 2 | Mind Shield |
| 2 | 4 | Resilient (Disease, Poison) |
| 1 | 1 | Supersense (Infrared Vision) |
| 2 | 2 | Tough |

| RANK | POINTS | DEFECT |
|------|--------|---|
| 1 | -1 | Shortcoming (Body: Major - Agility) |
| 1 | -1 | Shortcoming (Body: Minor - Running Speed) |

| | |
|-----------|--------------|
| 15 | TOTAL |
|-----------|--------------|

GIANT LIVING ROBOT

Page 39 – An observer should not be fooled by the unchanging expression of the giant living robot's electronic eyes because there is surely something deep going on behind them. Living robots are the last step in biotechnological evolution – scientific wonders that astound everyone with their organometallic bodies and free will. Despite their sentience, such robots are still bio-machines that do not get sick, do not need food, and do not even need to breathe. As machines, they have a huge advantage over other organisms because they can customise their bodies. Under their armoured exoskeletons, living robots can hide all sorts of equipment and can keep adding parts as desired.

In the Anime Multiverse, the giant living robot home world is one of the Beyond dimensions. Through concentrated effort or perhaps by accident, some have adventured into the Outer and Inner Worlds.

GIANT LIVING ROBOT

Size Rank 2: Huge

| LEVEL | POINTS | ATTRIBUTE |
|--------|--------|---|
| 4 | 8 | Armour (AR 20) |
| 2 | 2 | Capacity (Cargo) |
| 2 | 2 | Combat Technique (Brutal, Lethal Blow) |
| 4 | 4 | Gear (Tools and Computers) |
| 3 | 3 | Heightened Senses (Hearing, Smell, Vision) |
| 3 | 3 | Jumping |
| 4 | 4 | Mind Shield |
| 2 | 10 | Regeneration |
| 10 (5) | 20 | Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5) |
| 2 | 2 | Special Movement (Fast) |
| 4 | 16 | Superstrength |
| 4 | 4 | Tough |
| 2 | 2 | Unique Attribute (x4 Thrown Weapon Distance) |

| RANK | POINTS | DEFECT |
|------|--------|---|
| 2 | -2 | Inept Attack (Ranged) |
| 2 | -2 | Inept Defence (Ranged) |
| 1 | -2 | Ism (Non-Human) |
| 2 | -4 | Unique Defect (Big, Heavy, and Obvious) |

| | |
|-----------|--------------|
| 70 | TOTAL |
|-----------|--------------|

HALF-DRAGON

Page 140 – Some shapeshifting dragons are occasionally impressed enough with a human (usually a great mage or hero) to take them as a mate. The coupling may produce a half-dragon offspring. The typical half-dragon is humanoid with small wings, curving horns, and a reptilian tail. They tend to be feisty individuals but often have trouble fitting in with either of their parents. Consequently, they typically either live in exceptionally cosmopolitan areas or spend their time wandering the wilds.

In the Anime Multiverse, the great dragons have been asleep for several millennium on the Prime World of Ikaris – though there are rumours that they are starting to awaken. Since dragons also call many of the Inner, Outer, and Beyond Worlds home, half-dragons may come from many different places.

HALF-DRAGON

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-----------|--------|---|
| 2 | 4 | Body Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 5 | 15 | Immunity (Heat) |
| 1 | 1 | Immutable |
| 2 | 6 | Flight |
| 1 | 4 | Superstrength |
| 1 | 1 | Tough |
| 2 | 4 | Weapon: Fire Breath (Continuing -1; Range -1; Deplete +2) |
| 35 | | TOTAL |

HOMO PSYCHE

Page 73 – With the proper activation, training, and guidance, a human can reach their next evolutionary stage: homo psyche, or a human with psionic powers. Though this relatively new species can have widely varying powers and abilities, most have the potential to exhibit the Attributes presented in this Template.

In the Anime Multiverse, homo psyche evolved on the Primary World of Enid under the careful watch of a pro-psionic organisation called Neo-Logos. Unfortunately, many psychics are caught in a conflict between major military forces, used as pawns in the battles. Though Neo-Logos strives to provide protection, psychics are still subject to much discrimination and exploitation. Consequently, some homo psyche who have accidentally crossed over to another world often prefer their new home.

HOMO PSYCHE

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-----------|--------|--|
| 1 | 2 | Mind Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 2 | 2 | Control Environment (Cold, Heat) |
| 6 | 6 | Energised |
| 1 (2) | 3 | Flight (Potent -1; Concentration +1; Deplete +1) |
| 1 (2) | 1 | Healing (Potent -1; Concentration +1; Deplete +1) |
| 2 (3) | 2 | Sixth Sense (Emotions, Psionics; Deplete +1) |
| 1 (3) | 4 | Telekinesis (Concentration +1; Deplete +1) |
| 1 (4) | 3 | Telepathy (Concentration +1; Deplete +1; Unpredictable +1) |
| 6 (4) | 12 | Unaffected (Source: Psionics; All Attributes -3; Deplete +1) |
| 35 | | TOTAL |

PARASITE

Page 103 – These form-changing alien species require host bodies with which to bond and consequently a second Race Template is often assigned to reflect this dual identity. These oily-black parasites live within their host, and constantly struggle for dominance and control of its body. Once bonded, a parasite grants many combat and survival abilities to its host, including stretching and reforming limbs into deadly sharp weapons. Parasites are immune to electricity but have a weakness to loud sounds, which disrupts their malleability and control over their host.

In the Anime Multiverse, parasites were first discovered on the Prime World of Enid while workers were excavating deep underground to create their Arcology cities following the environmental collapse. Parasites reproduce through asexual binary fission and soon these creatures bonded to important individuals to travel throughout the other Prime and Inner Worlds in search of new hosts.

PARASITE

Size Rank 0: Medium

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|--|
| 2 | 10 | Absorption (Health Points) |
| 2 | 4 | Armour (AR 10) |
| 3 | 3 | Attack Mastery |
| 2 | 2 | Combat Technique (Blind Fighting, Brutal) |
| 3 | 3 | Defence Mastery |
| 4 | 4 | Elasticity |
| 1 | 4 | Extra Actions |
| 1 | 1 | Heightened Senses (Hearing) |
| 4 | 12 | Immunity (Electricity) |
| 3 | 9 | Massive Damage |
| 1 (3) | 5 | Mind Control (Potent -2; Single: Merged Host +4) |
| 1 (2) | 3 | Telepathy (Potent -2; Specific: Parasites/Hosts +3) |
| 1 | 2 | Weapon: Extending Body Blades (Range -1; Non-Penetrating +1) |
| RANK | POINTS | DEFECT |
| 2 | -4 | Bane (Loud Sounds) |
| 1 | -3 | Unique Defect (Must Bond to Host Body) |
| 55 | | TOTAL |

SKELETON KEY

Page 72 – In the Anime Multiverse, a Key is someone who is attuned to a specific world gate and can open the portal to the dimension beyond (see page 141 for more information). A rare few known as Skeleton Keys have a special bond with all doorways and locks, though, and can operate any world gate on any dimension; a glowing infinity symbol appears on the forehead when using such powers. Additionally, these Skeleton Keys are indeed, metaphorically, the “key” to locks in general – including physical locks (for example, the locks on buildings and vehicles), password locks (such as those on computer files and bank cards), etc. They are the universal key, though with only Level 1 Dynamic Powers to represent this, the extent of their ability is limited to simple locks. To complement their gate-opening abilities, Skeleton Keys can also permanently destroy any world gate when they pass through it (if desired), detect nearby world gates, and reincarnate should they die.

SKELETON KEY

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-----------|--------|--|
| 5 | 10 | Soul Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 1 | 10 | Dynamic Powers (Minor: Keys and Gates) |
| 5 | 5 | Energised |
| 3 | 3 | Mulligan |
| 3 | 3 | Pocket Dimension |
| 8 | 16 | Portal (7 World Linkages + Pocket Dimension) |
| 4 (3) | 8 | Reincarnation (Difficult to Stop -1) |
| 6 (1) | 6 | Sixth Sense (World Gates; Area -5) |
| 6 | 6 | Unique Attribute (Can Destroy World Gates) |
| RANK | POINTS | DEFECT |
| 1 | -1 | Marked (Infinity Symbol on Forehead) |
| 3 | -6 | Skeleton in the Closet (Skeleton Key) |
| 60 | | TOTAL |

VAMPIRE

Below – Vampires are the nobility of the undead and predators of the night, who treat the living as their cattle. They are peerless hunters and killers, possessed of enormous physical and mystical powers. Vampires look as they did before death; the common belief that all vampires are deathly pale is true only of those who have not fed in a long time. Vampires who have recently gorged on the blood of a victim look as ruddy and healthy as any mortal of their former species. Vampires originated in the distant past and scholars disagree about how they came about. Some believe an early mortal was cursed to wander as a vampire for some great sin, while others argue that they are part of the natural order, in the same relationship to men that men are to sheep. However they began, a vampire may be created in several ways. The most common is by the bite of another vampire, who drains its victim and then, at the moment of death, feeds the mortal its own blood.

In the Anime Multiverse, vampires can be found on nearly any world in small numbers. They tend to gather in communities called nests for mutual benefit when possible, often pulled together near a place of power (such as a world gate or other important nexus point).



VAMPIRE

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 2 | 4 | Body Stat |
| -3 | -6 | Soul Stat |

| LEVEL | POINTS | ATTRIBUTE |
|--------|--------|--|
| 1 | 1 | Attack Mastery |
| 3 | 3 | Combat Technique (Brutal, Lethal Blow) |
| 1 | 1 | Heightened Awareness |
| 2 | 2 | Heightened Senses (Hearing, Smell) |
| 9 (6) | 18 | Metamorphosis (Weaker Vampire Race: 30 Points; Duration: Permanent -10; Delay: Days +3; Deplete +1; Unique Limiter: Vampire Must Personally Drain Victim's Blood +3) |
| 4 (5) | 20 | Mind Control (Deplete +1) |
| 2 | 2 | Mind Shield |
| 1 | 5 | Regeneration |
| 1 | 1 | Sixth Sense (Death and Decay) |
| 10 (5) | 20 | Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5) |
| 2 | 2 | Special Movement (Cat-Like, Fast) |
| 1 | 4 | Superstrength |
| 2 | 4 | Swarm (Bats or Rats) |
| 2 | 2 | Tough |
| 1 (2) | 2 | Weapon: Fangs and Fingernails (Non-Penetrating +1) |

| RANK | POINTS | DEFECT |
|-----------|--------|-----------------------------------|
| 2 | -4 | Achilles Heel (Wooden Weapons) |
| 1 | -2 | Bane (Holy Symbols) |
| 3 | -6 | Bane (Sunlight) |
| 1 | -1 | Easily Distracted (Past Memories) |
| 1 | -1 | Shortcoming (Soul: Major - Luck) |
| 70 | | TOTAL |

CLASS TEMPLATES

Class Templates are archetypal roles that a character may play, or life paths that a character may follow. This includes occupations, lifestyles, callings, and status. Each Class Template provides a set of Attributes, Skill Groups, and Defects that you use as a framework on which to build your character. You can assign more than one Template if you desire, or none at all, or you can create your own. Like Race Templates, using Class Templates is optional and the ones outlined herein are but a small sampling of possibilities.

Most Class Templates are appropriate for a wide range of genres and worlds. For example: martial artist types can be found across many dimensions; a hot rod might own an archaic, modern, or futuristic vehicle; etc. When necessary, the Templates can be modified slightly to accommodate the specifics of your campaign. In particular, customising a Template's Items – which are usually left to your discretion – is a great way to add flavour to your creation.

ARTIFICER

Right – The artificer is part artisan and part enchanter. They can not only create beautiful and useful crafts and other works of art, but the artificer can also imbue them with real power to create a plethora of minor artefacts with the assistance of a special multi-gadget. A valuable addition to any group of adventurers, the Artificer often has the right tools for the job at hand ... or can create new ones if needed.

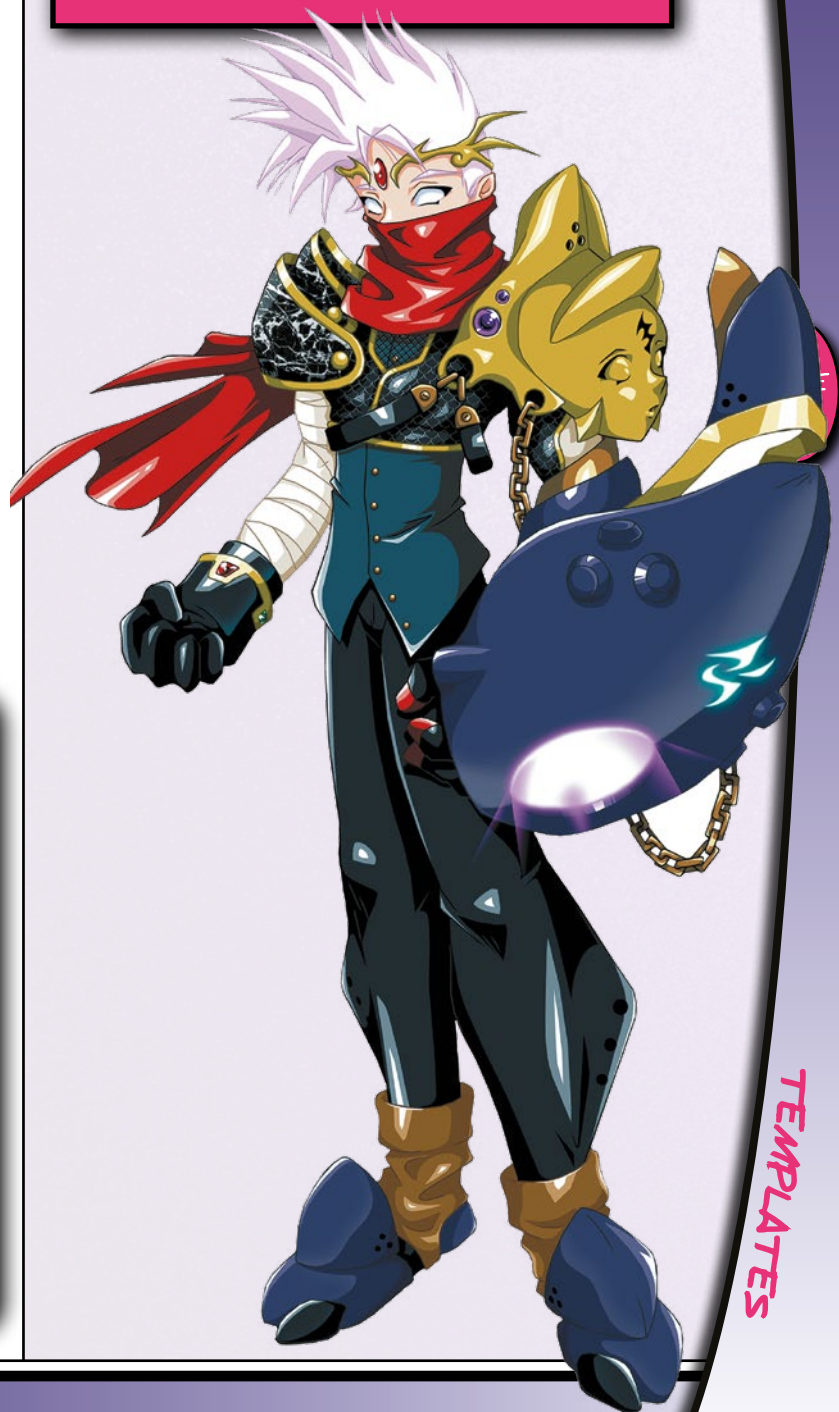
ARTIFICER

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 1 | 2 | Mind Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 1 | 2 | Augmented (Body: tech enhancement) |
| | 10 | Item (Multi-Gadget; 20 Points) |
| 2 | 20 | Power Flux (Major: Item Gadgeteer -1; Equipment: Multi-Gadget +1) |
| 2 | 2 | Skill Group (Artistic) |
| 1 | 3 | Skill Group (Scientific) |
| 3 | 6 | Skill Group (Technical) |
| 45 | | TOTAL |

05 CLASS TEMPLATES

| Race Template | Point Cost | Page |
|---------------------|------------|------|
| Artificer | 45 | 27 |
| Demon Hunter | 40 | 28 |
| Hackivist | 50 | 28 |
| Hot Rod | 35 | 28 |
| Idol | 25 | 29 |
| Magical Girl | 60 | 29 |
| Martial Artist | 60 | 30 |
| Mecha Pilot | 50 | 30 |
| Pet Monster Trainer | 30 | 31 |
| Warder | 60 | 31 |



DEMON HUNTER

Page 104 – Demons abound on many Multiverse worlds, whether they arrived from the Prime World of Bazaroth or existed natively since the beginning of time. Demon hunters dedicate their lives to tracking down these vile creatures and destroying them, and consequently are skilled in many forms of combat. Most hunters are part of a larger organisation that documents demonic activities and supports the hunters in the field.

DEMON HUNTER

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 1 | 2 | Body Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|--|
| 2 | 2 | Attack Mastery |
| 5 | 5 | Combat Technique (Select 5) |
| 3 | 3 | Connected (Demon Hunting Group) |
| 1 | 1 | Defence Mastery |
| 2 | 2 | Heightened Awareness |
| 1 | 1 | Immutable |
| | 10 | Item (20 Points; Various Armour, Weapons, Equipment) |
| 1 (2) | 3 | Massive Damage (Targetted: Demons +1) |
| 2 | 2 | Mind Shield |
| 1 | 3 | Skill Group (Adventuring) |
| 1 | 3 | Skill Group (Detective) |
| 1 | 3 | Skill Group (Military) |
| 1 | 2 | Skill Group (Street) |

| RANK | POINTS | DEFECT |
|------|--------|--------------------------------|
| 1 | -1 | Easily Distracted (Demon Lore) |
| 1 | -1 | Nightmares (Demon Attacks) |

40 TOTAL

HACKTIVIST

Page 12 – These digital vigilantes make subversive use of computers networks to promote a political agenda or effect social change. They are exceptionally talented at breaking through encrypted networks of governments and large corporations to mine data, which has resulted in labels of “cyberterrorists” and “national traitors”. Hacktivists rarely leave digital signatures of their network intrusions unless they are choosing to send a specific message about their presence. Few talented individuals are ever tracked and apprehended.

HACKTIVIST

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 3 | 6 | Mind Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 2 | 2 | Connected (Anonymous Organisation) |
| 5 (9) | 10 | Data Access (Worldwide; Activation +2; Concentration +1; Equipment: Computer and Connectivity +1) |
| 4 | 4 | Gear (Digital Equipment) |
| 5 | 10 | Skill Group (Street) |
| 6 | 12 | Skill Group (Technical) |
| 2 | 6 | Wealth |

50 TOTAL

HOT ROD

Page 46 – Hot rods feel the need – the need for speed! Leading as fast a life as they can, they live with one foot on the accelerator and the other on the clutch. The telltale sign of a hot rod is their set of wheels; it is a badge of honour, a trusted friend, and a symbol of freedom. Not content to just drive it, the hot rod has enough mechanical prowess to fix and enhance it. Since top-notch parts cost money, however, the hot rod constantly searches for the next job to fund their passion. Cocky and self-assured, hot rods have a certain undeniable magnetism.

HOT ROD

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 2 | 4 | Body Stat |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 1 | 1 | Features (Appearance) |
| | 15 | Item (Vehicle; 30 Points) |
| 5 | 5 | Skill Group (Occupation: Driver/Mechanic) |
| 1 | 3 | Skill Group (Adventuring) |
| 1 | 2 | Skill Group (Social) |
| 3 | 6 | Skill Group (Street) |

| RANK | POINTS | DEFECT |
|------|--------|--------------------------|
| 1 | -1 | Wanted (Law Enforcement) |

35 TOTAL

IDOL

Page 79 – The idol is a celebrity on their way up, commanding the adoration of possibly millions of fans. They might be a singer, model, actor, or news announcer. Idols do not have to be normal humans either – this template can be combined with other Templates for a more unusual character. A “magical idol” is the alter ego of pure hearted pre-teen girls who have the power to transform into glamorous teenage stars, while “virtual idols” are androids or computer programs designed as the ultimate media commodity.

| IDOL | | |
|-----------|--------|--|
| VALUE | POINTS | STAT |
| 2 | 4 | Soul Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 3 | 6 | Minions (Assistants) |
| 2 | 2 | Features (Appearance 2, Famous, Perfect Pitch) |
| 4 | 4 | Inspire |
| 2 | 4 | Skill Group (Business) |
| 4 | 4 | Skill Group (Occupation: Entertainer) |
| 4 | 12 | Wealth |
| RANK | POINTS | DEFECT |
| 2 | -2 | Fragile |
| 2 | -4 | Hounded |
| 1 | -1 | Inept Attack |
| 1 | -1 | Inept Defence |
| 1 | -3 | Reduced Damage |
| 25 | | TOTAL |

MAGICAL GIRL/GUY

Page 74 – The forces of light sometimes choose the least likely candidate to be their defender. Enter the magical girl (or magical guy) – once a normal person with normal worries like snagging a romantic partner, preparing for exams, or just eating the right food. With the appearance of a strange little creature (often from the Prime World of Aradia), however, everything changed. Now wielding a strange artefact that grants weird and wonderful powers, the magical girl is charged with protecting friends, family, and often the rest of humanity. Oddly, nobody seems to recognise her under the costume.

| MAGICAL GIRL/GUY | | |
|------------------|--------|--|
| VALUE | POINTS | STAT |
| 3 | 6 | Soul Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 1 | 1 | Alternate Identity (Normal Human) |
| 3 | 12 | Companion (Animal Companion; 30 Points) |
| 2 | 2 | Exorcism |
| 2 | 2 | Features (Animal Empathy, Appearance: Cute, Famous) |
| 2 | 2 | Inspire |
| | 5 | Item (10 Points; Various Weapons) |
| 3 (4) | 9 | Massive Damage (Targetted: Select Type +1) |
| 4 | 4 | Mind Shield |
| 4 | 4 | Mulligan |
| 2 | 2 | Ranged Attack (Magical Attacks) |
| 2 | 2 | Ranged Defence (Personal) |
| 1 | 1 | Sixth Sense (Select One Aspect) |
| 1 | 3 | Skill Group (Action: Select One) |
| | | Weapon: Magical Attack (Area -1; Drain: Soul -3; Range -2; Selective -1; Targets -2; Charges +2; Deplete +2; Maximum +3) |
| 6 (4) | 12 | |
| RANK | POINTS | DEFECT |
| 1 | -1 | Easily Distracted (One Trigger) |
| 2 | -2 | Nemesis (One Enemy) |
| 2 | -4 | Skeleton in the Closet (Magical Identity) |
| 60 | | TOTAL |

MARTIAL ARTIST

Page 94 – The idea that one’s own body is the best weapon is central to the martial artist’s philosophy – and they make a very convincing argument when they break a wall with their bare fists. Products of rigorous training and discipline, martial artists are masters of unarmed combat, achieving with punches and kicks what others need weapons to do. A martial artist is protective of their abilities, treasuring their master’s teachings and upholding the honour of their fighting school against any opponent (especially other martial artists). Their mystical awareness also allows them to fight under the most adverse conditions.

MARTIAL ARTIST

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 2 | 4 | Body Stat |

| | | |
|---|---|-----------|
| 2 | 4 | Body Stat |
|---|---|-----------|

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 10 | 10 | Combat Technique (Blind Fighting, Brutal, Concealment, Deflection, Judge Opponent, Lethal Blow, Lightning Reflexes 2, Reflection, Tournament Encyclopaedia: Martial Arts) |
| 1 | 4 | Extra Actions |
| 2 | 2 | Heightened Awareness |
| 1 | 1 | Jumping |
| 2 (3) | 6 | Massive Damage (Focussed: Unarmed +1) |
| 4 | 4 | Melee Attack (Unarmed) |
| 4 | 4 | Melee Defence (Unarmed) |
| 3 | 3 | Ranged Defence (Personal) |
| 2 | 6 | Skill Group (Adventuring) |
| 1 | 2 | Skill Group (Street) |
| 4 | 4 | Tough |
| 3 | 6 | Weapon: Finishing Move |
| 2 | 4 | Weapon: Ki Blast (Drain: Body -1; Enervation -1; Range -1; Backblast +2; Hands +1) |
| 60 | | TOTAL |

MECHA PILOT

Below – The field of battle looks very different when commanding a large, powerful war machine. Mecha pilots know that they are the elite of any army, even if they stumbled upon their mecha by accident or they were saddled with the responsibility to pilot it. The mecha pilot’s life is marked by growth both as a warrior and a person, learning the controls of a great machine at the same time that they try to understand the basics of human behaviour. Although the mecha gives meaning to the mecha pilot’s existence, they must learn that real life starts once they leave their cockpits.



MECHA PILOT

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 2 | 2 | Attack Mastery |
| 3 | 3 | Connected (Select One) |
| | 30 | Item (Mecha and Equipment; 60 Points) |
| 2 (3) | 6 | Massive Damage (Focussed: Mecha Weapons +1) |
| 2 | 2 | Ranged Attack (Mecha Weapons) |
| 1 | 1 | Ranged Defence (Mecha Movement) |
| 3 | 3 | Skill Group (Occupation: Mecha Pilot) |
| 1 | 3 | Skill Group (Military) |
| 50 | | TOTAL |

PET MONSTER TRAINER

Page 133 – Born of magic, tech, or the natural order, there are monsters roaming around. Some can be disgustingly cute and docile even if they can unleash fire from their eyes and shoot bolts of lightning from their ... tails. Pet monster trainers take it upon themselves to tame these creatures and use their potentially deadly weapons towards some particular goal – perhaps as silly as gladiatorial badge collecting.

PET MONSTER TRAINER

| VALUE | POINTS | STAT |
|-----------|--------|--|
| 1 | 2 | Soul Stat |
| LEVEL | POINTS | ATTRIBUTE |
| 1 | 1 | Combat Technique (Tournament Encyclopaedia: Pet Monster Duels) |
| 2 | 8 | Companion (Novice Pet Monster; 20 Points) |
| 4 | 16 | Companion (Veteran Pet Monster; 40 Points) |
| 2 | 2 | Inspire |
| 2 | 2 | Skill Group (Occupation: Pet Monster Trainer) |
| RANK | POINTS | DEFECT |
| 1 | -1 | Nemesis (One Rival) |
| 30 | | TOTAL |

WARDER

Page 76 – A warder has learned the mystical art of inscribing temporary marks or wards on flesh to imbue specific combat abilities on themselves and others. With careful dedication to their inscriptions (and the spending of Character Points during character creation or advancement!), the wards can be made permanent and infuse power into the warder. Consequently, a warder's body is usually covered from head to toe in various impact and absorption wards that provide numerous enhancements in battle. Warders travel the lands searching for new sources of unique wards to unlock even more powerful endowments.

WARDER

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 2 | 10 | Absorption (Health Points) |
| 1 | 2 | Augmented (Body Stat; Source: Ward Magic) |
| 2 | 2 | Combat Technique (Brutal; Lethal Blow) |
| 3 | 3 | Heightened Senses (Hearing, Smell, Vision) |
| 4 | 4 | Immutable |
| 3 | 3 | Melee Attack (Unarmed) |
| 2 | 2 | Melee Defence (Unarmed) |
| 2 (4) | 20 | Power Flux (Major: Combat -1; Duration -3; Activation: Wards +3; Unique Limiter: No Fluxing Attributes of Wards +3) |
| 2 | 6 | Skill Group (Adventuring) |
| 2 (4) | 6 | Transfer (Specific Attribute: Power Flux +2) |
| 5 | 5 | Tough |
| RANK | POINTS | DEFECT |
| 3 | -3 | Marked (Whole Body) |
| 60 | | TOTAL |



ASSIGN STATS

Stats (short for Statistics) are numerical assignments that reflect your character's basic capabilities, with higher Stat values indicating an advanced level of accomplishment or achievement. More than any other values in BESM Naked, Stats are a measure of your character's core competencies and provide the foundation upon which everything else is built. Dice rolls are compared to your Stats when you want your character to perform challenging tasks in BESM Naked (page 88) to help determine if their attempt was successful or not.

BESM uses three Stats to represent your character's abilities: Body, Mind, and Soul. You may use some or all of your remaining Character Points when assigning Stat values to your character, and then add these values to any that were included in their assigned Race or Class Templates (page 20).

BODY STAT

The Body Stat measures the physical aspects of your character. This includes overall health, strength, endurance, quickness, rate of healing, manual dexterity, and ability to withstand damage and trauma. A character with a high Body is in good physical shape.

Body values of nonhumans or super-powered humans may still centre on a human average (unless they are also superhumanly fit). Superhuman or subhuman strength, durability, and speed are all represented by specific Attributes and Defects. For example, an out-of-shape giant might have a lower Body than an athletic teenage boy but the giant's size may be reflected by other Attributes such as Armour (page 38), Superstrength (page 58), and Tough (page 60).

MIND STAT

The Mind Stat represents your character's mental prowess and aptitude. High values indicate intelligent and witty characters who are keen critical thinkers and strategists. Your character's Mind value does not necessarily correlate with breadth of training and depth of experience, though. Your character can be highly skilled in a particular area, yet still have only an average Mind Stat.

SOUL STAT

The Soul Stat represents luck, willpower, determination, and spirit, and can also represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps your character focus their personal energies or life force to go beyond their normal limits and to fuel special abilities. High Soul values are a good way to represent the many anime heroes whose main trait is their strength of character, pure heart, or innocence.

BALANCED ABILITIES

Stats in BESM assume as a baseline that characters are well-rounded, balanced individuals at their core. For example, people who we would describe as athletic would have Body Stats that reflects their physicality across a wide range of Body aspects (strength, dexterity, flexibility, toughness, etc.). Similarly, characters who are pulled towards more academic pursuits would have Mind Stats that reflect their brain power through multiple avenues (intelligence, wit, critical thinking, perception, etc.). Creating balanced anime and manga characters in BESM is simplified by only having three Stats that cover the physical, mental, and spiritual aspects of your creation.

If one or more of your character's Stats result from enhancements (such as technology, magic, paranormal training, divine intervention, etc.) rather than natural expressions of experience and talent, their aptitude can either be explained through the assignment of the Augmented Attribute (page 38) or another more targeted Attribute. A few examples of such specialised Attributes that fall outside the Stat range and can refine your character concept for excelling in one particular area include:

- » Superstrength for a strength aspect (Body)
- » Resilient for an immune system aspect (Body)
- » Special Movement: Fast for a running speed aspect (Body)
- » Tough for a damage resistant aspect (Body)
- » Heightened Awareness for a perception aspect (Mind)
- » Feature: Eidetic Memory for a memory aspect (Mind)
- » Mind Shield for a mental resistant aspect (Mind)
- » Sixth Sense for an intuition aspect (Mind)
- » Exorcism for an indomitable will aspect (Soul)
- » Mulligan for a luck aspect (Soul)
- » Inspire for a determination aspect (Soul)
- » Skill Group (select appropriate one) for composure aspect (Soul)

READING STAT VALUES

For most games, Stats range from 1 to 12. A value of 4 in a Stat is the adult human average. Ratings under 4 indicate decreasing competency and ratings over 4 designate increasing superiority. For example, a person of average build, high intelligence, and above average determination might have Body 4, Mind 7, and Soul 5.

Under normal circumstances, characters and living beings must have a value of at least 1 in each Stat. Furthermore, GMs are encouraged to require a solid character concept before allowing Stats values to exceed 9 in games focussed on regular humans, since these represent capabilities well beyond the human norm.

Table-06: Stat Values shows the Character Points required to assign each Stat Value.

STAT COSTS

Your starting Character Points (page 9) are used to purchase Stats; how you allocate your character's Stats are your choice. Stats start with a value of 0 and raising a Stat by one costs 2 Character Points. Most characters should have values of at least 4 each in Stat if you want to represent at least average human capabilities.

You may wish to not spend all your Character Points assigning Stats, since any Points not spent on Stats can be used to acquire very useful Templates (page 15) and Attributes (page 35) for your character. Of course, the GM may choose to set an absolute ceiling or floor on the number of Character Points that can be allocated to Stats to ensure characters have a balance between Stats and Attributes (see benchmarks in Table-02, page 11), or they may leave this decision to your discretion.

► STATS ABOVE 12

Stats above 12 are not recommended for most BESM games, since they tend to take away from the humanity of the characters involved, and can also be unbalancing by making it trivially easy to succeed at most tasks. Attributes that affect a single aspect of a Stat – such as Mulligan, Superstrength, Superspeed, or Tough – are usually a better way to represent superhuman ability.

Nevertheless, if it is vital to a character concept, the Game Master may choose to design an NPC or even permit a player character to have a Stat above 12. For example, a character who is defined as the most brilliant scientist in the solar system might have Mind Stat in the 13-18 range.

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STAT VALUES

| Stat Value | Point Cost | Rank Description |
|------------|------------|---|
| 1 | 2 | Highly inept; infant |
| 2 | 4 | Significantly below adult human; child |
| 3 | 6 | Below adult human average; teenager |
| 4 | 8 | Adult human average |
| 5 | 10 | Above adult human average |
| 6 | 12 | Significantly above adult human average |
| 7 | 14 | Highly capable |
| 8 | 16 | Extremely capable |
| 9 | 18 | Best in the local region |
| 10 | 20 | Best in the country or large region |
| 11 | 22 | World-class ability |
| 12 | 24 | Maximum normal human potential |
| 13+ | 28+ | Special; see text for details |

EXPENSIVE SUPERHUMAN STATS

To reflect their rarity, Stats above 12 are more expensive than normal. Each +1 to a Stat over 12 costs 4 Character Points instead of the normal 2 Character Points. For example, Body 13 costs 28 Points, Body 14 costs 32 Points, Body 15 costs 36 Points, etc.

► SHORTCOMING DEFECT

As mentioned previously, with only three game Stats representing all physical, mental, and spiritual capacity, BESM is obviously ideal for well-rounded, balanced characters. But what if your character is weak in a particular area of a Stat? For example, your character might be strong, healthy, and durable, but rather clumsy. Similarly, they could be intelligent and witty, but forgetful; or strong-willed and composed, but unlucky.

On page 80, you will find the Shortcoming Defect, which was designed specifically to further divide the Stats into subcategories as best fits the vision for your character. Although you do not normally select Defects for your character until Chapter 7, you may wish to become familiar with the Shortcoming Defect earlier if you need to define your character with specific precision.

ADD ATTRIBUTES

The three Stats from Chapter 4 represent your character's baseline abilities. More specialised aspects of your character are known as Attributes, which can represent innate talents, learned skills, racial traits, magical spells, psychic abilities, superpowers, technological enhancements, and more. Attributes can also be added to equipment (known as Items; page 101) or entities (known as Companions; page 117) to create personal gear, artefacts, vehicles, pets, and assistants.

The amount of flexibility and customisation provided by Attributes is immense. You will probably spend more time pouring over the Attribute options for your character than on any other stage of character creation. Take your time and communicate frequently with your Game Master if you have any questions about how specific Attributes will work in your upcoming game or if the GM has any suggestions to help guide your character development.

ATTRIBUTE LEVELS

Since you have already spent points to assign Stats and Templates to your character, you can now use your remaining Character Points to acquire Attributes. There are dozens of different Character Attributes, each representing a particular talent or special ability. Think carefully about the balance between a few high-Level Attributes and a large number of low-Level Attributes. Most Attributes are rated with a Level from 1 to 6, but with GM permission and a solid character concept, you can create your character with Attribute Levels beyond this threshold. In particular, the GM may allow players to assign Attributes with one or more Enhancements (see below) exceeding the Level 6 limit since the effective functioning Level of the Attribute is lower. The Attribute descriptions may note when it may be appropriate for a character to exceed the recommended Level 6 limit.

Attributes added to your character are combined with those gained through Templates (page 15). For example, the Android Battle-Maid Template (page 21) includes 1 Level of the Superstrength Attribute. If you now add an additional 3 Levels of Superstrength to your character, their Superstrength is raised to Level 4.

ENHANCEMENTS AND LIMITERS

Some Attributes include options to modify the functionality of your character's ability beyond the baseline description. Modifications that provide an additional benefit or otherwise improve the Attribute are called Enhancements while those that impose a drawback or weaken the impact of the Attribute are called Limiters. Each Enhancement or Limiter can usually be assigned only once to your character's Attribute unless noted in the description, although some modifiers are sufficiently beneficial or detrimental that they count for two, three, or even four slots.

Adding an Enhancement to an Attribute does not change its Character Point cost but it does decrease the effective functioning Level of the Attribute by 1 Level.

For example, the Force Field Attribute (page 45) costs 4 Points/Level and provides an Armour Rating of 10/Level. Adding the Force Field Attribute at Level 4 therefore costs 16 Points and provides a substantial 40 Armour Rating. If you add the Blocks Teleport Enhancement to ensure no one will magically bypass your Force Field, the Attribute still costs 16 Points (since it is still a Level 4 Attribute) but functions 1 Level lower due to the extra advantage. Consequently, your Force Field now functions as though it was Level 3 that provides your character with a 30 Armour Rating. Enhancements cannot be added if the effective Level of the Attribute would drop below Level 1.

Conversely, adding a Limiter to an Attribute increases the effective functioning Level by 1 Level. For example, a Level 1 Force Field costs 4 Points and provides a 10 Armour Rating. If you add the Both Directions Limiter that stops weapons from firing both into and out of the Force Field, the Attribute still costs 4 Points (since it is still a Level 1 Attribute) but functions at 1 Level higher as though it was a Level 2 Attribute that provides a 20 Armour Rating.

The Level effectiveness of adding Enhancements and Limiters is cumulative. Expanding on the above examples, a Level 3 Force Field that costs 12 Points and provides a 30 Armour Rating that has three Enhancements (Blocks Teleport, Offensive, and Regenerating) and two Limiters (Both Directions and Internal) functions as though it was a Level 2 Force Field with an Armour Rating of 20. The Enhancements decrease the effectiveness by 3 Levels and the Limiters increase the effectiveness by 2 Levels; cumulatively, the effectiveness of the Attribute is decreased by 1 Level (Level 2 instead of Level 3).

LEVEL DESIGNATIONS

When reading a template or character entry, an effective Level of an Attribute may be provided in parentheses after the actual assigned Attribute Level if it has Enhancements and Limiters. For example, the Asrai Race Template (page 22) lists her Dynamic Powers Level as "3 (2)", which means the actual Attribute Level is 3 (and costs 30 Points), but the effective Level is 2 (to account for the Major Category Enhancement of Natural Magic to the Dynamic Powers).

► GREATER ATTRIBUTE CUSTOMISATION

Although only a few Attributes include a list of Enhancements and Limiters within their descriptions, you can modify most Attributes to align with your specific vision for your character's abilities. Chapter 6: Customisation (page 69) details the additional Enhancements and Limiters that you can add to your character's Attributes as desired.

ATTRIBUTE ENTRIES

Attributes in BESM are described in a templated format using the following entries:

NAME

This is the Attribute's name. Players are encouraged to make up their own names to further personalise Attributes where appropriate (Weapons in particular benefit from custom names). Put the descriptive name after the Attribute name – for example Weapon: Raging Dragon Punch, for a ki-powered super blow.

ATTRIBUTE COST

Cost is the Attribute cost in Points per Level. If the cost entry lists "Variable", it is explained in the Attribute's description.

RELEVANT STAT

Some Attributes list a relevant Stat. This is the Stat most often used should a Stat or Skill roll to control or otherwise use the Attribute be needed (page 88). If there is usually no need to make Stat rolls to use the Attribute, this entry is omitted.

DESCRIPTIVE TEXT

This text describes the Attribute's game effects and any special rules. A few Attributes (Weapon, for example) also have a list of special variations (Enhancements and Limiters, page 63) that can be assigned to the Attribute during character creation.

► ATTRIBUTE TABLE

Table-07: Character Attributes conveniently summarises the cost and page reference for all Attributes.

HUMAN ATTRIBUTES

The entire range of Attributes include abilities that a normal human could have as well as some that are most appropriate for more-than-human characters or equipment. An asterisk (*) next to an Attribute name on Table-07 indicates a "human Attribute" – one that is reasonable for an ordinary human to possess (at least at lower Levels). If all player characters are supposed to be

humans or human-level concepts, the GM may choose to limit characters to choosing only these Attributes. Exceptions to this guideline include Attributes that are built into Items or non-human Companions, or ones that are included in templates the GM has approved.

For completely normal humans, the following maximum Levels are recommended (if other than Level 6): Extra Actions Level 2, Heightened Awareness Level 4, Heightened Senses Level 2, Massive Damage Level 3, and Tough Level 4.

ABSORPTION

Attribute Cost: 5 Points/Level
Relevant Stat: Body

The character can absorb up to 5 damage received from physical attacks (such as guns, swords, punches, energy blasts, falling, etc.) for each Level of this Attribute and change them into the same number of Health or Energy Points before damage is inflicted. The choice between Health Points or Energy Points must be selected when this Attribute is first assigned.

- Level 1 Absorb up to 5 damage
- Level 2 Absorb up to 10 damage
- Level 3 Absorb up to 15 damage
- Level 4 Absorb up to 20 damage
- Level 5 Absorb up to 25 damage
- Level 6 Absorb up to 30 damage

ALTERNATE FORM

Attribute Cost: 4 Points/Level
Relevant Stat: Body

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the choice of form cannot usually be altered. A character with several different Alternate Forms should assign this Attribute multiple times.

REDUCING ATTRIBUTES

Although the Attributes of an Alternate Form usually add on top of the character's base Attributes, sometimes the character will need to "sell off" a few Attribute Levels to best match the player's concept. In this case, elimination of Levels returns Points to the character, which can be allocated to other Attributes.

- Level 1 Alternate Form is built with up to 5 Points
- Level 2 Alternate Form is built with 6-10 Points
- Level 3 Alternate Form is built with 11-15 Points
- Level 4 Alternate Form is built with 16-20 Points
- Level 5 Alternate Form is built with 21-25 Points
- Level 6 Alternate Form is built with 26-30 Points

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CHARACTER ATTRIBUTES

| Attribute Name | Level Cost | Page | Attribute Name | Level Cost | Page |
|------------------------|------------|------|--------------------|------------|------|
| Absorption | 5 | 36 | Metamorphosis | 2 | 48 |
| Alternate Form | 4 | 36 | Mimic | 2 | 49 |
| Alternate Identity | 1 | 38 | Mind Control | 5 | 49 |
| Armour | 2 | 38 | Mind Shield * | 1 | 50 |
| Attack Mastery * | 1 | 38 | Minions * | 2 | 50 |
| Augmented | 2 | 38 | Mulligan * | 1 | 50 |
| Capacity | 1 | 38 | Nullify | 5 | 51 |
| Change State | 3 | 38 | Plant Control | 1 | 51 |
| Cognition | 2 | 39 | Pocket Dimension | 1 | 51 |
| Combat Technique * | 1 | 39 | Portal | 2 | 51 |
| Companion * | 4 | 40 | Power Flux | 10 | 51 |
| Connected * | 1 | 40 | Power Variation | 4 | 52 |
| Control Environment | 1 | 41 | Projection | 3 | 52 |
| Conversion | 3 | 41 | Ranged Attack * | 1 | 53 |
| Data Access | 2 | 41 | Ranged Defence * | 1 | 53 |
| Defence Mastery * | 1 | 41 | Regeneration | 5 | 54 |
| Dimension Walk | 5 | 41 | Reincarnation | 2 | 54 |
| Dynamic Powers | 10 | 41 | Resilient | 2 | 55 |
| Elasticity | 1 | 42 | Sensory Block | 1 | 55 |
| Enemy Attack * | 1 | 42 | Sixth Sense | 1 | 55 |
| Enemy Defence * | 1 | 42 | Size Change | 10 | 55 |
| Energised * | 1 | 42 | Skill Group * | 1 / 2 / 3 | 56 |
| Exorcism | 1 | 43 | Spaceflight | 1 | 57 |
| Extra Actions * | 4 | 43 | Special Movement | 1 | 57 |
| Extra Arms | 1 | 43 | Summon Creatures | 2 | 57 |
| Features * | 1 | 44 | Supersense | 1 | 58 |
| Flight | 3 | 44 | Superspeed | 3 | 58 |
| Force Field | 4 | 45 | Superstrength | 4 | 58 |
| Gear * | 1 | 45 | Swarm | 2 | 58 |
| Ground Speed | 1 | 45 | Telekinesis | 4 | 58 |
| Healing | 1 | 46 | Telepathy | 3 | 59 |
| Heightened Awareness * | 1 | 46 | Teleport | 3 | 59 |
| Heightened Senses | 1 | 46 | Tough * | 1 | 60 |
| Illusion | 1 | 46 | Transfer | 3 | 60 |
| Immunity | 3 | 47 | Transmute | 3 | 60 |
| Immutable | 1 | 47 | Tunnelling | 1 | 60 |
| Inspire * | 1 | 47 | Unaffected | 2 | 60 |
| Item * | Half | 47 | Undetectable | 2 | 61 |
| Jumping | 1 | 47 | Unique Attribute * | 1-10 | 61 |
| Massive Damage * | 3 | 47 | Unknown Power * | Variable | 61 |
| Melee Attack * | 1 | 48 | Water Speed | 1 | 62 |
| Melee Defence * | 1 | 48 | Wealth * | 3 | 62 |
| Merge | 4 | 48 | Weapon | 2 | 62 |

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ATTRIBUTES

05: ATTRIBUTES

ALTERNATE IDENTITY

Attribute Cost: 1 Point/Level
Relevant Stat: Body

This is a much less powerful version of the Alternate Form Attribute. The character has one Alternate Identity per Level, which may vary in race, gender, looks, age, or even associated social status. Each Alternate Identity will have a different physical description, but the character's Attributes do not change.

- Level 1 One Alternate Identity
- Level 2 Two Alternate Identities
- Level 3 Three Alternate Identities
- Level 4 Four Alternate Identities
- Level 5 Five Alternate Identities
- Level 6 Six Alternate Identities

ARMOUR

Attribute Cost: 2 Points/Level
Relevant Stat: —

The damage inflicted by a successful attack on the character is reduced by their Armour Rating.

► LIMITER

EMPHASISED

The Armour is focussed against a particular uncommon attack form such as fire, cold, acid, electricity, etc. It provides double Armour Rating protection against the particular attack form but only half protection against other sources of damage.

OPTIMISED

Counts as 2 Limiters. Double Armour Rating, but the Armour provides no protection against sources of damage other than an uncommon attack form.

- Level 1 Armour Rating = 5
- Level 2 Armour Rating = 10
- Level 3 Armour Rating = 15
- Level 4 Armour Rating = 20
- Level 5 Armour Rating = 25
- Level 6 Armour Rating = 30

ATTACK MASTERY

Attribute Cost: 1 Point/Level
Relevant Stat: —

Attack Mastery indicates that a character can pick up any weapon (or use none at all) and be dangerously proficient. See page 83 for more information on the Attack Combat Value.

- Level 1 +1 Attack Combat Value
- Level 2 +2 Attack Combat Value
- Level 3 +3 Attack Combat Value
- Level 4 +4 Attack Combat Value
- Level 5 +5 Attack Combat Value
- Level 6 +6 Attack Combat Value

AUGMENTED

Attribute Cost: 2 Points/Level
Relevant Stat: —

This Attribute is assigned when a character should have one or more high Stat Values, but the player wants to indicate that the elevated Stats are derived from one particular source (such as magic or technology or supernatural ability) instead of being part of the character's innate nature.

- Level 1 +1 Stat Value
- Level 2 +2 Stat Values
- Level 3 +3 Stat Values
- Level 4 +4 Stat Values
- Level 5 +5 Stat Values
- Level 6 +6 Stat Values

CAPACITY

Attribute Cost: 1 Point/Level
Relevant Stat: —

The Capacity Attribute is a common technological feature for vehicle and location Items. This capacity is in addition to the one person that is assumed to fit normally inside a robot, vehicle, or location. Unless the Item is supernaturally bigger inside than it is outside, you should also assign an appropriate level of the Awkward Size Defect (page 76).

- Level 1 Can carry an extra 1 person (200 kg)
- Level 2 Can carry +2 people (500 kg)
- Level 3 Can carry +5 people (1 tonne)
- Level 4 Can carry +10 people (2 tonnes)
- Level 5 Can carry +25 people (5 tonnes)
- Level 6 Can carry +50 people (10 tonnes)
- Level 7 Can carry +100 people (25 tonnes)
- Level 8 Can carry +250 people (50 tonnes)
- Level 9 Can carry +500 people (100 tonnes)
- Level 10 Can carry +1,000 people (200 tonnes)
- Level 11+ Double capacity of the previous Level

CHANGE STATE

Attribute Cost: 3 Points/Level
Relevant Stat: Body

The character can change into a different state of matter – liquid, gaseous, incorporeal, or energy – for either a short duration (one dramatic scene) or long

duration (several hours). A full combat round (several seconds) is required to change between states. This Attribute can be assigned multiple times to represent a character with more than one non-solid state.

► ENHANCEMENT

QUICK CHANGE

The character can instead change states at will, including as part of defence rolls in combat.

- Level 1 Liquid state for a short duration
- Level 2 Liquid state for a long duration
- Level 3 Gaseous state for a short duration
- Level 4 Gaseous state for a long duration
- Level 5 Incorporeal state for a short duration
- Level 6 Incorporeal state for a long duration
- Level 7 Energy state for a short duration
- Level 8 Energy state for a long duration

COGNITION

Attribute Cost: 2 Points/Level
Relevant Stat: Mind

The Character has either Precognition (the ability to access potential visions of the future) or Postcognition (the ability to see true events of the past). The player must decide which of these two abilities their character has during character creation. Note that Cognition is a GM-defined Attribute, which allows them to limit its application and scope within the game.

- Level 1 A few seconds into the future or up to 1 minute into the past
- Level 2 Up to 1 minute into the future or up to 1 hour into the past
- Level 3 Up to 10 minutes into the future or up to 1 day into the past
- Level 4 Up to 1 hour into the future or up to 1 week into the past
- Level 5 Up to 1 day into the future or up to 1 month into the past
- Level 6 Up to 1 week into the future or up to 1 year into the past

COMBAT TECHNIQUE

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character has one or more special combat abilities.

BLIND FIGHTING

The character can fight hand-to-hand in poor light or absolute darkness, or against an invisible opponent.

BLIND SHOOTING

The character can attack at range in poor light or absolute darkness, or against an invisible opponent.



05: ATTRIBUTES

BRUTAL

The character's unarmed attacks are now Level 1 Weapons, rather than the normal Level 0 Weapons.

CONCEALMENT

The character has an uncanny ability to conceal hand-held objects about their person.

DEFLECTION

With a successful defence roll (page 97), the character can deflect a ranged attack away harmlessly.

EXTENDED RANGE

Characters can double the distances when using ranged weapons (see Range Enhancement, page 70).

JUDGE OPPONENT

The character can judge their opponent's Combat Value, weapon ability, and remaining Health Points when merely observing the foe's attitude and posture.

LETHAL BLOW

The character's unarmed attacks now inflict regular damage, rather than Stun damage as normal.

LIGHTNING REFLEXES

One assignment gives the character a minor edge on Initiative rolls. Two assignments gives the character a major edge. See page 91.

PORTABLE ARMOURY

The character will always have immediate access to their previously purchased weapon Gear or Items.

REFLECTION

If the character has the Deflection technique and makes both a successful defence and attack roll (which uses up their next attack action), they can reflect a ranged attack towards any target within range.

TOURNAMENT ENCYCLOPAEDIA

The character can recall the vital statistics and important quirks of all opponents that have participated in one type of selected tournament style.

WEAPONS ENCYCLOPAEDIA

The character can recall the vital statistics and important quirks of nearly all known commercially available weapons.

- Level 1 One Combat Technique
- Level 2 Two Combat Techniques
- Level 3 Three Combat Techniques
- Level 4 Four Combat Techniques
- Level 5 Five Combat Techniques
- Level 6 Six Combat Techniques

COMPANION

Attribute Cost: 4 Points/Level
 Relevant Stat: —

The character has a sidekick or assistant that perhaps serves as a familiar, pet, associate, close friend, general ally, or bodyguard. Review Chapter 11 (page 117) for Companion examples.

A Companion is created in the same way as a character and is built on 10 Character Points for every Level of the Companion Attribute (Companions with negative Character Point totals fall under Level 1 of this Attribute). To have multiple Companions, assign the Companion Attribute several times (at the same or different Levels) or instead assign the Minions Attribute (page 50) for a large number of relatively weak allies.

- Level 1 Companion has up to 10 Character Points
- Level 2 Companion has 11-20 Character Points
- Level 3 Companion has 21-30 Character Points
- Level 4 Companion has 31-40 Character Points
- Level 5 Companion has 41-50 Character Points
- Level 6 Companion has 51-60 Character Points

CONNECTED

Attribute Cost: 1 Point/Level
 Relevant Stat: Soul

The character has standing in a specific organisation's hierarchy that grants them access to resources, respect, and privileges. Examples include, powerful corporations, governments, military units, feudal systems, crime rings, secret guilds and societies, and religions. The organisation selected should have moderate power within the game setting.

► ENHANCEMENTS

SIGNIFICANT POWER

The organisation to which the character is connected has significantly more influence within the game setting rather than just one with moderate power.

GREAT POWER

Counts as 2 Enhancements. The organisation to which the character is connected has an important and diverse role within the game setting, providing much larger advantages than one with only moderate power.

- Level 1 Associated
- Level 2 Respected
- Level 3 Modest Authority
- Level 4 Local Authority
- Level 5 Regional Authority
- Level 6 Provincial Authority

- Level 7 National Authority
- Level 8 International Authority
- Level 9 Planetary Authority
- Level 10 Extraplanetary Authority

CONTROL ENVIRONMENT

Attribute Cost: 1 Point/Level
Relevant Stat: Soul

The character can initiate minor influence in a surrounding 10-metre area over one selected environmental condition, such as light, darkness, heat, cold, sound, smell, specific weather conditions, etc. The effect lasts for up to one minute or dramatic scene.

- Level 1 Influence over one environment
- Level 2 Influence over two environments
- Level 3 Influence over three environments
- Level 4 Influence over four environments
- Level 5 Influence over five environments
- Level 6 Influence over six environments

CONVERSION

Attribute Cost: 3 Points/Level
Relevant Stat: Body

The character temporarily gains enhanced abilities after suffering damage. They still lose Health Points from damaging attacks, but suffering damage also grants additional Character Points that they can temporarily assign to Attributes. Character Points can accumulate between attacks or combat rounds before being spent.

- Level 1 1 Character Point for every 10 damage
- Level 2 2 Character Points for every 10 damage
- Level 3 3 Character Points for every 10 damage
- Level 4 4 Character Points for every 10 damage
- Level 5 5 Character Points for every 10 damage
- Level 6 6 Character Points for every 10 damage

DATA ACCESS

Attribute Cost: 2 Points/Level
Relevant Stat: Mind

With a successful Mind Stat check, characters with this Attribute can access, read, and understand data from all computers or Silicon Age technology in the surrounding area.

- Level 1 Precise area (10 cm radius)
- Level 2 Small area (1 m radius)
- Level 3 Moderate area (10 m radius)
- Level 4 Building-sized area (100 m radius)
- Level 5 Neighbourhood-sized area (1 km radius)
- Level 6 City-sized area (10 km radius)

DEFENCE MASTERY

Attribute Cost: 1 Point/Level
Relevant Stat: —

Defence Mastery denotes the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters. See page 83 for more information on the Defence Combat Value.

- Level 1 +1 Defence Combat Value
- Level 2 +2 Defence Combat Value
- Level 3 +3 Defence Combat Value
- Level 4 +4 Defence Combat Value
- Level 5 +5 Defence Combat Value
- Level 6 +6 Defence Combat Value

DIMENSION WALK

Attribute Cost: 5 Points/Level
Relevant Stat: Soul

The character can shift from one dimension to an "adjacent" dimension within a few minutes by walking (or riding, driving, flying, etc.) and reality gradually changes to match the new dimension's reality. Allies within the immediate area of the character can accompany them on the Dimension Walk as well. The character's Level determines the degree that the details of the adjacent dimension can differ from their current dimension within those few minutes.

- Level 1 Insignificant changes
- Level 2 Specific changes
- Level 3 Minor changes
- Level 4 Moderate changes
- Level 5 Significant changes
- Level 6 Major changes

DYNAMIC POWERS

Attribute Cost: 10 Points/Level
Relevant Stat: Variable

Dynamic Powers represents extensive control over a minor element, ideology, natural phenomenon, or sphere of influence. At low Levels, the character is an initiate, and can only effect small changes in the Attribute's influence. At high Levels, the character holds mastery over a particular realm, and has an intimate understanding of all things relating to the Attribute sphere. Examples of minor categories over which the character has control include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Alternatively, rather than influencing a simple sphere of influence, the character might have minor control over a more descriptive realm such as “never being late”, “always having the right amount of money”, “people laugh with me, never at me”, “always having the right outfit for the right situation”, etc. While these event spheres are limited in scope, they also cross all Attribute boundaries when appropriate.

This open-ended Attribute should be discussed with the GM at length to determine the effects and limitations in their game.

► ENHANCEMENTS

MAJOR CATEGORY

The character’s influence extends to a major or large category that has a significant impact on the game instead of just a minor one. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, necromancy, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

PRIMAL CATEGORY

Counts as 2 Enhancements. The character’s influence extends to a primal or universal category that has an extreme impact on the game instead of just a minor one. Examples include core concepts and primary spheres of influence such as Time, War, Death, Life, Earth, Thought, Magic, Force, Math, Self, Law, Chaos, Heaven, Hell, Dimensions, Dreams, and others.

- Level 1 Minimal control
- Level 2 Minor control
- Level 3 Moderate control
- Level 4 Good control
- Level 5 Significant control
- Level 6 Major control

ELASTICITY

Attribute Cost: 1 Point/Level
Relevant Stat: Body

The character can stretch or contort their limbs and/or body to a superhuman degree. Increased Levels not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock).

- Level 1 Substantial stretching (10 cm)
- Level 2 Great stretching (30 cm)
- Level 3 Remarkable stretching (1 m)
- Level 4 Fantastic stretching (3 m)
- Level 5 Incredible stretching (10 m)
- Level 6 Spectacular stretching (30 m)

ENEMY ATTACK

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains a bonus to their Attack Combat Value whenever they are battling a specific type of opponent. Examples include: undead or extra-dimensional creatures, animals, a specific fantasy race (orcs, goblins, trolls, etc.), members of a specific organisation or gang, blood relatives, a specific nemesis, etc. The benefits are cumulative with those provided by the Attack Mastery (page 38), Melee Attack (page 48) and Ranged Attack (page 53) Attributes.

- Level 1 +2 Attack Combat Value vs. enemy
- Level 2 +4 Attack Combat Value vs. enemy
- Level 3 +6 Attack Combat Value vs. enemy
- Level 4 +8 Attack Combat Value vs. enemy
- Level 5 +10 Attack Combat Value vs. enemy
- Level 6 +12 Attack Combat Value vs. enemy

ENEMY DEFENCE

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains a bonus to their Defence Combat Value whenever they are defending against a specific type of opponent. Examples include: undead or extra-dimensional creatures, animals, a specific fantasy race (orcs, goblins, trolls, etc.), members of a specific organisation or gang, blood relatives, a specific nemesis, etc. The benefits are cumulative with those provided by the Defence Mastery (page 41), Melee Defence (page 48) and Ranged Defence (page 53) Attributes.

- Level 1 +2 Defence Combat Value vs. enemy
- Level 2 +4 Defence Combat Value vs. enemy
- Level 3 +6 Defence Combat Value vs. enemy
- Level 4 +8 Defence Combat Value vs. enemy
- Level 5 +10 Defence Combat Value vs. enemy
- Level 6 +12 Defence Combat Value vs. enemy

ENERGISED

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains additional Energy Points.

- Level 1 +10 Energy Points
- Level 2 +20 Energy Points
- Level 3 +30 Energy Points
- Level 4 +40 Energy Points
- Level 5 +50 Energy Points
- Level 6 +60 Energy Points

EXORCISM

Attribute Cost: 1 Point/Level
Relevant Stat: Soul

A character with this Attribute knows how to perform or create rituals, charms, or spells that can release (through touch) the victims of supernatural entities, possession, or mind control. This may require an opposed Stat roll (see page 88).

- Level 1 +2 Soul Stat during exorcism
- Level 2 +4 Soul Stat during exorcism
- Level 3 +6 Soul Stat during exorcism
- Level 4 +8 Soul Stat during exorcism
- Level 5 +10 Soul Stat during exorcism
- Level 6 +12 Soul Stat during exorcism

EXTRA ACTIONS

Attribute Cost: 4 Points/Level
Relevant Stat: —

Each round, the character may make additional attack or general actions – all of which occur on the character's Initiative (see page 91).

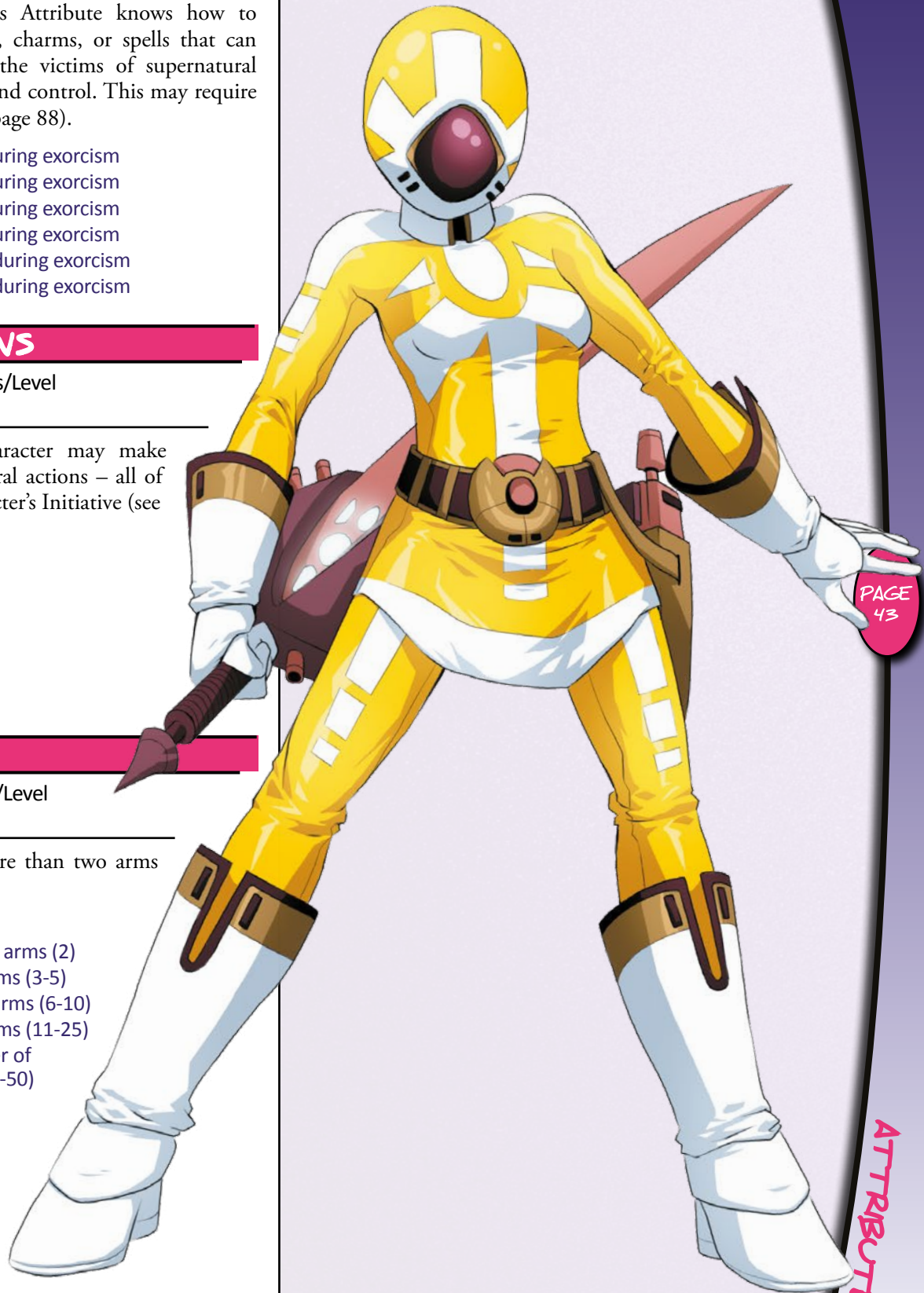
- Level 1 +1 action
- Level 2 +2 actions
- Level 3 +3 actions
- Level 4 +4 actions
- Level 5 +5 actions
- Level 6 +6 actions

EXTRA ARMS

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character has more than two arms and hands.

- Level 1 One extra arm
- Level 2 A couple extra arms (2)
- Level 3 A few extra arms (3-5)
- Level 4 Several extra arms (6-10)
- Level 5 Many extra arms (11-25)
- Level 6 A large number of extra arms (26-50)



05: ATTRIBUTES

FEATURES

Attribute Cost: 1 Point/Level
Relevant Stat: Variable

The character possesses various secondary abilities that grant useful, but minor, advantages. See Table-08: Example Features for a partial list of Features that the GM may make available in your game.

FEATURES (SMALLER ITEM)

Two extra Levels of this Feature should be assigned to small Items that are used in combat situations – small vehicles, tiny robots, spy hover-cams, etc. For every Size Rank (page 16) the Item is below the default (Medium; Size 0), the Item must have +2 Levels of Features assigned (costing 2 Character Point), regardless how many other Features are assigned. Smaller Items have the advantage of being light and hard to notice and also make smaller targets in ranged combat.

- Level 1 A couple Features (1-2)
- Level 2 A few Features (3-5)
- Level 3 Several Features (6-10)
- Level 4 Many Features (11-25)
- Level 5 Large number of Features (26-50)
- Level 6 Huge number of Features (51-100)

FLIGHT

Attribute Cost: 3 Points/Level
Relevant Stat: Body

A character with Flight can fly through an atmosphere (see Spaceflight, page 57, for non-atmospheric flying).

▶ LIMITERS

GLIDE

The flyer can only become airborne if they launch from a high place (like a tree or rooftop) or from a fast-moving vehicle.

MAINTAIN

The character needs a smooth surface or running start for landing and take off and must maintain a minimum speed once airborne to avoid crashing.

SKIM

The character is limited to skimming no more than a metre or two off the ground or water.

SPREAD

The character needs plenty of free space surrounding them to fly (and usually has wings that need to flap).

08

EXAMPLE FEATURES

| Personal Features | Racial Features | Technological Features |
|--------------------------------|----------------------------------|----------------------------------|
| Ambidexterity | 360° Vision | Alarm System |
| Animal Empathy | Camouflage | Basic AI (0 Stats) |
| Appearance | Fluid Squirting | Camera |
| Auditory Discrimination | Gills | Communication Suite (Comms) |
| Breath/Heartbeat Control | Heat Regulation | Data Backup Auto System |
| Depth Awareness | Homing Instinct | Ejection Seat |
| Direction Sense | Light Armour (Armour Rating 1-4) | Emergency Lights/Siren |
| Eidetic Memory | Light Weaponry (5 Damage) | Fast Acceleration (for mecha) |
| Famous (Beneficial) | Long Tongue | Global Positioning System (GPS) |
| Foreign Language | Longevity | Gyrocompass |
| Hypermobility (Double-Jointed) | Low-Light Vision | Highly Manoeuvrable (for mecha) |
| Light Sleeper | Multiple Hearts | Identity Verifier |
| Lightning Calculator | Nictitating Membrane | Life Monitory Systems |
| Mimic Sound | Pouch | Luxurious Decor |
| Perfect Pitch | Retractable Claws | Modern Vehicle Tech Suite |
| Range Sense | Scent Glands | Naked Enhancement (see page 101) |
| Spacial Sense | Scentless | Radar Detector |
| Speed Reading | Sexual Duality | Revolving License Plate |
| Time Sense | Ultrasonic Communication | Smartphone |
| Weather Sense | Webbed Feet/Hands/Paws | Tool or Medical Kit |

- Level 1 Substantial speeds (10 kph)
- Level 2 Great speeds (30 kph)
- Level 3 Remarkable speeds (100 kph)
- Level 4 Fantastic speeds (300 kph)
- Level 5 Incredible speeds (1,000 kph)
- Level 6 Spectacular speeds (3,000 kph)

FORCE FIELD

Attribute Cost: 4 Points/Level
 Relevant Stat: Body

A Force Field is an energy field surrounding the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, divine protections, or technological screens. Damage is first reduced by the Force Field's Armour Rating, with any additional damage that got past it applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it.

A Force Field can be battered down by a sufficiently powerful attack. If an attack inflicts more damage than the Force Field prevents, the Force Field temporarily loses one Level of effectiveness. The character can only regain Levels if the field is "down" and regenerating. A Force Field recovers one Level for every full round it is turned off. A Force Field that is knocked to zero Levels automatically shuts off to regenerate.

► ENHANCEMENTS

BLOCKS INCORPOREAL

The field prevents the passage of both incorporeal and energy state characters.

BLOCKS TELEPORT

A character cannot teleport into or out of the field.

FIELD-PENETRATING

If the character's Force Field is in direct contact with an enemy Force Field, and has a higher Armour Rating than the opponent's, the enemy's field offers no protection against the character's attack, but it is still considered up.

OFFENSIVE

The field delivers a powerful electric or energy shock to anyone who touches it, as if it possessed a Weapon Level (page 62) equal to the Force Field's current Level.

REGENERATING

If the character uses one general action to regenerate the Force Field while it is up or down, it regains one lost Level of effectiveness.

► LIMITERS

BOTH DIRECTIONS

The Force Field blocks attacks moving in any direction, both inwards and outwards.

INTERNAL

The field is only usable inside a specific building or other structure.

- Level 1 Armour Rating = 10
- Level 2 Armour Rating = 20
- Level 3 Armour Rating = 30
- Level 4 Armour Rating = 40
- Level 5 Armour Rating = 50
- Level 6 Armour Rating = 60

GEAR

Attribute Cost: 1 Point/Level
 Relevant Stat: —

The Gear Attribute represents a character's access to useful, but not overly powerful, equipment. Gear cannot include technology more advanced than what is standard in the setting, magic items, or secret prototypes.

GEAR VS. ITEM

When determining whether an object should best be classified as a piece of Gear or instead as an Item (see page 47), consider whether a reasonably connected individual could legally purchase the object with a modest amount of money. If the answer is yes, then the object can be considered Gear. If no – because the item is illegal, beyond normally available technology, or too expensive for a casual purchase – then the object should instead be acquired through the Item Attribute instead.

- Level 1 A couple pieces of Gear (1-2)
- Level 2 A few pieces of Gear (3-5)
- Level 3 Several pieces of Gear (6-10)
- Level 4 Many pieces of Gear (11-25)
- Level 5 Large amount of Gear (26-50)
- Level 6 Huge amount of Gear (51-100)

GROUND SPEED

Attribute Cost: 1 Point/Level
 Relevant Stat: Body

This Attribute is most frequently assigned to vehicles and mecha built as Items to indicate their top normal speeds. Fast characters and animals should instead acquire the Special Movement (Fast) (page 57) or Superspeed (page 58) Attributes.

05: ATTRIBUTES

► LIMITER

ROAD-BOUND

These vehicles can only travel at very slow speeds on rough terrain.

- Level 1 Substantial speeds (10 kph)
- Level 2 Great speeds (25 kph)
- Level 3 Remarkable speeds (50 kph)
- Level 4 Fantastic speeds (100 kph)
- Level 5 Incredible speeds (250 kph)
- Level 6 Spectacular speeds (500 kph)

HEALING

Attribute Cost: 1 Point/Level
 Relevant Stat: Soul

This Attribute allows a character to instantly heal a target's injuries through touch (including themselves), once per hour or dramatic scene.

- Level 1 Heals 5 Health Points
- Level 2 Heals 10 Health Points
- Level 3 Heals 15 Health Points
- Level 4 Heals 20 Health Points
- Level 5 Heals 25 Health Points
- Level 6 Heals 30 Health Points

HEIGHTENED AWARENESS

Attribute Cost: 1 Point/Level
 Relevant Stat: Body or Mind

The character possesses a high degree of situational awareness and receives a bonus on relevant Stat rolls.

- Level 1 +2 Stat roll awareness bonus
- Level 2 +4 Stat roll awareness bonus
- Level 3 +6 Stat roll awareness bonus
- Level 4 +8 Stat roll awareness bonus
- Level 5 +10 Stat roll awareness bonus
- Level 6 +12 Stat roll awareness bonus

HEIGHTENED SENSES

Attribute Cost: 1 Point/Level
 Relevant Stat: Body or Mind

The character has senses that have been sharpened to a superhuman level of acuity. For each Level, one of the character's five physical senses – hearing, sight, smell, taste, or touch – is enhanced, and can operate over an area of several city blocks. The character may assign the same sense twice, which doubles the effect and extends the area of detection.

- Level 1 One enhanced sense
- Level 2 Two enhanced senses
- Level 3 Three enhanced senses
- Level 4 Four enhanced senses
- Level 5 Five enhanced senses

ILLUSION

Attribute Cost: 1 Point/Level
 Relevant Stat: Body or Mind

The character can create mental hallucinations that fools the target's sight. An Illusion lasts for as long as the character concentrates on maintaining it or one minute (or dramatic scene) if it created and then left untended.



► ENHANCEMENTS

EXTRA SENSE

The Illusions gain one additional sensory component – sound, smell, touch, or taste – for each assignment.

MULTIPLE ILLUSIONS

A character can normally maintain one Illusion at a time. Every Enhancement assignment adds one extra distinct Illusion that can be simultaneously maintained.

- Level 1 Tiny-sized Illusions (10 cm)
- Level 2 Small-sized Illusions (1 m)
- Level 3 Moderate-sized Illusions (10 m)
- Level 4 Building-sized Illusions (100 m)
- Level 5 Neighbourhood-sized Illusions (1 km)
- Level 6 City-sized Illusions (10 km)

IMMUNITY

Attribute Cost: 3 Points/Level

Relevant Stat: Body

The character is completely immune to attack damage and adverse environmental effects that stem from a particular weapon, element, or circumstance.

- Level 1 The Immunity plays a rare role
- Level 2 The Immunity plays a small role
- Level 3 The Immunity plays a moderate role
- Level 4 The Immunity plays a large role
- Level 5 The Immunity plays a major role
- Level 6 The Immunity plays an extreme role

IMMUTABLE

Attribute Cost: 1 Point/Level

Relevant Stat: Body or Soul

The character is protected against effects that can transform, alter, or displace their body or powers.

- Level 1 +2 Stat roll bonus when resisting effects
- Level 2 +4 Stat roll bonus when resisting effects
- Level 3 +6 Stat roll bonus when resisting effects
- Level 4 +8 Stat roll bonus when resisting effects
- Level 5 +10 Stat roll bonus when resisting effects
- Level 6 +12 Stat roll bonus when resisting effects

INSPIRE

Attribute Cost: 1 Point/Level

Relevant Stat: Soul

The character's presence inspires their friends, allies, followers, and fans – filling them with determination in pursuit of their goals. Inspired allies receive Stat and Skill roll bonuses that lasts for an entire dramatic scene.

- Level 1 +1 Stat/Skill roll inspiration bonus
- Level 2 +2 Stat/Skill roll inspiration bonus
- Level 3 +3 Stat/Skill roll inspiration bonus
- Level 4 +4 Stat/Skill roll inspiration bonus
- Level 5 +5 Stat/Skill roll inspiration bonus
- Level 6 +6 Stat/Skill roll inspiration bonus

ITEM

Attribute Cost: One-Half Normal Value

Relevant Stat: —

Items are devices that enhance a character in some way or that serve as a useful tool, vehicle, base, or weapon. Items can represent powerful weapons, magical artefacts, or experimental or future technology, while the Gear Attribute (page 45) represents a character's access to useful, but not overly powerful, equipment.

See the Chapter 10: Items (page 101) for more detailed examples and descriptions of Items.

ITEM COST

Items are not ranked in Levels like other Attributes. To determine an Item's Character Point cost, total the Point cost of all Attributes and Defects built into the Item and divide by two (round down; minimum of 0).

JUMPING

Attribute Cost: 1 Point/Level

Relevant Stat: Body

The character can leap much farther distances than normal characters (and land without injury).

- Level 1 Substantial distance (3x normal)
- Level 2 Great distance (10x normal)
- Level 3 Remarkable distance (30x normal)
- Level 4 Fantastic distance (100x normal)
- Level 5 Incredible distance (300x normal)
- Level 6 Spectacular distance (1,000x normal)

MASSIVE DAMAGE

Attribute Cost: 3 Points/Level

Relevant Stat: —

All characters start with a Damage Multiplier of 5 (see page 84 for more information). Each Level of Massive Damage increases this by +1.

► LIMITERS

FOCUSSED DAMAGE

Additional damage is only inflicted when the character uses one specific class of attacks, such as one type of weapon, unarmed attacks, offensive magical techniques, etc.

05: ATTRIBUTES

TARGETTED DAMAGE

Additional damage is only inflicted when the character attacks a specific type or class of foe.

- Level 1 +1 Damage Multiplier
- Level 2 +2 Damage Multiplier
- Level 3 +3 Damage Multiplier
- Level 4 +4 Damage Multiplier
- Level 5 +5 Damage Multiplier
- Level 6 +6 Damage Multiplier

MELEE ATTACK

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains a bonus to their Attack Combat Value whenever they are using a specific close quarters combat technique – such as unarmed, one particular Weapon Attribute, or a narrow class of related Weapon Items. The benefits are cumulative with those provided by other attack Attributes.

- Level 1 +2 Attack Combat Value using a specific melee attack technique
- Level 2 +4 Attack Combat Value using a specific melee attack technique
- Level 3 +6 Attack Combat Value using a specific melee attack technique
- Level 4 +8 Attack Combat Value using a specific melee attack technique
- Level 5 +10 Attack Combat Value using a specific melee attack technique
- Level 6 +12 Attack Combat Value using a specific melee attack technique

MELEE DEFENCE

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains a bonus to their Defence Combat Value whenever they are using a specific close quarters combat technique – such as unarmed or a narrow class of related Weapon Items. The benefits are cumulative with those provided by other defence Attributes.

- Level 1 +2 Defence Combat Value using a specific melee defence technique
- Level 2 +4 Defence Combat Value using a specific melee defence technique
- Level 3 +6 Defence Combat Value using a specific melee defence technique
- Level 4 +8 Defence Combat Value using a specific melee defence technique
- Level 5 +10 Defence Combat Value using a specific melee defence technique
- Level 6 +12 Defence Combat Value using a specific melee defence technique

MERGE

Attribute Cost: 4 Points/Level
Relevant Stat: —

This Attribute is most often assigned to vehicle and mecha Items, but can also apply to weapons, armour, and other equipment – even player characters with GM permission. Two or more Items must have the Merge Attribute at the same Level to join temporarily together for one minute or dramatic scene.

Players design the new Merged Item with a number of Character Points equal to 10 Points/Level multiplied by the number of Items merging. For example, if five cat-themed vehicle Items each with Level 3 Merge can combine into a giant Lion Battle Mecha, the combined giant mecha is created as a distinct combined Item from 150 Character Points of Attributes and Defects (since Level 3 x 10 Points/Level x 5 vehicles = 150).

- Level 1 Merged Item is created with up to 10 Points for each combining Item
- Level 2 Merged Item is created with 11-20 Points for each combining Item
- Level 3 Merged Item is created with 21-30 Points for each combining Item
- Level 4 Merged Item is created with 31-40 Points for each combining Item
- Level 5 Merged Item is created with 41-50 Points for each combining Item
- Level 6 Merged Item is created with 51-60 Points for each combining Item

METAMORPHOSIS

Attribute Cost: 2 Points/Level
Relevant Stat: Mind or Soul

After making a successful attack roll, the character can alter a touched person's Race Template for one minute or dramatic scene. While a target is transformed, any Stat modifier, Attribute, or Defect they possess normally the result of their current Race Template goes away; abilities unrelated to the character's Race Template are unaffected. The character then gains the appropriate Race Template for their new transformed race.

The player must create a custom Race Template or choose one from those detailed in Chapter 3: Templates (page 20). This new Race Template may be worth a maximum of 5 Character Points or a minimum of -5 Character Points per Level of the Metamorphosis Attribute. The character is limited to transforming subjects into that specific Race Template only, though they can also ending the duration early.

Example: Kaori the Mage has Metamorphosis Level 5. Her player may pick or create a Race Template that is worth no more than 25 Points nor fewer than -25 Points. The player decides that Kaori's Metamorphosis Attribute can turn anyone into a rat. Kaori designs a rat Race Template that is worth no fewer than -25 Points.

PERMANENT CHANGE

For a permanent Metamorphosis (rather than one scene), the Duration Enhancement should be assigned 10 times (with GM permission).

▶ ENHANCEMENTS

MULTIFORM

The character can transform the subject into one of a range of different but related forms, provided that they are existing GM-approved Race Templates. For example, a witch might know Metamorphosis – Multiform (Farm Animals) Level 3. She could give her victim any farm animal Template that was worth no more than 10 Character Points nor less than -10 Character Points (since the Attribute functions at Level 2 due to the Enhancement).

ANY FORM

Counts as 2 Enhancements. The character can transform the subject into any existing GM-approved Race Template. For example, a demi-god with Level 5 Metamorphosis – Any Form could transform someone into anything, as long as that new form's Race Template was worth no more than +15 nor fewer than -15 Points per Level (functioning at Level 3).

- Level 1 Race Template has +/- 5 Character Points
- Level 2 Race Template has +/- 10 Character Points
- Level 3 Race Template has +/- 15 Character Points
- Level 4 Race Template has +/- 20 Character Points
- Level 5 Race Template has +/- 25 Character Points
- Level 6 Race Template has +/- 30 Character Points

MIMIC

Attribute Cost: 2 Points/Level
 Relevant Stat: Mind

After making a successful attack roll, the character can temporarily mimic one Attribute or Stat of any single touched character for one minute or dramatic scene. Mimic only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; page 130).

▶ ENHANCEMENT

ALL POWERS

Counts as 2 Enhancements. The character can mimic all Attributes/Stats simultaneously at appropriate Levels.

- Level 1 Mimic Level 1 Attributes
- Level 2 Mimic Level 2 Attributes
- Level 3 Mimic Level 3 Attributes
- Level 4 Mimic Level 4 Attributes
- Level 5 Mimic Level 5 Attributes, as well as Stats
- Level 6 Mimic Level 6 Attributes, as well as Stats

MIND CONTROL

Attribute Cost: 5 Points/Level
 Relevant Stat: Mind

The character can mentally dominate other individuals, creatures, or entities through touch, typically for one minute or one dramatic scene. Mind Control requires a successful opposed Mind Stat check. A target may attempt to break control once established under two circumstances: whenever they are given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate. To break control, the target must win an opposed roll using their Mind or Soul Stat roll (whichever is higher), against the controller's roll of Mind Stat + Mind Control Attribute.

▶ LIMITERS

BROAD CATEGORY

The Mind Control is restricted to a broad category of targets, such as "all humans and similar sapient beings" or "all non-sentient animals".

NARROW CATEGORY

Counts as 2 Limiters. The Mind Control is restricted to a narrow category of targets, such as "any reptile" or "any male" "or "any faeries".

SPECIFIC CATEGORY

Counts as 3 Limiters. The Mind Control is restricted to a specific category of targets, such as "dogs" or "people obsessed with beauty" or "humans on Sundays".

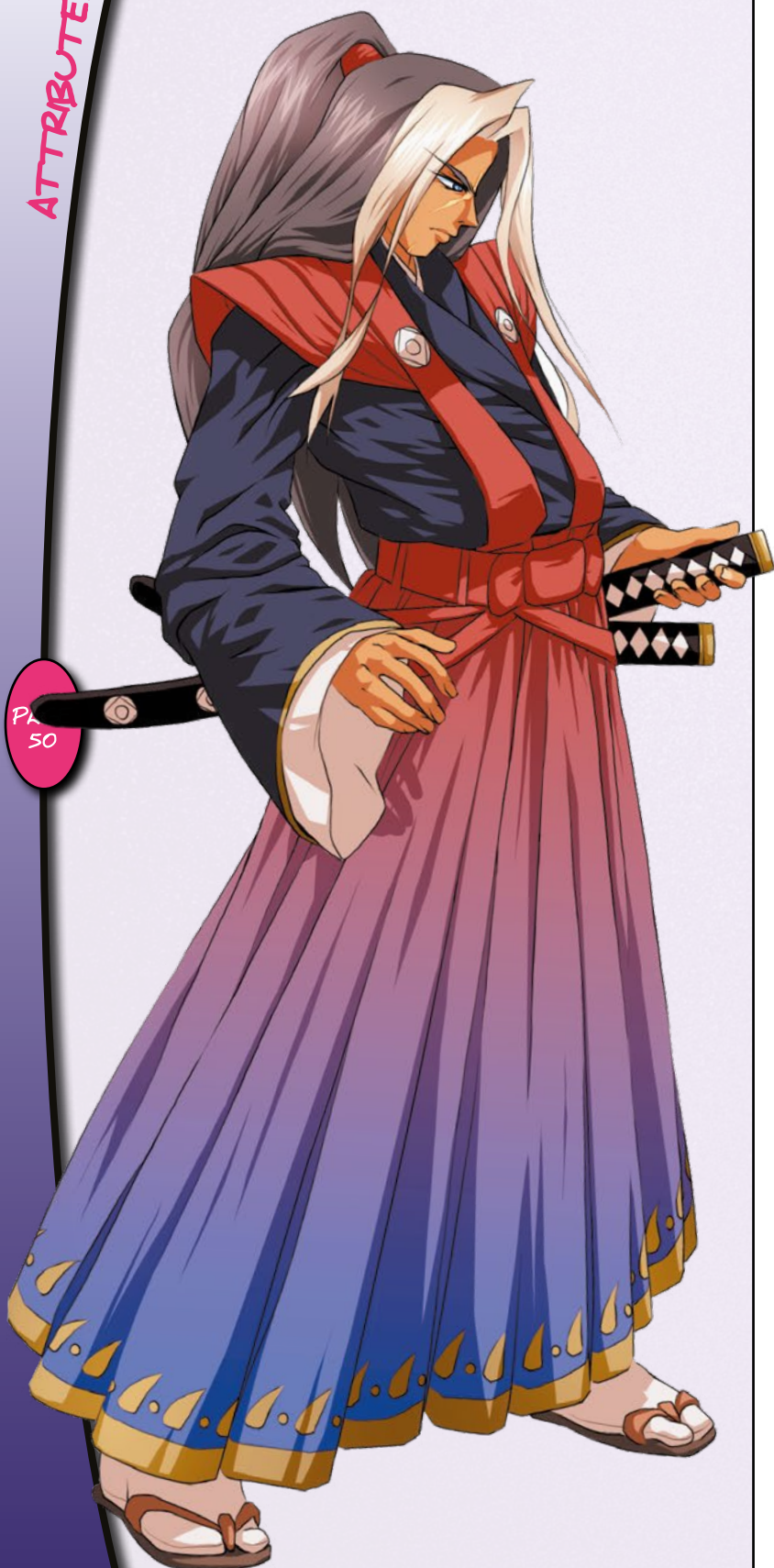
SINGLE CATEGORY

Counts as 4 Limiters. The Mind Control is restricted to a single targetted group, such as members of the character's family, or mutants with a specific gene.

- Level 1 Minimal Mind Control ability
- Level 2 Minor Mind Control ability
- Level 3 Moderate Mind Control ability
- Level 4 Good Mind Control ability
- Level 5 Significant Mind Control ability
- Level 6 Major Mind Control ability

05: ATTRIBUTES

ATTRIBUTES



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MIND SHIELD

Attribute Cost: 1 Point/Level
Relevant Stat: Mind

The character is protected against psychic intrusion, receiving a bonus to relevant dice rolls. Each Mind Shield Level also provides +5 Armour Rating of “Mental Armour” against damage inflicted via Weapon Attribute with the Psychic Enhancement (page 65).

- Level 1 +2 resisting bonus to dice rolls
- Level 2 +4 resisting bonus to dice rolls
- Level 3 +6 resisting bonus to dice rolls
- Level 4 +8 resisting bonus to dice rolls
- Level 5 +10 resisting bonus to dice rolls
- Level 6 +12 resisting bonus to dice rolls

MINIONS

Attribute Cost: 2 Points/Level
Relevant Stat: Soul

Minions – sometimes known as flunkies, groupies, stooges, henchmen, toadies, etc. – are eager to carry out the character’s commands. The player assigns the Minions a number of Character Points up to a maximum of one-fifth the Point total of their character. All Minions normally have identical Stats, Attributes, and Defects (with very minor and insignificant variations at the GM’s discretion).

- Level 1 Few Minions (3-5)
- Level 2 Several Minions (6-10)
- Level 3 Many Minions (11-25)
- Level 4 Large number of Minions (26-50)
- Level 5 Huge number of Minions (51-100)
- Level 6 Outrageous number of Minions (101-200)

MULLIGAN

Attribute Cost: 1 Point/Level
Relevant Stat: Soul

The player can re-roll undesirable dice rolls. All dice are rolled when using a Mulligan, whether that’s two dice for normal rolls or three/four dice for situations involving a edges and obstacles (page 91).

- Level 1 Re-roll all dice 2 times each game session
- Level 2 Re-roll all dice 4 times each game session
- Level 3 Re-roll all dice 6 times each game session
- Level 4 Re-roll all dice 8 times each game session
- Level 5 Re-roll all dice 10 times each game session
- Level 6 Re-roll all dice 12 times each game session

NULLIFY

Attribute Cost: 5 Points/Level
Relevant Stat: Body or Soul

Upon making a successful attack roll, the character can temporarily render the Attributes of other touched characters unusable for one minute or dramatic scene, though it only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; see page 130).

The Nullify Attribute Level determines the maximum Attribute Level that can be nullified, which can either Nullify the target Attribute completely (if that Attribute Level is lower than the character's Nullify Attribute Level) or reduce the effectiveness of the target Attribute by the number of Levels of the Nullify Attribute (if that Attribute Level is greater than the character's Nullify Attribute Level). For example, if a character with Level 2 Nullify (of magical sources) targets a mage who has Level 1 Armour, Level 2 Flight, and Level 5 Teleport, the character can reduce the target's Armour or Flight to Level 0, or Teleport to Level 3.

► ENHANCEMENT

MULTIPLE ATTRIBUTES

Counts as 2 Enhancements. The character can counteract all source-related Attributes simultaneously (instead of just one) at the appropriate Level.

- Level 1 Nullify 1 Level of source-related Attribute
- Level 2 Nullify 2 Levels of source-related Attribute
- Level 3 Nullify 3 Levels of source-related Attribute
- Level 4 Nullify 4 Levels of source-related Attribute
- Level 5 Nullify 5 Levels of source-related Attribute
- Level 6 Nullify 6 Levels of source-related Attribute

PLANT CONTROL

Attribute Cost: 1 Point/Level
Relevant Stat: Mind

The character can control the growth and movement of all plants in the surrounding area for up to one minute or dramatic scene.

- Level 1 Minimal control; precise area (10 cm)
- Level 2 Minor control; small area (1 m)
- Level 3 Moderate control; moderate area (10 m)
- Level 4 Good control; building-sized area (100 m)
- Level 5 Significant control; neighbourhood-sized area (1 km)
- Level 6 Major control; city-sized area (10 km)

POCKET DIMENSION

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character has control over a small, extraplanar dimension. This Attribute can only be taken by a character who already has either the Dimension Walk (page 41) or Portal (page 51) Attributes – otherwise, the Pocket Dimension may be inaccessible.

- Level 1 Tiny dimension (10 cm)
- Level 2 Small dimension (1 m)
- Level 3 Moderately sized dimension (10 m)
- Level 4 Building-sized dimension (100 m)
- Level 5 Neighbourhood-sized dimension (1 km)
- Level 6 City-sized dimension (10 km)

PORTAL

Attribute Cost: 2 Points/Level
Relevant Stat: Soul

The character can create a one-metre, one-way portal that leads into a specific alternate dimension, and hold it open as long as desired. Two Levels are required for a two-way return portal. Using Portal on others requires a successful attack roll against the target.

- Level 1 Portal to 1 specific defined dimension
- Level 2 Portals to 2 specific defined dimensions
- Level 3 Portals to 3 specific defined dimensions
- Level 4 Portals to 4 specific defined dimensions
- Level 5 Portals to 5 specific defined dimensions
- Level 6 Portals to 6 specific defined dimensions

POWER FLUX

Attribute Cost: 10 Points/Level
Relevant Stat: Variable

Power Flux represents extensive control over a minor element, ideology, natural phenomenon, or sphere of influence. At low Levels, the character is an initiate, and can only effect small changes in the Attribute. At high Levels, the character holds mastery over a particular realm, and has an intimate understanding of all things relating to the Attribute sphere. Examples of minor categories over which the character has control include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Alternatively, rather than influencing a simple sphere of influence, the character might have minor control over a more descriptive realm such as “never being late”,

05: ATTRIBUTES

“always having the right amount of money”, “people laugh with me, never at me”, “always having the right outfit for the right situation”, etc. While these event spheres are limited in scope, they also cross all Attribute boundaries when appropriate.

This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in their game. It is for advanced players and Game Masters only. As an alternative option to Power Flux, see the Dynamic Powers (page 41), Power Variation (page 52), and Transmute (page 60) Attributes.

The character has a group of reserve Character Points (called Flux Points) that can be allocated to different Attributes as often as once a minute or dramatic scene, within the thematic category chosen by the player. The character can assign Flux Points to one or more Attributes that fit within the thematic category. A Flux Point is equal to one Character Point, which can be assigned to the cost of the Attribute directly, or to the cost of raising an Attribute’s Enhancement Rank.

For example, a character who is the reincarnation of an Egyptian cat goddess might take Power Flux (Cats) at Level 2 for 20 Character Points, which grants 10 Flux Points. Up to once every minute, the character can allocate the 10 Flux Points to any combination of Attributes that fit the cat theme. Perhaps in the evening the character plans to prowls around the city for several hours to hunt evil demons, leaping from rooftop to rooftop, and assigns the following Attributes: Heightened Senses (Hearing, Sight) Level 2 (2 Flux Points); Jumping Level 2 (2 Flux Points); Weapon Level 2 (“Claws”) (4 Flux Points), and Special Movement Level 2 (Balance, Cat-Like) (2 Flux Points). Early next morning, the character decides they should gather information about any strange happenings they may have missed during the night by visiting a common stray cat hangout near the wharf and thus replaces the Level 2 Weapon Attribute with Telepathy (Cats) Level 1 (3 Flux Points) and Special Movement Level 1 (Fast) (1 Flux Point).

► ENHANCEMENTS

MAJOR CATEGORY

The character’s influence extends to a major or large category that has a significant impact on the game instead of just a minor one. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, necromancy, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

PRIMAL CATEGORY

Counts as 2 Enhancements. The character’s influence extends to a primal or universal category that has an extreme impact on the game instead of just a minor one. Examples include core concepts and primary spheres of influence such as Time, War, Death, Life, Earth, Thought, Magic, Force, Math, Self, Law, Chaos, Heaven, Hell, Dimensions, Dreams, and others.

- Level 1 Reassign up to 5 Flux Points each minute
- Level 2 Reassign up to 10 Flux Points each minute
- Level 3 Reassign up to 15 Flux Points each minute
- Level 4 Reassign up to 20 Flux Points each minute
- Level 5 Reassign up to 25 Flux Points each minute
- Level 6 Reassign up to 30 Flux Points each minute

POWER VARIATION

Attribute Cost: 4 Points/Level
Relevant Stat: Variable

Similar to Power Flux, but more focussed. Power Variation limits the character to a small assortment of previously assigned Attributes, amongst which their associated Character Points can be exchanged once a minute or dramatic scene. This Attribute is ideal for assigning to starships and vehicles that allocate power to different systems as need (such as powering shields, weapons, navigation, and life support systems).

- Level 1 Reassign Points between 2 Attributes
- Level 2 Reassign Points between 3 Attributes
- Level 3 Reassign Points between 4 Attributes
- Level 4 Reassign Points between 5 Attributes
- Level 5 Reassign Points between 6 Attributes
- Level 6 Reassign Points between 7 Attributes

PROJECTION

Attribute Cost: 3 Points/Level
Relevant Stat: Mind

The character can create project one image at a time that may have audible or visual components, or both. The difference between a Projection and an Illusion (page 46) is that everyone can see and/or hear a Projection because it does not target specific minds.

The Level-related area dictates the size of the Projection image, but it can be created anywhere within a 100-metre radius surrounding the character.

► ENHANCEMENTS

FEW PROJECTIONS

The character can maintain 2-3 Projections at the same time, rather than just one.

SEVERAL PROJECTIONS

Counts as 2 Enhancements. As above, but the character can maintain 4-6 Projections at the same time.

- Level 1 Tiny projection (10 cm)
- Level 2 Small projection (1 m)
- Level 3 Moderately sized projection (10 m)
- Level 4 Building-side projection (100 m)
- Level 5 Neighbourhood-sized projection (1 km)
- Level 6 City-sided projection (10 km)

RANGED ATTACK

Attribute Cost: 1 Point/Level

Relevant Stat: —

The character gains a bonus to their Attack Combat Value whenever they are using a specified group of ranged weapons, such as bows, handguns, machine guns, special attacks, spells, vehicle weaponry, etc. The benefits are cumulative with the Attack Mastery (page 38) and Enemy Attack (page 42) Attributes.

- Level 1 +2 Attack Combat Value using a class of ranged weapons
- Level 2 +4 Attack Combat Value using a class of ranged weapons
- Level 3 +6 Attack Combat Value using a class of ranged weapons
- Level 4 +8 Attack Combat Value using a class of ranged weapons
- Level 5 +10 Attack Combat Value using a class of ranged weapons
- Level 6 +12 Attack Combat Value using a class of ranged weapons

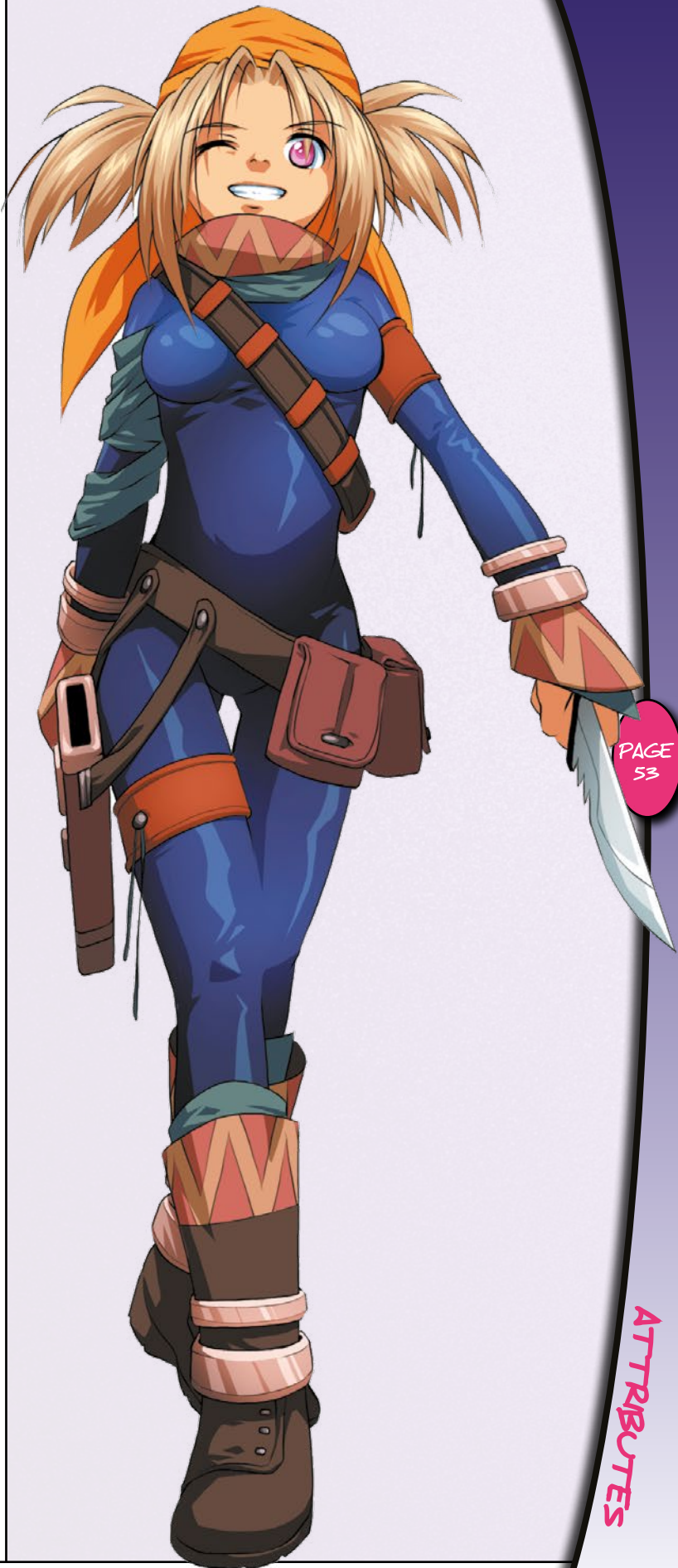
RANGED DEFENCE

Attribute Cost: 1 Point/Level

Relevant Stat: —

The character gains a bonus to their Defence Combat Value when avoiding ranged attacks in specific circumstances. Select the condition for this Attribute when it is assigned – either for personal defence or when manoeuvring a specific vehicle type.

- Level 1 +2 Defence Combat Value vs. ranged attacks under specific conditions
- Level 2 +4 Defence Combat Value vs. ranged attacks under specific conditions
- Level 3 +6 Defence Combat Value vs. ranged attacks under specific conditions
- Level 4 +8 Defence Combat Value vs. ranged attacks under specific conditions
- Level 5 +10 Defence Combat Value vs. ranged attacks under specific conditions
- Level 6 +12 Defence Combat Value vs. ranged attacks under specific conditions



REGENERATION

Attribute Cost: 5 Points/Level
Relevant Stat: Body

The character can either Regenerate their own Health Points or Energy Points, but not both (choose when assigned during character creation).

► LIMITER

CONDITIONAL

The character needs exposure to a particular substance or energy source to regenerate. The speed of this Regeneration depends on the exposure strength.

The GM should rate the strength of exposure to a particular condition or substance using five degrees of intensity, each of which provides a different rate of regeneration: Extremely Weak (1 Point/Level per round), Weak (2 Points/Level per round), Average (3 Points/Level per round), Strong (4 Points/Level per round), or Extremely Strong (5 Points/Level per round).

- Level 1 5 Health or Energy Points each round
- Level 2 10 Health or Energy Points each round
- Level 3 15 Health or Energy Points each round
- Level 4 20 Health or Energy Points each round
- Level 5 25 Health or Energy Points each round
- Level 6 30 Health or Energy Points each round

REINCARNATION

Attribute Cost: 2 Points/Level
Relevant Stat: Soul

The character can return from the dead, though the reincarnation is moderately easy to stop. This may be as simple as burning, blowing up, or dismembering a body, or perhaps burying the body on consecrated ground. The GM and player must work together to determine the parameters involved in preventing the rebirth.

► ENHANCEMENT

DIFFICULT TO STOP

The Reincarnation can only be stopped with tremendous difficulty as best determined by the campaign scope with input from the GM.

- Level 1 It takes up to 1 month to reincarnate
- Level 2 It takes up to 1 week to reincarnate
- Level 3 It takes up to 1 day to reincarnate
- Level 4 It takes up to 12 hours to reincarnate
- Level 5 It takes up to 1 hour to reincarnate
- Level 6 It takes up to 1 minute to reincarnate



RESILIENT

Attribute Cost: 2 Points/Level
Relevant Stat: Body

The character is adapted to survive for short periods in environments that are hostile to ordinary humans, such as: acidic/basic liquids, airborne toxins, high pressure, low pressure, intense cold, intense heat, radiation, lack of air, poisons, underwater, etc. Resilient provides a 5 Armour Rating against environmental conditions and Weapon attacks similar to the adapted environment.

Alternatively, the character could have partial resistance from conditions that can otherwise afflict normal humans such as: ageing, disease, sleep, sustenance, sight/hearing effects from intense light/sound, etc.

Finally, Resilient can be assigned to mechanical vehicles, mecha, and other non-living Items to represent an enhanced “mechanical endurance” that reduces the need for frequent refuelling or re-energising.

► ENHANCEMENT

COMPLETE

This character’s resilience is complete and fully adapted to one selected hostile environment or condition. This Enhancement can be assigned multiple times if the character is fully Resilient to more than one identified environment.

- Level 1 Resilient to 1 environment or condition
- Level 2 Resilient to 2 environments or conditions
- Level 3 Resilient to 3 environments or conditions
- Level 4 Resilient to 4 environments or conditions
- Level 5 Resilient to 5 environments or conditions
- Level 6 Resilient to 6 environments or conditions

SENSORY BLOCK

Attribute Cost: 1 Point/Level
Relevant Stat: Mind

The character is partially hidden from specific senses or detection techniques, hindering (but not stopping) such detection within a three-metre area. Each Level allows one of the five senses – hearing, sight, smell, taste, or touch – or a particular specified Sixth Sense (page 55) or Supersense (page 58) to be partially blocked.

- Level 1 1 sense/technique is partially blocked
- Level 2 2 senses/techniques are partially blocked
- Level 3 3 senses/techniques are partially blocked
- Level 4 4 senses/techniques are partially blocked
- Level 5 5 senses/techniques are partially blocked
- Level 6 6 senses/techniques are partially blocked

SIXTH SENSE

Attribute Cost: 1 Point/Level
Relevant Stat: Soul

The character can detect things that may be hidden to normal senses or technological sensors. Examples include: astral or ethereal beings, danger, pocket dimensions, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetic fields, paranormal nexus points, particular objects, places of power, psionic powers, radio, radar, spirits, telepathy, truth, virtue, or the use of specific Attributes.

As a guideline, the character is automatically alerted when something their Sixth Sense detects is in close proximity (within 10 metres). The GM may require a Soul Stat roll to do this, with a Target Number depending on the strength of the origin of whatever emanations the character can sense. The character receives a minor edge (page 91) if they are touching the source of the phenomena.

- Level 1 1 Sixth Sense
- Level 2 2 Sixth Senses
- Level 3 3 Sixth Senses
- Level 4 4 Sixth Senses
- Level 5 5 Sixth Senses
- Level 6 6 Sixth Senses

SIZE CHANGE

Attribute Cost: 10 Points/Level
Relevant Stat: Body

The character can temporarily either increase or decrease their size up to one Size Rank away from their normal size for each Attribute Level. Select increase or decrease when the Attribute is assigned, though the character can always return to their normal size, of course. The character can typically maintain the change for up to one minute or for one dramatic scene. The benefits and drawbacks associated with the new Size Ranks apply (page 16).

► ENHANCEMENT

BOTH WAYS

The character can change sizes in both directions, instead of being limited to either growing or shrinking.

- Level 1 Either grow or shrink by 1 Size Rank
- Level 2 Either grow or shrink by 2 Size Ranks
- Level 3 Either grow or shrink by 3 Size Ranks
- Level 4 Either grow or shrink by 4 Size Ranks
- Level 5 Either grow or shrink by 5 Size Ranks
- Level 6 Either grow or shrink by 6 Size Ranks

SKILL GROUP

Attribute Cost: 1, 2, or 3 Points/Level
Relevant Stat: Body, Mind, or Soul

Skill Groups represents training or natural talent in a particular broad field. There are several different Skill Groups and each of them is considered its own Attribute. Assigning multiple Skill Group Attributes at different Levels, therefore, is an ideal method for creating a versatile character. In appropriate circumstances, the Level of a character's suitable Skills Group is added to their related Stat when making a Skill roll (see Roll Types, page 88). Skill Groups are divided into three categories with differing Character Point costs (from 1 to 3 Points per Level).

▶ BACKGROUND SKILL GROUPS (1 POINT/LEVEL)

ACADEMIC

Skills that are rooted in language, research, communications, and critical thinking.

ARTISTIC

Skills that are tied to formal and informal expression, and related to imagination, creativity, and aesthetics.

DOMESTIC

Skills that are often obtained without formal education and that have applications in daily life.

OCCUPATION (SELECT ONE)

Skills that are tied to the activities of one specific career that are often learned "on the job".

▶ FIELD SKILL GROUPS (2 POINT/LEVEL)

BUSINESS

Skills that cover a wide variety of administration applications, such as management, sales, policy, and savvy.

SOCIAL

Skills related to community interactions, interpersonal dynamics, and political manoeuvring.

STREET

Skills that reflect familiarity with underworld elements as well as urban culture and survival.

TECHNICAL

Skills related to gadgets and their functions, including aspects of mechanics, electronics, and programming.

▶ ACTION SKILL GROUPS (3 POINT/LEVEL)

ADVENTURING

Skills that apply to a broad spectrum of exploration in wilderness environments.

DETECTIVE

Skills relating to police sciences, investigations, urban immersion, and subterfuge.

MILITARY

Skills connected to organised troop efforts, formalised hierarchies, espionage, and combat support.

SCIENTIFIC

Skills appropriate to quantitative fields – biological, physical, medical, mathematical, and natural sciences.

- Level 1 Gaining proficiency with the Skill Group
- Level 2 Moderate training with the Skill Group
- Level 3 Significant training with the Skill Group
- Level 4 Extensive training with the Skill Group
- Level 5 Exhaustive training with the Skill Group
- Level 6 Unparalleled training with the Skill Group



SPACEFLIGHT

Attribute Cost: 1 Point/Level
Relevant Stat: Body

The character (or more often, a vehicle or mecha Item) can fly in the vacuum of space between planets, stars, asteroids, solar systems, and even galaxies. The Flight Attribute (page 44) is required to fly in the atmosphere and gravity of a planet or other large body.

- Level 1 Primitive near-planetary Spaceflight
- Level 2 Slow interplanetary Spaceflight
- Level 3 Average interplanetary Spaceflight
- Level 4 Fast interplanetary Spaceflight
- Level 5 Extrasolar Spaceflight
- Level 6 Slow faster-than-light Spaceflight

SPECIAL MOVEMENT

Attribute Cost: 1 Point/Level
Relevant Stat: Body

The character has exceptional movement abilities that may be the result of genetics, mystical forces, supernatural talents, or intense training.

BALANCE

The character never loses their balance, even when running on a narrow rope or beam.

CAT-LIKE

The character will take half damage (round down) from most falls and always lands on their feet.

FAST

The character's Body Stat is doubled for each assignment of this Attribute when calculating running speed (see page 96).

LIGHT-FOOTED

The character can skim over sand, snow, or ice at full speed.

SLITHERING

The character can slither along the ground at normal walking/running speeds. This allows a character to move quickly while maintaining a very low profile.

SWINGING

The character can swing through forests and cities (areas with natural or artificial structures above swinging height) using vines, ropes, webbing, or simply their arms.

UNTRACKABLE

The character never leaves footprints or tracks when they walk or run.

WALL-BOUNCING

For a dramatic scene, the character can move at regular walking speed without touching the ground by bounding back and forth between nearby walls.

WALL-CRAWLING

The character can cling to walls or ceilings as though they were on the ground or floor. Due to its enhanced utility, this counts as two Special Movement abilities.

WATER-WALKING

The character can walk or run over water as if they were on land. Due to its enhanced utility, this counts as two Special Movement abilities.

ZEN DIRECTION

The character moves in the right direction. The right direction is not always the direction the character wants, but it is the direction the character needs.

- Level 1 1 Special Movement ability
- Level 2 2 Special Movement abilities
- Level 3 3 Special Movement abilities
- Level 4 4 Special Movement abilities
- Level 5 5 Special Movement abilities
- Level 6 6 Special Movement abilities

SUMMON CREATURES

Attribute Cost: 2 Points/Level
Relevant Stat: Mind

The character can summon a wide variety of natural animals from the surrounding area and command them to perform a variety of simple activities for a duration of one minute or dramatic scene.

► ENHANCEMENTS

SUPERNATURAL

The animals supernaturally arrive at the summoner's side within a single round. When the duration expires, the animals instantly return to their original locations.

DIMENSIONAL

Counts as 2 Enhancements. The character can also summon weak creatures from other dimensions or planes of existence. When the duration expires, the creatures instantly return to their original locations.

► LIMITERS

NARROW CATEGORY

The summoning is restricted to a narrow category of animals or creatures, such as mammals, insects, reptiles, amphibians, fish, avians, micro-demons, fae, etc.

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SPECIFIC CATEGORY

Counts as 2 Limiters. The summoning is restricted to a specific category of animals or creatures, such as dogs, cats, rodents, ants, bees, large reptiles, frogs, sharks, birds of prey, imps, pixies, etc.

SINGLE CATEGORY

Counts as 3 Limiters. The summoning is restricted to a single category of animals or creatures, such as poodles, tigers, rats, fire ants, crocodiles, tree frogs, tiger sharks, eagles, blood imps, water pixies, etc.

- Level 1 Several creatures (up to 10)
- Level 2 Many creatures (up to 30)
- Level 3 Dozens of creatures (up to 100)
- Level 4 Scores of creatures (up to 300)
- Level 5 Hundreds of creatures (up to 1,000)
- Level 6 Thousands of creatures (up to 3,000)

SUPERSENSE

Attribute Cost: 1 Point/Level
Relevant Stat: Mind

One selected sense functions beyond the scope of normal human capability that can detect objects at a distance, in the dark, and invisible to normal sight. Examples include: echolocation, infrared vision, radar, sonar, magnetic field detection, microscopic vision, ultravision, vibration detection, x-ray vision, and more exotic or magical detection forms.

- Level 1 Basic detection range (10 m)
- Level 2 Minor detection range (100 m)
- Level 3 Moderate detection range (1 km)
- Level 4 Significant detection range (10 km)
- Level 5 Major detection range (100 km)
- Level 6 Extreme detection range (1,000 km)

SUPERSPEED

Attribute Cost: 3 Point/Level
Relevant Stat: Body

A character can move much faster than their Body Stat suggests, as well as interact with and perceive the world at an increased pace. Superspeed does not, however, provide the character with benefits typically associated with the following other Attributes: Change State, Combat Technique (Lightning Reflexes), Extra Actions, Heightened Awareness, Massive Damage, Regeneration, Special Movement, or Weapon.

- Level 1 Substantial speed (100 kph)
- Level 2 Great speed (300 kph)
- Level 3 Remarkable speed (1,000 kph)
- Level 4 Fantastic speed (3,000 kph)
- Level 5 Incredible speed (10,000 kph)
- Level 6 Spectacular speed (30,000 kph)

SUPERSTRENGTH

Attribute Cost: 4 Point/Level
Relevant Stat: Body

The character is much more powerful and stronger than their Body Stat suggests.

UNARMED COMBAT

Each Superstrength Level adds +5 damage to unarmed attacks as well as to the natural weapons of super-strong animals, including claws, bites, hooves, and gores.

MUSCLE WEAPONS

Each Superstrength Level adds +1 to a character's Damage Multiplier when using normal melee and thrown Weapons, as well as when using Weapon attacks with the Muscle Enhancement (page 65).

- Level 1 Substantial superstrength (lift 250 kg)
- Level 2 Great superstrength (lift 500 kg)
- Level 3 Remarkable superstrength (lift 1 tonne)
- Level 4 Fantastic superstrength (lift 2 tonnes)
- Level 5 Incredible superstrength (lift 5 tonnes)
- Level 6 Spectacular superstrength (lift 10 tonnes)

SWARM

Attribute Cost: 2 Points/Level
Relevant Stat: Mind

The character can transform into a specific swarm of small creatures, such as rats, bats, wasps, crows, or other creatures or things (such as tiny attack robots).

A swarm's Attack Combat Value is equal to the Swarm Attribute Level + 4. The attack damage is not calculated in the usual way, however. Instead, it inflicts a flat 10 damage multiplied by the Swarm Level.

- Level 1 Tiny Swarm
- Level 2 Small Swarm
- Level 3 Moderate Swarm
- Level 4 Large Swarm
- Level 5 Major Swarm
- Level 6 Extreme Swarm

TELEKINESIS

Attribute Cost: 4 Points/Level
Relevant Stat: Mind

The character can move nearby objects with thought.

► LIMITER

FOCUSSED

The character can only move one specific type of matter, such as air, earth, fire, metal, water, wood.

- Level 1 Extremely light objects (1 kg)
- Level 2 Light objects (10 kg)
- Level 3 Moderately heavy objects (100 kg)
- Level 4 Significant objects (1 tonne)
- Level 5 Major objects (10 tonnes)
- Level 6 Massive objects (100 tonnes)

TELEPATHY

Attribute Cost: 3 Points/Level
Relevant Stat: Mind

By concentrating and through touch, the character can read another person's surface thoughts and can also transmit their thoughts to the target. At higher Levels, the character can invade a target's mind to probe and even alter their memories.

► LIMITERS

BROAD CATEGORY

Telepathy is restricted to a broad category of targets, such as "all humans and similar sapient beings" or "all non-sentient animals" or "all machine intelligences".

NARROW CATEGORY

Counts as 2 Limiters. Telepathy is restricted to a narrow category of targets, such as "any reptile" or "any male" or "any faeries".

SPECIFIC CATEGORY

Counts as 3 Limiters. Telepathy is restricted to a specific category of targets, such as "dogs" or "people obsessed with beauty" or "humans on Sundays".

SINGLE CATEGORY

Counts as 4 Limiters. Telepathy is restricted to a single targetted group, such as family members, or mutants with a specific gene, or poodles.

- Level 1 Gaining proficiency
- Level 2 Moderate ability
- Level 3 Significant ability
- Level 4 Extensive ability
- Level 5 Exhaustive ability
- Level 6 Unparalleled ability

TELEPORT

Attribute Cost: 3 Points/Level
Relevant Stat: Mind

The character can transport themselves – and anything they wear or carry – instantly from between locations without crossing the intervening space.

- Level 1 Basic distances (10 m)
- Level 2 Minor distances (100 m)
- Level 3 Moderate distances (1 km)
- Level 4 Significant distances (10 km)
- Level 5 Major distances (100 km)
- Level 6 Extreme distances (1,000 km)



TOUGH

Attribute Cost: 1 Point/Level
Relevant Stat: —

The character gains additional Health Points.

- Level 1 +10 Health Points
- Level 2 +20 Health Points
- Level 3 +30 Health Points
- Level 4 +40 Health Points
- Level 5 +50 Health Points
- Level 6 +60 Health Points

TRANSFER

Attribute Cost: 3 Points/Level
Relevant Stat: Soul

The character can transfer one of their Attributes at a time to another single willing touched person for one minute or dramatic scene.

► ENHANCEMENT

ALL ATTRIBUTES

Counts as 2 Enhancements. The character can transfer any and all of their Attributes of the appropriate Level simultaneously.

► LIMITER

SPECIFIC ATTRIBUTE

Counts as 2 Limiters. The character can only transfer exactly one Attribute, the identity of which must be specified when Transfer is assigned.

- Level 1 Transfer Level 1 Attributes
- Level 2 Transfer Level 2 Attributes
- Level 3 Transfer Level 3 Attributes
- Level 4 Transfer Level 4 Attributes
- Level 5 Transfer Level 5 Attributes
- Level 6 Transfer Level 6 Attributes

TRANSMUTE

Attribute Cost: 3 Points/Level
Relevant Stat: Mind or Soul

The character can transmute one medium-sized (or smaller Rank) solid non-living object – or set of connected objects – into another object of similar size and mass for one minute or dramatic scene. The target object may be worth up to 5 Character Points for each Level of the Transmute Attribute and the object's new form is also limited to 5 Character Points/Level. Consequently, medium-sized mundane objects can be transformed at only Level 1, while transforming powerful Items may require Level greater than 6.

► ENHANCEMENTS

RESIZE

The transmutation can change the size of the object up or down by 1 Rank (with corresponding mass change; see page 16) for each Level of the Transmute Attribute.

GASEOUS

Counts as 2 Enhancements. The character can Transmute gases into solid objects (and vice versa), quite literally creating objects “out of thin air”. The maximum Size Rank (page 16) of objects created out of large quantities of air or other gas is equal to the character's Transmute Level.

► LIMITERS

BROAD CATEGORY

The character can only transmute to and from a broad class of objects such as metal, weapons, clothing, food, etc.

- Level 1 Objects worth up to 5 Character Points
- Level 2 Objects worth up to 10 Character Points
- Level 3 Objects worth up to 15 Character Points
- Level 4 Objects worth up to 20 Character Points
- Level 5 Objects worth up to 25 Character Points
- Level 6 Objects worth up to 30 Character Points

TUNNELLING

Attribute Cost: 1 Point/Level
Relevant Stat: Body

The character can move through earth and burrow underground. Tunnelling assumes that the character is going through sand or packed earth. Burrowing through extremely dense or rocky ground is one Level slower.

- Level 1 Substantial speeds (10 metres/hour)
- Level 2 Great speeds (30 metres/hour)
- Level 3 Remarkable speeds (100 metres/hour)
- Level 4 Fantastic speeds (300 metres/hour)
- Level 5 Incredible speeds (1 kph)
- Level 6 Spectacular speeds (3 kph)

UNAFFECTED

Attribute Cost: 2 Points/Level
Relevant Stat: Body

The character can ward off an enemy's use of one specific offensive Attribute, selected when Unaffected is assigned. This ability only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; see page 130) and that are ongoing or instantaneous.

► ENHANCEMENT

ALL WEAPONS

The character is Unaffected when targetted by all source-related Weapon Attributes, regardless of the assigned Enhancements.

SEVERAL ATTRIBUTES

The character is Unaffected by 2-5 source-related Attributes instead of just one.

MANY ATTRIBUTES

Counts as 2 Enhancements. The character is Unaffected by 6-10 source-related Attributes instead of just one.

ALL ATTRIBUTES

Counts as 3 Enhancements. The character is Unaffected by all source-related Attributes instead of just one.

- Level 1 -2 dice roll penalty to affect the character
- Level 2 -4 dice roll penalty to affect the character
- Level 3 -6 dice roll penalty to affect the character
- Level 4 -8 dice roll penalty to affect the character
- Level 5 -10 dice roll penalty to affect the character
- Level 6 -12 dice roll penalty to affect the character

UNDETECTABLE

Attribute Cost: 2 Points/Level
 Relevant Stat: Body

This Attribute will completely hide the character from one or more senses or detection methods per Level. Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral, ethereal, infrared, magic, mental, radar, radiation, sonar, spiritual, ultraviolet, vibration, etc. Invisibility to sight or hearing cost 2 Attribute slots each rather than only 1, since they are usually more valuable in game adventures.

► LIMITER

NONADJACENT

The character is only Undetectable at distances exceeding a few metres. At close range, the character can be perceived as normal or with a minor or major obstacle (page 91) to the Stat rolls of those nearby.

- Level 1 Undetectable to 1 sense or technique
- Level 2 Undetectable to 2 senses or techniques
- Level 3 Undetectable to 3 senses or techniques
- Level 4 Undetectable to 4 senses or techniques
- Level 5 Undetectable to 5 senses or techniques
- Level 6 Undetectable to 6 senses or techniques

UNIQUE ATTRIBUTE

Attribute Cost: 1-10 Points/Level
 Relevant Stat: Variable

This Attribute covers any and all powers and special abilities not detailed in the rules. Often one single Character Point in a Unique Attribute is sufficient to give the character “flavour”, but more Points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique Attribute possesses.

The GM should assign a Point cost per Level based on how the Attribute compares to other Attributes and how useful it is. An Attribute that is somewhat useful in the game should cost 1 Point/Level; one that is very useful should cost 2-3 Points/Level; one that is extremely useful should cost 4-5 Points/Level; and one that is exceptionally powerful and useful should cost 6-10 Points/Level.

- Level 1 Basic aptitude with Unique Attribute
- Level 2 Minor aptitude with Unique Attribute
- Level 3 Moderate aptitude with Unique Attribute
- Level 4 Significant aptitude with Unique Attribute
- Level 5 Major aptitude with Unique Attribute
- Level 6 Extreme aptitude with Unique Attribute

UNKNOWN POWER

Attribute Cost: Variable
 Relevant Stat: Special

In some BESM games, the characters may be unaware of their paranormal or superhuman Attributes until they manifest at crucial moments. To represent this, the player can allocate some Character Points to the Unknown Power Attribute when creating the character. The player does not purchase a Level in this Attribute as normal, but rather simply allocates a selected amount of Character Points to the Unknown Power. The GM takes those allocated Points, adds a bonus of 50% (rounding up), and then uses them to assign other Attributes to the character. The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the Attributes manifest. GMs are encouraged to reveal the character’s Attributes slowly and when it is appropriate for the campaign’s story. The GM should never feel pressured to tell the player what their character’s unknown Attributes are before the time is right.

WATER SPEED

Attribute Cost: 1 Point/Level
Relevant Stat: Body

The character can float and travel both on and under water at great speeds.

- Level 1 Substantial speeds (10 kph)
- Level 2 Great speeds (30 kph)
- Level 3 Remarkable speeds (100 kph)
- Level 4 Fantastic speeds (300 kph)
- Level 5 Incredible speeds (1,000 kph)
- Level 6 Spectacular speeds (3,000 kph)

WEALTH

Attribute Cost: 3 Points/Level
Relevant Stat: —

The character has substantial financial resources.

- Level 1 Financially stable (\$300,000 value)
- Level 2 Well off (\$1M value)
- Level 3 Moderately rich (\$3M value)
- Level 4 Very rich (\$10M value)
- Level 5 Extremely rich (\$30M value)
- Level 6 Moderately wealthy (\$100M value)

WEAPON

Attribute Cost: 2 Points/Level
Relevant Stat: —

The character has built-in powerful offensive abilities. This Attribute can also be contained within the Item Attribute (page 47) in order to create hand-held weaponry like swords, magic wands, guns, or even armed vehicles and suits. Weapons can be used on a single target each round with melee range unless further modified by the Range Enhancement (page 70).

When designing a Weapon, the player should determine exactly how the Weapon works. Is it an eyebeam? Retractable claws? A fireball? A psychic attack? A special rapid-strike martial arts finishing manoeuvre?

The Weapon Attribute may exceed six Levels to represent the wide range of powerful Items and special attacks common to anime. Discuss your Weapon Attribute limits with the GM.

WEAPON DAMAGE

A successful attack inflicts damage equal to the Weapon Level multiplied by the character's Damage Multiplier. Most characters have a Damage Multiplier of 5. Then add the attacker's Attack Combat Value, as well as the effects of any other Attributes that may apply, to determine the final attack damage. See page 97 for additional combat damage details.

ALTERNATIVE WEAPON USES

As BESM is an effects-based system, the Weapon Attribute can also be used to represent offensive aspects of other Attributes that are not covered by their own descriptions. For example, suppose a character can weaken foes by teleporting them repeatedly within one combat round. Rather than being part of the Teleport Attribute, this ability could be designed as a Level 0 Weapon with the Drain Enhancement, reflecting the disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the character is capable of teleporting just a select portion of a target away – very painful and causing great harm to the target! – the effect could be designed as a Weapon that simply inflicts an incredible amount of damage.

By using the Weapon Enhancements and Limiters, players can create a wide range of interesting attacks, which will account for the numerous and creative ways that heroes and villains use their abilities. Some Weapon attacks designed this way may also the Dependent Limiter (page 72) if the Attribute upon which they are based must be activated simultaneously.

CUSTOMISING WEAPONS

Weapon benefits greatly from customisations beyond the basic parameters. The many Weapon Enhancements and Limiters provided herein – plus the Area, Range, Duration, and Potent Enhancements described in Chapter 6: Customisation (page 69) – help make each Weapon Attribute unique to your character. Many of these customisations can be assigned more than once as noted.

UNARMED: THE FREE WEAPON

Unarmed attacks are considered free Level 0 Weapon Attributes with the Stun Enhancement and Non-Penetrating Limiter. The damage inflicted is simply equal to the character's Attack Combat Value (page 83).

LEVEL 0 AND -1

Weapon is unique among Attributes in that its effective Level can drop to 0 or -1 through the assignment of one or more Enhancements, though the minimum Level that you can assign to your character remains at Level 1 (costing 2 Character Points). The damage

EXAMPLES OF WEAPON LEVELS

Weapon Levels 1-10 cover the range of ordinary melee weapons and guns, from knives to large-calibre sniper rifles.

Levels 10-20 cover the range of heavy machine guns and futuristic blaster weapons, as well as archaic siege weapons. Many powerful magical fireballs and lightning bolts would also be in this range as well.

Levels 20-30 are in the range of tank or warship guns, anti-tank missiles, giant robot cannons, and increasingly destructive spells.

Levels 30+ are extremely powerful, such as the beam cannon of super mecha, various heavy bombs and missiles, mass drivers, or the powers of superhuman psychics or mages.

For further comparative purposes, refer to the Item examples in Chapter 10 (page 101).

delivered by effectively Level 0 Weapons only considers the character's Attack Combat Value, since the Weapon's Base Damage is 0.

For Weapons with an effective Level of -1, no actual damage at all is delivered and consequently such Weapons only have utility if they have been assigned one or more of the following Enhancements: Drain, Flare, Incapacitating, Irritant, Quake, or Tangle. Assigning multiple Enhancements that drop the effective Level of the Weapon Attribute below -1 is forbidden; in these instances, simply assign additional Levels to the Weapon (costing 2 Character Points/Level) until its effective Level increases to at least -1.

- Level -1 The attack doesn't inflict regular damage
- Level 0 Damage = Attack Combat Value
- Level 1 Damage = 1x Damage Multiplier + ACV
- Level 2 Damage = 2x Damage Multiplier + ACV
- Level 3 Damage = 3x Damage Multiplier + ACV
- Level 4 Damage = 4x Damage Multiplier + ACV
- Level 5 Damage = 5x Damage Multiplier + ACV
- Level 6 Damage = 6x Damage Multiplier + ACV

► ENHANCEMENTS

ACCURATE

The Weapon gives the character a minor edge (1 assignment) or major edge (2 assignments) on attack rolls (see page 91). Only assigned to Items.

09

WEAPON ENHANCEMENTS

| Enhancement Ranks | | Enhancement Ranks | |
|-------------------|--------|-------------------|--------|
| Accurate | 1-2 | Insidious | 3 |
| Aura | 1 | Linked | 1 |
| Autofire | 3 | Multidimensional | 1 |
| Blight | 1-3 | Muscle | 1 |
| Contact | 1-2 | Penetrating | 1+ |
| Contagious | 1-3 | Piercing | 1+ |
| Continuing | 1+ | Psychic | 4 |
| Drain | 1-3 | Quake | 1-4 |
| Enervation | 1+ | Reach | 1 |
| Flare | 1-3 | Selective | 1 |
| Flexible | 1-3 | Spreading | 1+ |
| Helper | 1 | Stun | 1 |
| Homing | 1-2 | Tangle | 1+ |
| Incapacitating | 2 or 4 | Targetted | 1-3 |
| Incurable | 1-3 | Trap | 1 |
| Indirect | 1 | Unique | 1+ |
| Irritant | 1-3 | Vampiric | 2 or 4 |
| Inconspicuous | 3 | | |

AURA

The Weapon affects anyone who merely touches the character's body. Aura may not be combined with the Range Enhancement (page 70).

AUTOFIRE

Counts as 3 Enhancements. The character scores a number of hits depending on how successful the attack is: one hit if the attack roll total exceeds the target's defence roll total by 0-3; two hits when exceeding the defence roll by 4-6; three hits when exceeding the defence roll by 7-9; etc. Each hit delivers separate damage (important when considering Armour Ratings).

BLIGHT

The target suffers double damage if they do not make a successful Body Stat roll to resist. If the roll is successful, the target only suffers one-fifth damage.

The Target Number for the Body Stat roll depends on the number of times Blight is assigned: Average (TN 12) for 1 assignments; Difficult (TN 15) for 2 assignments; and Challenging (TN 18) for 3 assignments.

CONTACT

The Weapon delivers damage through contact with the skin. One assignment indicates the target must have extended contact of several minutes with the substance; two assignments delivers its effect with only brief contact.

05: ATTRIBUTES

CONTAGIOUS

The attack's damage or other effects are passed on to others who touch or otherwise contact the target. Anyone affected by the Contagious Weapon may negate the contagion and stop them from spreading it to others by making a successful Average Stat roll (Target Number 12), with no modifier (one assignment), a minor obstacle (two assignments) or major obstacle (three assignments) on the roll.



CONTINUING

The Weapon delivers lingering damage over several rounds. Each subsequent round, the character suffers one-fifth the original damage inflicted. Armour Rating offers no additional protection. This continues for one round for each Continuing assignment until the effect is somehow neutralised (GM's discretion). This Continuing effect only applies to the Weapon's damage and not to the special abilities from other Enhancements.

Alternatively, Continuing can be defined as an hourly or daily effect which inflicts the same damage as the original attack every hour or day. This variation is only ever one assignment. The hourly or daily damage continues until the victim is dead or makes a successful Difficult (TN 15) Body Stat roll. The check is made with a major obstacle (page 91) on the Stat roll every hour (for hourly effects) or a minor obstacle every day (for daily effects). This type of Continuing attack applies to both damage and the special effects from other Enhancements.

DRAIN

The Weapon causes the victim to lose Points from one Stat (specify Body, Mind, or Soul when designing the attack). In addition to any Health Points lost, the specified Stat is reduced by 1 for every assignment of the Drain Enhancement (maximum of 3 assignments total). One drained Points returns every hour. Losing Stat values will require the Attack and Defence Combat Values to be recalculated but not other Derived Values (page 83).

A character reduced to 0 Body is paralysed and cannot move. A character with a 0 Mind is "mindless" and will act in an illogical, primal, or animalistic manner. A character reduced to 0 Soul is "broken" and lacks all drive or volition.

ENERVATION

The Weapon drains 5 Energy Points for every assignment, in addition to the normal attack damage.

FLARE

The Weapon may temporarily blind the target. The target may resist by succeeding with an average Body Stat roll (Target Number 12) with no modifier (one assignment), a minor obstacle (two assignments), or major obstacle (three assignments) on the roll. If the target fails the roll, they are blinded for a number of rounds equal to amount by which the roll failed. A variation of Flare may attack hearing instead of sight.

FLEXIBLE

This Weapon represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. A successful attack can trip or disarm an opponent in lieu of delivering damage, with the character suffering a major obstacle (one assignment), minor obstacle (two assignments), or no modifier (three assignments) on the attack roll.

HELPER

Helper Weapons are usually installed in (or carried by) mecha and vehicle Items. Passengers can fire the Weapon instead of just the driver or pilot. If Helper is not assigned, a single character must fire the Weapon themselves and cannot delegate the task to anyone else.

HOMING

The Weapon can track and follow its target, with the character gaining a minor edge (one assignment) or major edge (two assignments) on the attack roll. Homing Weapons should specify one type of sense or detection technique used to track the target, such as radar, infrared, sonar, magical detection, etc.

INCAPACITATING

Counts as 2 or 4 Enhancements. The attack can instantly immobilise a target regardless of the amount of damage inflicted, such as putting an opponent to sleep or turning them to stone. The target must make an average (Target Number 12) Body or Soul Stat roll (whichever is higher) to resist, with a minor obstacle (two assignments) or major obstacle (four assignments) on the Stat roll. When designing the attack, specify the form of the Incapacitating Weapon: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. The immobilisation normally lasts for only 1 round (two assignments) or 1 minute (four assignments).

INCURABLE

The Weapon produces wounds or other effects that are difficult to treat. One assignment means Health Points lost due to this attack cannot be restored using the Healing or Regeneration Attributes but can otherwise recover naturally or be repaired normally. Two assignments means that natural healing recovery is also slowed to a weekly rate instead of a daily rate. Three assignments means that no healing or other recovery is possible at all until an exotic treatment is undertaken.

INDIRECT

An Indirect Weapon fires shots in a high ballistic arc and must be assigned in conjunction with the Range Enhancement (page 70). Indirect allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles, or even shoot over the horizon if the Range

is sufficiently high. Indirect fire is tricky, however, and imposes a minor obstacle (page 91) to the attack roll.

IRRITANT

Whether or not the Weapon's damage penetrated the target's Armour Rating, the target must make an average (Target Number 12) Body Stat roll to resist, with no modifier (one assignment), a minor obstacle (two assignments) or major obstacle (three assignments) on the Stat roll. Failure results in partial distraction, imposing a minor obstacle on all Stat and Skill rolls until the effects wear off (one minute or dramatic scene).

INCONSPICUOUS

Counts as 3 Enhancements. An Inconspicuous Weapon provides no indication that it is about to strike and does not reveal the identity of the attacker.

INSIDIOUS

Counts as 3 Enhancements. Insidious Weapon damage completely bypasses normal Armour Ratings. Insidious Weapons cannot usually have the Contact or Psychic Enhancements or the Ingest Limiter.

LINKED

An attack with this Enhancement is attached to one of the character's other Weapons (the "master" Weapon). If the master attack is successful, this Linked attack automatically hits as well with no defence roll or Armour Rating reduction allowed; if the master Weapon misses or fails to penetrate Armour Rating, the linked attack automatically fails too.

MULTIDIMENSIONAL

This Weapon can reach across dimensional boundaries and can affect individuals who are in an incorporeal or energy state (see Change State, page 38).

MUSCLE

The Muscle Weapon gains the Damage Multiplier benefit of Superstrength (page 58). Typical melee and thrown ranged Weapons also normally gain that benefit without the need to assign the Muscle Enhancement.

PENETRATING

The target's Armour Rating is reduced by 10 (to a minimum of 0) each time Penetrating is assigned.

PIERCING

The target's Force Field Armour Rating is reduced by 10 (to a minimum of 0) each time Piercing is assigned.

PSYCHIC

Counts as 4 Enhancements. The Weapon ignores the Armour Ratings of Armour and Force Fields and it affects individuals as normal who are in an incorporeal or energy state (see Change State Attribute, page 38).

05: ATTRIBUTES

QUAKE

The Weapon creates a linear shock wave in the ground that heads towards the target. The target gains a major edge (page 91) on their defence roll to avoid falling into the Quake fault. The depth of the fissure depends on the number of Quake assignments: up to 2 metres for one assignment; 5 metres for two assignments; 10 metres for three assignments; 30 metres for four assignments; etc.

REACH

This long melee Weapon can strike opponents who are beyond the reach of normal close-quarters attacks. Examples of Reach Weapons (with a reach of three to five metres) include: tourney or war lance, pike or poleaxe, longspear, whip, etc. If a character with a Reach Weapon is confronting an opponent with a shorter melee Weapon, the character with the longer Weapon will always attack first, regardless of the combatants' Initiatives. If both opponents have a Reach Weapon, Initiative is resolved as normal. If an opponent ever gets past the end of a Reach Weapon and moves closer to the wielding character, though, the Reach Weapon cannot be used against that opponent.

SELECTIVE

Only assigned to Weapons with the Area, Aura, or Spreading Enhancements. Instead of potentially affecting everyone and everything within the attack's effect area, the user may select who is and is not affected.

SPREADING

This type of attack spreads to cover an expanding area. The target suffers a major obstacle (page 91) on their defence roll due to this spread. Additional nearby targets in the Weapon's attack spread may also receive damage if they are lined up or in a dense formation. The number of additional nearby targets that may be hit equals the number of Spreading assignments.

STUN

The Weapon inflicts only temporary damage. Lost Health Points are recovered at a rate equal to the character's Body Stat every hour. Most unarmed attacks inflict Stun Damage.

TANGLE

The physical entanglements produced by these Weapons have 5 Health Points for each assignment of the Tangle Enhancement. If a target does not successfully defend against a Tangle attack, they are trapped until sufficient damage is delivered to the entanglement itself to reduce its Health Points to zero and destroy

it. An entangled character has restricted movement and performs any movement-related activities (such as attacking, defending, gesturing, etc.) with a major obstacle (page 91) on the appropriate dice roll. A victim who has partially destroyed an entanglement may regain some body movement (GM's discretion), reducing the major obstacle to a minor obstacle on dice rolls..

TARGETTED

The Weapon is optimised against a specific, identified individual or group. Against the Targetted opponent type, the Weapon damage and effects are doubled. Targetted is assigned once if it affects only a single individual (such as the red dragon Emberfang) or a specific title-holder (perhaps "the Demon King"), twice if it affects a specific group or relatively uncommon race (for instance, all dragons or all members of the royal army of Ikaris), or three times if it affects a common race or condition (such as all elves, all robots and cyborgs, all evil creatures).



TRAP

The Weapon lays a mine, booby trap, or some other similar device that “sits and waits” until someone triggers it. If someone blunders into a Trap, no attack roll is needed to be successful.

UNIQUE

The Weapon has some other unspecified ability that is not listed. The number of Unique Enhancement assignments required is determined by the GM based on the benefit the Unique Weapon provides.

VAMPIRIC

Counts as 2 or 4 Enhancements. Upon a successful attack, the lost Health Points, Energy Points, or Stat values (as appropriate) are transferred to the attacker. Vampiric must be assigned two times if it can only restore lost Health/Energy Points or Stat values to their normal level, or four times if it can increase such Points or values to a maximum of twice their normal level.

► LIMITERS

ALT-MUNITION

This special type of Limiter is usually only assigned to Items. Some Weapons are designed to fire different types of ammunition for different purposes, such as a tank firing different types of shells from its single main gun. Since Weapon attacks are usually assigned Levels, Enhancements, and Limiters based on their ammunition type, each alternative ammo (which must have a lower Weapon Level than the primary ammunition type) is assigned the Alt-Munition Limiter. Rather than assignments like regular Limiters, tagging a Weapon ammunition type with Alt-Munition instead halves the Weapon Character Point cost.

AMMO

The Ammo Limiter represents the total ammunition typically carried by the character relative to the Weapon’s rate of fire. When the Ammo is depleted, the character cannot use the Weapon again until the Ammo is replaced (which usually cannot occur until the current dramatic scene is completed). Ammo does not refer to the number of shots a Weapon can fire with a loaded projectile (which is one for a longbow, six for a revolver pistol, etc.) if additional ammunition is readily available and the Weapon can be reloaded easily to allow continued use. If a Weapon such as a crossbow or cannon has plenty of ammunition available but requires time to reload between shots, assign the Activation Limiter instead.

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WEAPON LIMITERS

| Limiter | Ranks | Limiter | Ranks |
|--------------|---------|-----------------|-------|
| Alt-Munition | Special | Ingest | 1 |
| Ammo | 1-4 | Non-Penetrating | 1+ |
| Backblast | 1-2 | Stoppable | 1-4 |
| Exclusive | 1-3 | Toxic | 1-2 |
| Fieldless | 1 | Unique | 1+ |
| Hands | 1 | Unreliable | 1-3 |
| Inaccurate | 1-2 | | |

One assignment of Ammo means the Weapon can fire 4-6 shots before ammunition runs out; two assignment means 2-3 shots; and three assignments means only 1 shot. Four assignments of Ammo indicates the Weapon is destroyed after a single use, such as a grenade or mine.

BACKBLAST

The Weapon produces a side effect that affects people and objects directly behind the attacker (within 1-2 metres). With one assignment, such Weapons inflict one-fifth their normal damage (round up) to people or objects caught in the Backblast. With a two assignments, the attacking character is also unavoidably caught in their own Weapon Backblast.

EXCLUSIVE

The Weapon has no effect on anyone beyond a small class of targets specified during character creation. One assignment limits the effect to a large target group (such as a common race or ethos), two assignments limits the effect to a small target group (such as a rare race or organisation) and three assignments limits the effect to a single individual (or to a singular position, such as the King of a specific country).

FIELDLESS

This Limiter can only be assigned if the character or Item also has the Force Field Attribute. The Weapon cannot be used unless all Force Fields are turned off before using the attack.

HANDS

The Weapon requires two hands, appendages, or devices to operate and wield properly.

INACCURATE

The Weapon is extremely inaccurate and gives the character a minor obstacle (1 assignment) or major obstacle (2 assignments) on attack rolls (see page 91). Only assigned to Items.

05: ATTRIBUTES

ATTRIBUTES

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INGEST

The Weapon must be ingested by the target. The nature of the Weapon usually makes it incompatible with the Trap Enhancement.

NON-PENETRATING

The target's Armour and Force Field Armour Ratings are increased by 10 for each Non-Penetrating assignment.

STOPPABLE

Stoppable is only assigned to Weapons that also have the Range Enhancement. These Weapons fire projectiles or energy bolts that are sufficiently massive and slow enough to be shot down since the attack does not reach the target quickly. One assignment means the attack takes one round to reach its destination; two assignments means the attack takes 5 rounds; three assignments means the attack takes one minute; four assignments means the attack takes one hour. Attacking the Stoppable projectile requires a successful attack with a major obstacle (page 91) on the attack roll.

TOXIC

The Weapon is a harmful effect that only damages living things. One assignment means that targets who have the appropriate Resilient Attribute is completely immune to its effects. Two assignments means that a target who is expecting the attack can also render themselves immune for at least one round (usually enough time to escape) if they had prepared for the attack by taking a simple precaution.

UNIQUE

The Weapon has some other unspecified limitation that is not listed. The number of Unique Limiter assignments required is determined by the GM based on the ineffectiveness of the Unique Weapon.

UNRELIABLE

Should the Weapon attack roll results in an unmodified (or "natural") 2, the attack fails to take place and the Weapon burns out, jams, overheats, or otherwise malfunctions. For two assignments, an unmodified roll of 2 or 3 produces the same results and for three assignments, unmodified rolls of 2, 3, or 4 also trigger the malfunction. The Weapon will not work again until some condition is fulfilled as determined by the GM.

CUSTOMISE ATTRIBUTES

As you design your character, you may find that some Attributes don't function exactly the way you envision them. Perhaps they're too limited in scope – not offering enough options or alternatives – or maybe they're too broad and need to be scaled back. Fortunately, BESM Naked Attributes are easy to customise using Enhancements and Limiters to increase or decrease an Attribute's effect. You may have already assigned some Attribute-specific customisations detailed in Chapter 5 (particularly for the Weapon Attribute, for which there are many options), but there are also Enhancements and Limiters described in this chapter that have broader application across a wide range of Attributes.

Changing the way Attributes function from their baseline abilities can have unintended consequences on the game and therefore adding additional Enhancements and Limiters is only allowed with your Game Master's approval.

EFFECTIVE ATTRIBUTE LEVEL

As mentioned briefly at the beginning of the previous Chapter 5 (page 35), adding an Enhancement or Limiter to an Attribute does not change its Character Point cost but it does decrease (Enhancement) or increase (Limiter) the effective functioning Level of the Attribute by 1 Level for each assignment. With the exception of the circumstances detailed under the Weapon Attribute (page 62), additional Enhancements cannot be added if the effective Level of the Attribute would drop below Level 1.

ENHANCEMENTS

The four standard Enhancements – Area, Duration, Range, and Targets – offer creative ways to make your Attributes unique and function differently from those of the other characters. Not every Attribute can have all four of these Enhancements assigned to them, however, and some Attributes cannot take any Enhancements at all. Table-11: Allowable Enhancements lists which of these four Enhancements are normally appropriate for the Attributes your character may have.

If the effect of an Attribute already exceeds one Assignment of an Enhancement, you'll need to assign the Enhancement enough times to improve the Attribute's function or there will be no effective change. For example, the baseline Sixth Sense Attribute (page 55) already functions within a 10-metre proximity to the character – equivalent to two assignments of the Area Enhancement. To improve this Attribute further and widen the Area, you must make a minimum of three assignments of the Area Enhancement to extend the effectiveness to 100 metres.

There is an additional fifth standard Enhancement available called Potent, which helps balance a character that has so many Limiters assigned to one of their Attributes that it functions at a Level higher than what best fits the player's specific vision.

AREA

Area defines the radius of influence of the Attribute, which is usually centred on the character. If the Area Enhancement is not assigned, the Attribute can typically affect only a single individual person or object.

AREA AND WEAPONS

If Area is assigned to the Weapon Attribute, the attacking character only makes one attack roll, but everyone in the Area of effect makes their own defence roll. Furthermore, the GM may decide that a successful defence roll is not enough to escape the attack completely if there is no nearby cover that would block the effects of the Attribute. In these situations, instead of negating the Area Weapon effect completely, a successful defence roll reduces damage by half.

| | |
|---------------|----------------------------------|
| 0 Assignments | Single individual person/object |
| 1 Assignment | Small area (3 metres) |
| 2 Assignments | Moderate area (10 metres) |
| 3 Assignments | Building-sized area (100 metres) |
| 4 Assignments | Neighbourhood-sized area (1 km) |
| 5 Assignments | City-sized area (10 km) |
| 6 Assignments | County-sized area (100 km) |

DURATION

Duration determines the maximum period of time that the Attribute's effect will influence a target (requires no concentration to maintain after it is activated). To create an Attribute with permanent effects, 10 assignments of Duration (1,000 years) can be applied with GM permission.

DURATION AND WEAPONS

Duration is typically applied to Weapon Attributes in conjunction with the Area Enhancement, meaning the attack remains active within the affected area for a prolonged period. If someone enters the Area during this time, they suffer damage or other effects as if they have been struck by the attack and will continue to suffer the effects each round until they leave. The starting time for Duration when assigned to Weapons is different than for other Attributes (as noted).

| | |
|----------------|--------------------------------|
| 0 Assignments | As the Attribute indicates |
| 1 Assignment | 10 minutes (Weapon = 2 rounds) |
| 2 Assignments | 1 hour (Weapon = 5 rounds) |
| 3 Assignments | 1 day (Weapon = 10 rounds) |
| 4 Assignments | 1 week (Weapon = 1 minute) |
| 5 Assignments | 1 month (Weapon = 10 hours) |
| 6 Assignments | 1 season (Weapon = 1 day) |
| 10 Assignments | Permanent (with GM permission) |

POTENT

Potent is usually only assigned to Level 1 Attributes. To design an Attribute's functionality to match a specific vision for your character, it's sometimes necessary to assign more Limiters than Enhancements. Doing so increases the effective Level of an Attribute beyond the assigned Level, which may be undesirable. Potent provides a more robust application of the Attribute but reigns in the effective Level to match the player's intention with their character. The intended function of this Limiter is why Potent is only assigned to Level 1 Attributes (unless the GM decides otherwise, as is the case with some shields, page 102).

For details about minor and major edges, as well as Stat and Skill rolls, see Chapter 9: Action (page 85).

| | |
|---------------|---|
| 0 Assignments | As the Attribute indicates |
| 1 Assignment | Minor edge on Stat and Skill rolls |
| 2 Assignments | Major edge on Stat and Skill rolls |
| 3 Assignments | Similar to 1 Assignment, plus one dice re-roll |
| 4 Assignments | Similar to 2 Assignment, plus one dice re-roll |
| 5 Assignments | Similar to 4 Assignment, but with two dice re-rolls |
| 6 Assignments | Similar to 4 Assignment, but with three dice re-rolls |

RANGE

Range is a measure of how far away from the character the centre of an Attribute can be manifested and should not be confused with the Area Enhancement. If the Attribute also has Area assigned, characters may centre the Area effect on any location within the Range. Without assigning Range, an Attribute can only be used on the character directly or when touching a target.

| | |
|---------------|-----------------------------------|
| 0 Assignments | Activated through touch |
| 1 Assignment | Short range (3 metres) |
| 2 Assignments | Moderate range (10 metres) |
| 3 Assignments | Building-sized range (100 metres) |
| 4 Assignments | Neighbourhood-sized range (1 km) |
| 5 Assignments | City-sized range (10 km) |
| 6 Assignments | County-sized range (100 km) |

11

ALLOWABLE ENHANCEMENTS

| Attribute Name | Enhancements |
|---------------------|--------------------------------|
| Control Environment | Area, Duration, Range |
| Dimension Walk | Area |
| Dynamic Powers | Area, Duration, Range, Targets |
| Exorcism | Area, Range, Targets |
| Force Field | Area, Duration, Range |
| Healing | Area, Range, Targets |
| Illusion | Area, Duration, Range, Targets |
| Merge | Duration |
| Metamorphosis | Area, Duration, Range, Targets |
| Mimic | Duration, Range |
| Mind Control | Area, Duration, Range, Targets |
| Nullify | Area, Duration, Range, Targets |
| Plant Control | Duration |
| Portal | Area, Duration, Range, Targets |
| Power Flux | Area, Duration, Range, Targets |
| Power Variation | Area, Duration, Range, Targets |
| Projection | Area, Duration, Range |
| Sensory Block | Area, Duration, Range |
| Sixth Sense | Area |
| Size Change | Duration |
| Summon Creatures | Duration |
| Telekinesis | Area, Range |
| Telepathy | Area, Range, Targets |
| Teleport | Area, Range, Targets |
| Transfer | Duration, Range |
| Transmute | Duration, Range, Targets |
| Unique Attribute | Area, Duration, Range, Targets |
| Unknown Power | Area, Duration, Range, Targets |
| Weapon | Area, Duration, Range |

TARGETS

Targets refers to the maximum number of people (or mass of objects, as relevant) that the Attribute can affect at once. If Targets is not assigned, the Attribute usually only affects the character directly or one other person as indicated in the Attribute description.

| | |
|---------------|-------------------------------------|
| 0 Assignments | Self or one target (as appropriate) |
| 1 Assignment | Couple of targets (2) |
| 2 Assignments | Few targets (5) |
| 3 Assignments | Several targets (10) |
| 4 Assignments | Many targets (25) |
| 5 Assignments | Large amount of targets (50) |
| 6 Assignments | Huge amount of targets (100) |

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LIMITERS

| | | |
|---------------|---------------|----------------|
| Activation | Deplete | Maximum |
| Assisted | Detectable | Object |
| Backlash | Emotional | Permanent |
| Charges | Environmental | Recovery |
| Concentration | Equipment | Semi-Permanent |
| Consumable | Imbue | Unique |
| Delay | Irreversible | Unpredictable |
| Dependent | Localised | |

LIMITERS

Limiters are restrictions on the scope of an Attribute that reduces its functionality or make it more difficult to use, while increasing the Attribute's effective Level.

ACTIVATION

The character cannot move or make defence rolls on the same round that they used or activated the Attribute. Activation is appropriate for Attributes that produce instantaneous effects and for some ongoing Attributes – but only if they were assigned the Deplete, Detectable, Irreversible, or Recovery Limiters as well. Activation is not assigned to Attributes that can be kept on indefinitely without inconveniencing the user.

| | |
|---------------|---------------------------|
| 1 Assignment | One round in preparation |
| 2 Assignments | One minute in preparation |
| 3 Assignments | One hour in preparation |

ASSISTED

Supporting individuals must be present to fulfil some special requirements appropriate to the Attribute.

| | |
|---------------|------------------------------------|
| 1 Assignment | A single assistant |
| 2 Assignments | Small group of assistants (2-10) |
| 3 Assignments | Large group of assistants (11-100) |

BACKLASH

The character suffers a side effect whenever the Attribute fails to work. If the character fails their appropriate Stat roll when using the Attribute or badly misses their target when attacking with a Weapon, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, Stat drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should determine the game effect of the Backlash.

| | |
|---------------|---|
| 1 Assignment | Backlash when failing by an extreme margin (6 or more) |
| 2 Assignments | Backlash when failing by a significant margin (3 or more) |
| 3 Assignments | Backlash when failing |

CHARGES

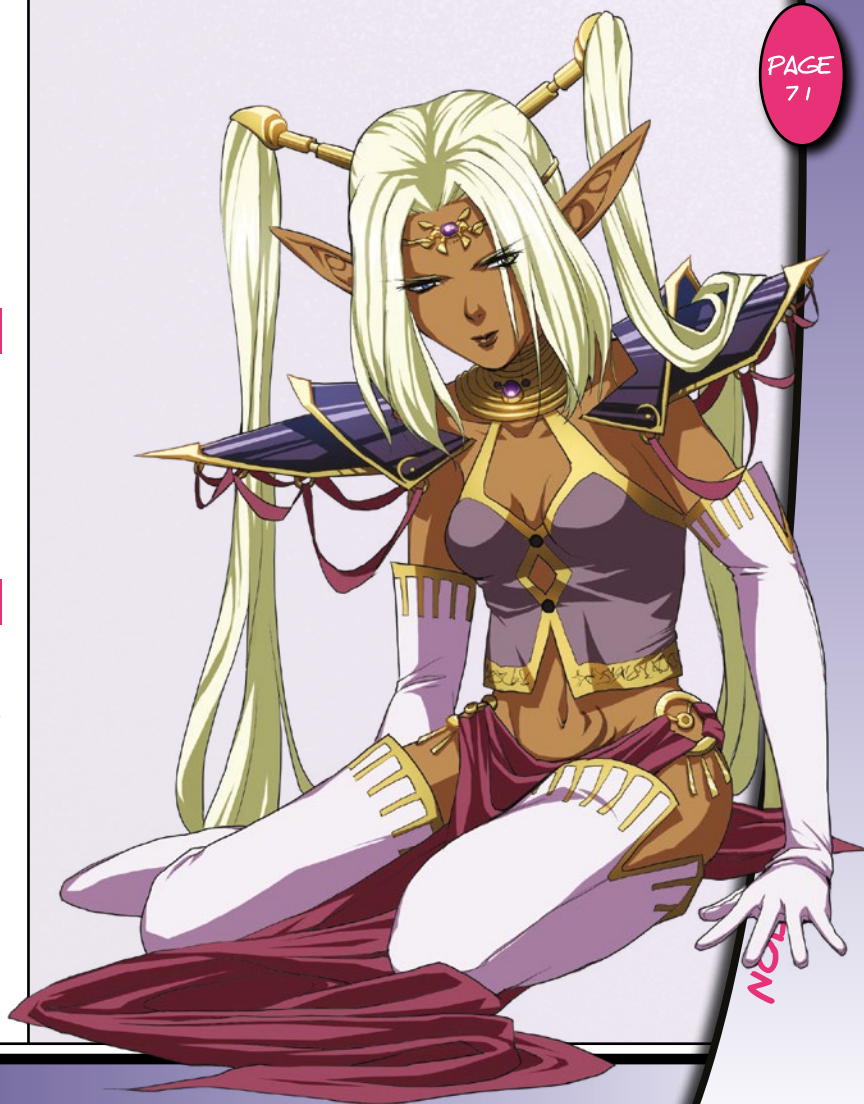
The character can only use the specific Attribute occasionally. Charges are normally applied to Attributes with instantaneous effects, or those that have a finite duration per use. The Recovery Limiter (page 74) is usually assigned to Attributes with an ongoing effect.

| | |
|---------------|---------------------------------|
| 1 Assignment | Six activations a day/session |
| 2 Assignments | Three activations a day/session |
| 3 Assignments | One activation a day/session |

CONCENTRATION

The character must concentrate while using the ongoing Attribute. If the character's concentration is interrupted, the Attribute ceases to function.

| | |
|---------------|--------------------------------|
| 1 Assignment | Requires slight concentration |
| 2 Assignments | Requires intense concentration |
| 3 Assignments | Requires full concentration |



CONSUMABLE

The Attribute requires a focus to use properly, which is destroyed when the Attribute is activated.

- | | |
|---------------|------------------------------------|
| 1 Assignment | Focus is easy to replace |
| 2 Assignments | Focus is hard to replace |
| 3 Assignments | Focus is very difficult to replace |

DELAY

The Attribute does not take effect immediately after its use but rather activates later. This latency period may provide the target or others time to nullify or avoid the Attribute's effect.

- | | |
|---------------|------------------------|
| 1 Assignment | Delay of a few minutes |
| 2 Assignments | Delay of a few hours |
| 3 Assignments | Delay of a few days |

DEPENDENT

The character cannot use this Attribute unless one or more other Attributes are used at the same time. Dependent is only a Limiter if this simultaneous use is a significant disadvantage. Dependent is also applied if one Attribute requires the other to succeed, provided that a roll is required. The player and GM should work together to avoid inappropriate combinations.

- | | |
|---------------|-------------------------------|
| 1 Assignment | Dependent on one Attribute |
| 2 Assignments | Dependent on two Attributes |
| 3 Assignments | Dependent on three Attributes |

DEplete

The character's Energy Points are used to power a particular Attribute. For more information on Energy Points and their use, see page 83.

- | | |
|---------------|--|
| 1 Assignment | Attributes with immediate effects burn 10 Energy Points; ongoing Attributes burn 10 Energy Point each minute |
| 2 Assignments | Attributes with immediate effects burn 20 Energy Points; ongoing Attributes burn 5 Energy Point each round |
| 3 Assignments | Attributes with immediate effects burn 30 Energy Points; ongoing Attributes burn 20 Energy Point each round |

DETECTABLE

While using the Attribute, the character can be detected by others. Detection techniques that can pinpoint the Attribute's use include: astral, ethereal, human sight/hearing/smell, infrared, mental, radar, radiation, sonar, spiritual, ultraviolet, vibration, and others. The Weapon Attribute, which is Detectable by default, is an exception to this Limiter – characters must acquire the Inconspicuous Enhancement (page 65) to make the attack undetectable.

- | | |
|---------------|-------------------------------|
| 1 Assignment | Detectable using 1-2 methods |
| 2 Assignments | Detectable using 3-5 methods |
| 3 Assignments | Detectable using 6-10 methods |

EMOTIONAL

The Attribute only manifests in situations where the character is experiencing a very strong emotional trigger.

- | | |
|---------------|----------------------------------|
| 1 Assignment | Significant emotional investment |
| 2 Assignments | Strong emotional investment |
| 3 Assignments | Extreme emotional investment |



ENVIRONMENTAL

The Attribute only functions in a specific limited setting or condition. The environment can be common (one assignment), but should not be ubiquitous or one that the characters will always encounter.

- 1 Assignment Environment is often present
- 2 Assignments Environment is seldom present
- 3 Assignments Environment is rarely present

EQUIPMENT

The Attribute requires specific materials, machinery, furnishings, or accessories to properly use. The required Equipment does not actually embody the Attribute, but rather helps the character activate its effects.

- 1 Assignment Equipment is easily portable
- 2 Assignments Equipment is awkward to move
- 3 Assignments Equipment is static

IMBUE

The character does not use the Attribute themselves directly but instead grants its use to others for the duration of one dramatic scene.

- 1 Assignment Imbue 4-5 people
- 2 Assignments Imbue 2-3 people
- 3 Assignments Imbue 1 person

IRREVERSIBLE

This Limiter is taken in conjunction with Attributes that change the physicality of the character, such as Alternate Form, Alternate Identity, Change State, Elasticity, or Undetectable. Once the character has transformed from their normal state, they cannot transform back without meeting certain conditions.

- 1 Assignment It takes several hours of work or special circumstances to transform back
- 2 Assignments As above, but it also requires expensive or rare components
- 3 Assignments As above, but it takes several days

LOCALISED

The Attribute only affects part of the character's body.

LOCALISED ITEM ARMOUR

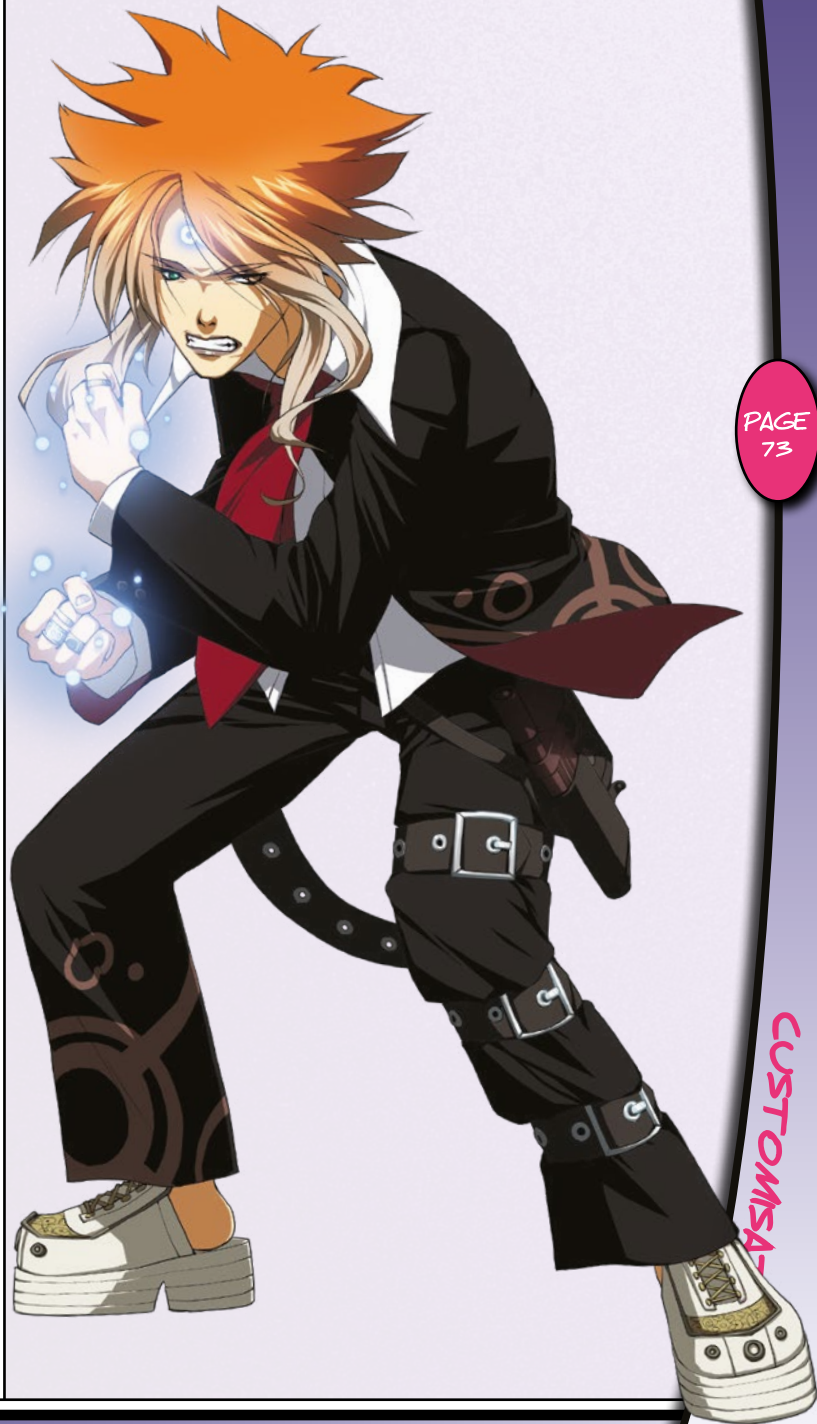
Creating a vehicle Item that has Armour with one assignment of the Localised Limiter usually indicates that the character rides exposed on top of the vehicle rather than inside it, and consequently it does not provide full Armour protection.

- 1 Assignment Affects a large part of the body
- 2 Assignments Affects a small part of the body
- 3 Assignments Affects a tiny part of the body

MAXIMUM

The character cannot use the Attribute at the lower end of its power range; it always functions at maximum strength. When assigning, consider the Attribute's effective Level, not actual Level. The GM must approve Maximum to ensure the Attribute is sufficiently limited.

- 1 Assignment For Level 2 Attributes
- 2 Assignments For Level 3 or 4 Attributes
- 3 Assignments For Level 5 or higher Attributes



OBJECT

Object is assigned to Attributes contained within Items that are contrary to the Item's "normal use" and are only useful for the benefit of the Item itself and not the character who uses it. For example, a magic ring with Armour and the Object Limiter would be harder to destroy because it has Armour but would not give the wearing character any Armour. The Game Master will determine the "normal use" for an Item.

- 1 Assignment Attribute still provides the character moderate benefit
- 2 Assignments Attribute still provides the character slight benefit
- 3 Assignments Attribute provides the character hardly any benefit

PERMANENT

The Attribute is always functioning and the character cannot turn it off. This Limiter only applies to Attributes that would inconvenience the character.

- 1 Assignment Slight inconvenience
- 2 Assignments Minor inconvenience
- 3 Assignments Moderate inconvenience

RECOVERY

After the character uses the ongoing Attribute, they cannot use it again for a specific period of time. The longer the Attribute is used, the longer the rest period.

- 1 Assignment For every 1 minute of use, the Recovery time is 1 minute
- 2 Assignments For every 1 minute of use, the Recovery time is 10 minutes
- 3 Assignments For every 1 minute of use, the Recovery time is 1 hour

SEMI-PERMANENT

The Attribute is always functioning, though the character can turn it off for short periods by expending Energy Points. This Limiter only applies to Attributes that would inconvenience the character.

- 1 Assignment A minor inconvenience; turn off for 1 Energy Point/minute
- 2 Assignments A moderate inconvenience; turn off for 10 Energy Points/minute
- 3 Assignments A major inconvenience; turn off for 10 Energy Points/round

UNIQUE LIMITER

This covers any and all possible Limiters that an Attribute might possess but are not detailed in the rules.

- 1 Assignment Imposes minor restrictions
- 2 Assignments Imposes moderate restrictions
- 3 Assignments Imposes major restriction

UNPREDICTABLE

The character's Attribute frequently does not function when desired and requires a successful Stat roll to use. If the Attribute does not have a "Relevant Stat" entry, use the character's Soul Stat.

- 1 Assignment Average Stat roll (TN 12)
- 2 Assignments Difficult Stat roll (TN 15)
- 3 Assignments Challenging Stat roll (TN 18)



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SAMPLE UNIQUE LIMITERS

- Roll to maintain control
- Easy to counteract
- Flawed results
- Initiative penalty to use
- Limited functioning
- Must remain still
- Naked form only
- Restricts movement
- Time limit
- Under conditions
- Usage inflicts pain
- Use weakens character

SELECT DEFECTS

Defects are disadvantages through which your character must suffer in order to overcome the hardships of day-to-day life. Defects serve as an excellent (and sometimes comical) role-playing opportunity and offer interesting plot hooks for your GM to use during adventures. They should only impede your character to a limited extent, though, and are not intended to totally negate their many abilities. If assigned to Items (see page 47), Defects indicate built-in flaws or drawbacks that make it more difficult to use or render it less effective than ideal.

Carefully consider the number of Defects that burden your character. One to five Defects is normally appropriate since your focus should be the capabilities of your character rather than their disadvantages. Additionally, it should be rare to assign a multitude of Defects above one Rank due to their restrictive nature (Size Templates excluded, page 16).

► DEFECT RANKS

Defects have a negative Point cost that give back Character Points to your character, depending on how severely the Defect will impact their life. Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the ice of dwarf planet Pluto) are not worth any negative Points. It's easy to think of Defects as negative Attribute Levels that hinder rather than help the character.

Defects are therefore categorised into three groups, depending on how much they reduce the final Point cost of the character:

Lesser – Lesser Defects reduce the final cost of your character by 1, 2, or 3 Points (-1 Point/Rank).

Greater – Greater Defects reduce the final cost of your character by 2, 4, or 6 Points (-2 Points/Rank).

Serious – Serious Defects reduce the final cost of your character by 3, 6, or 9 Points (-3 Points/Rank).

► UNUSED POINTS

If after assigning a few Defects your character's total Character Point cost is now less than the number of Character Points you were assigned by the GM, you have three options:

INCREASE YOUR BENEFITS

You can return to previous character creation steps and assign additional Stats, Templates, or Attributes, which increases your Character Point cost up to your correct starting total.

ADD UNKNOWN ELEMENTS

You can assign the unused Points to the Unknown Power Attribute (page 61), which allows the GM to assign hidden abilities to you that are appropriate for your role in the game's storyline.

BANK FOR THE FUTURE

You can save the unused Character Points for future consideration and allocate them at an appropriate time.

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DEFECTS

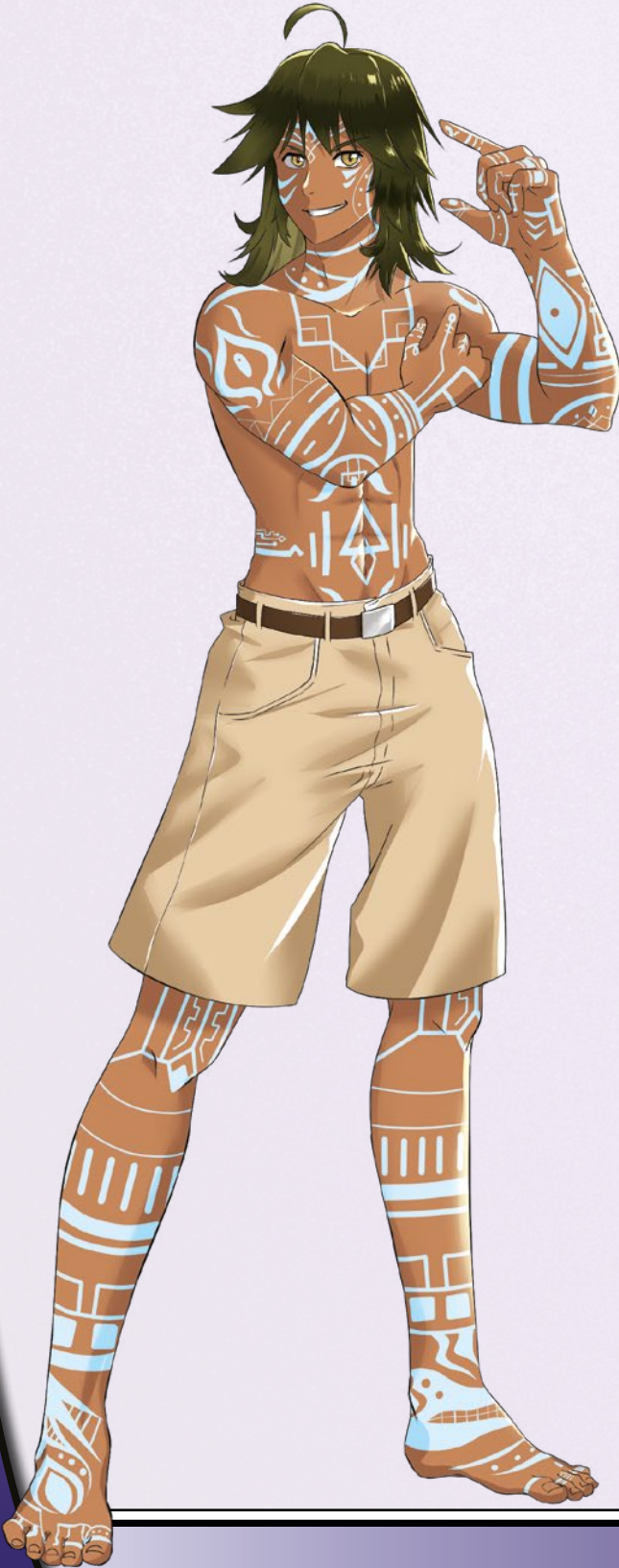
| Defect Name | Category | Points | Page |
|------------------------|----------|----------|------|
| Achilles Heel | Greater | -2/-4/-6 | 76 |
| Awkward Size | Greater | Special | 76 |
| Bane | Greater | -2/-4/-6 | 76 |
| Blind Fury | Greater | -2/-4/-6 | 77 |
| Conditional Ownership | Lesser | -1/-2/-3 | 77 |
| Confined | Serious | -3/-6/-9 | 77 |
| Cursed | Greater | -2/-4/-6 | 77 |
| Easily Distracted | Lesser | -1/-2/-3 | 77 |
| Fragile | Lesser | -1/-2/-3 | 77 |
| Hounded | Greater | -2/-4/-6 | 77 |
| Impaired Manipulation | Serious | -3/-6/-9 | 78 |
| Impaired Speech | Serious | -3/-6/-9 | 78 |
| Inept Attack | Lesser | -1/-2/-3 | 78 |
| Inept Defence | Lesser | -1/-2/-3 | 78 |
| Involuntary Change | Lesser | -1/-2/-3 | 78 |
| Ism | Greater | -2/-4/-6 | 78 |
| Magnet | Lesser | -1/-2/-3 | 78 |
| Marked | Lesser | -1/-2/-3 | 78 |
| Nemesis | Lesser | -1/-2/-3 | 79 |
| Nightmares | Lesser | -1/-2/-3 | 79 |
| Obligated | Greater | -2/-4/-6 | 79 |
| Phobia | Lesser | -1/-2/-3 | 79 |
| Physical Impairment | Serious | -3/-6/-9 | 79 |
| Red Tape | Lesser | -1/-2/-3 | 80 |
| Reduced Damage | Serious | -3/-6/-9 | 80 |
| Sensory Impairment | Serious | -3/-6/-9 | 80 |
| Shortcoming | Lesser | -1/-2/-3 | 80 |
| Significant Other | Lesser | -1/-2/-3 | 80 |
| Skeleton in the Closet | Greater | -2/-4/-6 | 80 |
| Social Fault | Lesser | -1/-2/-3 | 81 |
| Special Requirement | Serious | -3/-6/-9 | 81 |
| Unappealing | Lesser | -1/-2/-3 | 81 |
| Unique Defect | Special | Special | 81 |
| Vulnerability | Greater | -2/-4/-6 | 81 |
| Wanted | Greater | -2/-4/-6 | 81 |
| Weak Point | Greater | -2/-4/-6 | 81 |

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DEFECTS

► APPROPRIATE DEFECTS

Defects include both normal character flaws and some that are more appropriate for more-than-human characters or equipment. Most Defects are appropriate for all characters with the following exceptions: Achilles Heel, Awkward Size, Bane, Involuntary Change, and Vulnerability. These Defects are most applicable to nonhuman or superhuman characters as well as to Items.



► DEFECTS AND DUAL IDENTITIES

If a character maintains a dual identity, some of their Defects may not affect them in one of the identities. For example, a masked vigilante may be wanted by the police on murder charges (the Wanted Defect), but their alternate identity may be a respected member of the Tokyo political assembly. In these instances, the character will receive fewer Points back from the Defect.

If either the character's normal or secret identity (but not both) suffers from a Defect, the value of the Defect is worth 1 Rank less. For example, if a character's secret identity has the Magnet Defect at -3 Points, it is only worth -2 Points to the character though it functions at -3 Points. In this way, single-identity Defects function in a similar way as Attribute Enhancements (page 69). If both identities suffer from the identical Defect, at the same or different Point values, use the one that returns the greatest number of Points. If a character only has one identity, the Defects return Points as normal.

ACHILLES HEEL

A Greater Defect. The character loses twice as many Health Points as normal from a particular attack form, such as wooden stakes for vampires or silver weapons for werewolves.

- 2 Points Rare attack form
- 4 Points Uncommon attack form
- 6 Points Common attack form

AWKWARD SIZE

A Greater Defect. This Defect only applies to non-living Items, since characters and creatures should acquire a Size Template instead (page 16). Awkward Size means the Item is notably larger and more massive than an ordinary human.

Larger Items make bigger targets in ranged combat. For every Awkward Size category the target is larger than the attacker, the attacker gains a +2 bonus to hit with a ranged weapon. Conversely, for every Awkward Size category the target is smaller than the attacker, the attacker receives a -2 penalty with a ranged weapon.

Table-15 shows the progression of an Item's mass and height relating to its Awkward Size, with size 0 (the human-sized Medium standard) shown for comparison.

BANE

A Greater Defect. The character is vulnerable to an otherwise non-damaging substance such as water or sunlight, or a specific environment, condition, element, material, or object.

- 2 Points Minor damage (10/round)
- 4 Points Moderate damage (20/round)
- 6 Points Major damage (30/round)

BLIND FURY

A Greater Defect. Under specific conditions, the character will enter a state of unbridled anger and attacks the closest person. The character can only return to a normal emotional state under another specific condition.

- 2 Points Initiating is difficult; reverting is easy
- 4 Points Initiating and reverting are both moderately difficult
- 6 Points Initiating is easy; reverting is difficult

CONDITIONAL OWNERSHIP

A Lesser Defect. This Defect can only be assigned to a Companion or Item, indicating that the person or object actually belongs to another individual or organisation instead of the character. The character is still permitted conditional use of the object, though.

- 1 Point Mild conditions imposed on usage
- 2 Points Strict conditions imposed on usage
- 3 Points Severe conditions imposed on usage

CONFINED

A Serious Defect. The character is somehow prevented from leaving a narrowly defined area.

- 3 Points Large area (100 km radius)
- 6 Points Moderate area (1 km radius)
- 9 Points Small area (100 m radius)

CURSED

A Greater Defect. The character suffers from a hex or affliction, designed in consultation with the GM.

- 2 Points Curse is a slight disadvantage
- 4 Points Curse is a moderate disadvantage
- 6 Points Curse is a severe disadvantage

EASILY DISTRACTED

A Lesser Defect. The character is distracted by events, objects, people, or ideas, which are collectively known as triggers. Examples include: attractive members of the opposite or same sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, magical items, etc.

- 1 Point Trigger is encountered infrequently
- 2 Points Trigger is encountered frequently
- 3 Points Trigger that is encountered constantly

FRAGILE

A Lesser Defect. The character is less durable than their Body and Soul Stats would otherwise suggest.

- 1 Point -10 Health Points
- 2 Points -20 Health Points
- 3 Points -30 Health Points

HOUNDED

A Greater Defect. The character is recognisable by many people, and thus it is difficult for them to keep secrets or maintain a private life.

- 2 Points Slight inconvenience
- 4 Points Moderate inconvenience
- 6 Points Severely inconvenience

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AWKWARD SIZE

| Rank | Size | Points | Height | Typical Mass Range |
|------|------------|--------|----------------------|---------------------|
| 0 | Medium | 0 | 1 - 2 metres | 50 - 150 kg |
| 1 | Large | -2 | 3 - 4 metres | 200 - 1,200 kg |
| 2 | Huge | -4 | 5 - 8 metres | 1.5 - 8 tonnes |
| 3 | Mammoth | -6 | 9 - 15 metres | 10 - 60 tonnes |
| 4 | Gigantic | -8 | 16 - 30 metres | 75 - 500 tonnes |
| 5 | Gargantuan | -10 | 31 - 60 metres | 550 - 4,000 tonnes |
| 6 | Colossal | -12 | 61 - 125 metres | 4 k - 30 k tonnes |
| 7 | Enormous | -14 | 126 - 250 metres | 40 k - 250 k tonnes |
| 8 | Monstrous | -16 | 251 - 500 metres | 300 k - 2 M tonnes |
| 9 | Titanic | -18 | 501 - 1,000 metres | 2 M - 15 M tonnes |
| 10 | Monumental | -20 | 1,000 - 2,000 metres | 15 M - 125 M tonnes |

DEFECTS & SOCIAL AWARENESS

Assigning Defects can align the game mechanics of BESM Naked to your vision for your character, as well as create excellent opportunities for engaging role-playing beyond hack-and-slash combat. It's important to approach the portrayal of Defects with maturity and sensitivity when touching upon many real-life physical and social issues that have far-reaching implications and impacts on others. Anime stereotypes can provide many laughs around the gaming table, but being mindful of the emotions and sensitivities of others should always take priority. Role-playing is about having fun with friends. No one should ever feel marginalised, ridiculed, or targeted because a character's portrayal fails to consider how it may impact others.

IMPAIRED MANIPULATION

A Serious Defect. The character has reduced manipulation ability compared to an average human.

- 3 Points The character has one arm/hand
- 6 Points The character has paws or talons
- 9 Points The character has no arms/hands

IMPAIRED SPEECH

A Serious Defect. The character has reduced communication ability compared to an average human.

- 3 Points The character either has a severe speech impediment or only speaks clearly with their own species
- 6 Points The character communicates with sounds that carry emotional content
- 9 Points The character is mute

INEPT ATTACK

A Lesser Defect. The character is not proficient when attacking in combat.

- 1 Point -1 Attack Combat Value for all attacks; or -2 Attack Combat Value in certain situations only
- 2 Points -2 Attack Combat Value for all attacks; or -4 Attack Combat Value in certain situations only
- 3 Points -3 Attack Combat Value for all attacks; or -6 Attack Combat Value in certain situations only

INEPT DEFENCE

A Lesser Defect. The character is not proficient when defending in combat.

- 1 Point -1 Defence Combat Value for all defences; or -2 Defence Combat Value in certain situations only
- 2 Points -2 Defence Combat Value for all defences; or -4 Defence Combat Value in certain situations only
- 3 Points -3 Defence Combat Value for all defences; or -6 Defence Combat Value in certain situations only

INVOLUNTARY CHANGE

A Lesser Defect. This Defect is only available to characters who have the Alternate Form (page 36), Alternate Identity (page 38), or Merge (page 48) Attributes. The character may accidentally change from their base form to their other form (or reversed) or an external trigger (such as an opponent, natural force, etc.) may induce the change.

- 1 Point Difficult to trigger the change
- 2 Points Moderately easy to trigger the change
- 3 Points Easy to trigger the change

ISM

A Greater Defect. The character suffers from some form of discrimination. Examples include: ableism, ageism, classism, cisgenderism, ethnocentrism, racism, or sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc.

- 2 Points Slight discrimination
- 4 Points Moderate discrimination
- 6 Points Severe discrimination

MAGNET

A Lesser Defect. The character attracts girls or guys (or even both sexes) like bees to nectar. This Defect should only be assigned if the character would be bothered by such attention but lacks the will to take extreme measures to drive away the admirers.

- 1 Point A few adoring fans
- 2 Points A handful of adoring fans
- 3 Points Swarms of adoring fans

MARKED

A Lesser Defect. The character's body hosts a permanent and distinguishing design that may be difficult to conceal. If the mark is not considered out of the ordinary (such as freckles or an unremarkable

tattoo), this Defect does not apply. Characters who are obviously non-human (alternate race, robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Defect. Consider what would seem out of the ordinary and a focus of attention when assigning the Marked Defect.

- 1 Point Mark is easily concealable
- 2 Points Mark can be concealed with moderate difficulty
- 3 Points Mark cannot be concealed

NEMESIS

A Lesser Defect. The character has someone in their life that actively interferes with goal achievement regularly, but need not be a mortal enemy.

- 1 Point Merely annoying or interferes infrequently
- 2 Points Occasionally tries to harm the character or interferes frequently
- 3 Points Always tries to harm the character or interferes constantly

NIGHTMARES

A Lesser Defect. Troubling dreams means the character has difficulty sleeping at night and functions at less-than-optimum performance during the day.

- 1 Point Infrequent nightmares that have a slight effect on the character
- 2 Points Frequent nightmares that have a moderate effect on the character
- 3 Points Constantly nightmares that have a severe effect on the character

OBLIGATED

A Greater Defect. The character is under an obligation to a corporation, government, crime ring, or other organisation or individual. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, technology, or just highly effective propaganda.

- 2 Points Small obligation; subject to slight punishment for opposing it
- 4 Points Moderate obligation; subject to moderate punishment for opposing it
- 6 Points Large obligation; subject to severe punishment for opposing it

PHOBIA

A Lesser Defect. The character suffers from a fear of an event, object, or person that can limit a character's choice of actions.

- 1 Point Slight, infrequent phobia
- 2 Points Moderate, frequent phobia
- 3 Points Severe, constant phobia

PHYSICAL IMPAIRMENT

A Serious Defect. The character's daily physical life is more challenging than normal. Possible impairments include: one or more missing (or unusable) legs, amnesia, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc.

- 3 Points Slight inconvenience
- 6 Points Moderate inconvenience
- 9 Points Severely inconvenience



RED TAPE

A Lesser Defect. The character must negotiate their way through a complicated bureaucracy in order to accomplish tasks.

- 1 Point Impedes the character before or after a major action (but not both) and is generally easy to manage
- 2 Points Impedes the character before and after a major action and it is moderately difficult to manage
- 3 Points Impedes the character before, after, and during a major action and it is difficult to manage

REDUCED DAMAGE

A Serious Defect. The character inflicts reduced damage in combat. For more information on combat and damage, see page 97.

- 3 Points -1 Damage Multiplier
- 6 Points -2 Damage Multiplier
- 9 Points -3 Damage Multiplier

SENSORY IMPAIRMENT

A Serious Defect. One or more of the character's senses are either diminished or lost. Sight and hearing are primary senses; taste, touch, and smell are secondary senses.

- 3 Points Diminished primary sense or a lost secondary sense
- 6 Points Lost primary sense or multiple lost secondary senses
- 9 Points Lost primary sense and multiple lost secondary senses

SHORTCOMING

A Lesser Defect. Some characters may have one or more aspects of a Stat at a less proficient level than the rest of the Stat aspects (see page 33). The Shortcoming Defect provides a more precise way of indicating this.

Every Stat has several aspects associated with it that are considered either Major Aspects (highly important aspects that arise frequently in a game) or Minor Aspects (less important aspects that arise infrequently). Each Stat usually has the three Major and three Minor Aspects listed below but players may create additional or alternative Aspects with the Game Master's input.

BODY STAT

- Major Aspects – Agility, Endurance, Strength
- Minor Aspects – Immune System, Manual Dexterity, Running Speed

MIND STAT

- Major Aspects – Creativity, Perception, Reason
- Minor Aspects – Common Sense, Intuition, Memory

SOUL STAT

- Major Aspects – Charisma, Luck, Willpower
- Minor Aspects – Composure, Empathy, Self-Discipline

ALL STAT ASPECTS

Sometimes a character needs the Shortcoming Defect to apply to all aspects of a specific Stat. This usually applies to characters that undergo a radical change from one form to another, such as that induced by the Alternate Form Attribute (page 36). For this application only, a -1 penalty is applied to all the character's specific Stat and Skill rolls for every -2 Points of the Shortcoming Defect assigned (ie. what could be considered negative Levels of the Augmented Attribute). All Derived Values must be recalculated for this application of Shortcoming.

- 1 Point For Major Aspects: -1 dice roll penalty with a minor obstacle. For Minor Aspects: -2 dice roll penalty with a major obstacle.
- 2 Points For Major Aspects: -2 dice roll penalty with a minor obstacle. For Minor Aspects: -4 dice roll penalty with a major obstacle.
- 3 Points For Major Aspects: -3 dice roll penalty with a minor obstacle. For Minor Aspects: -6 dice roll penalty with a major obstacle.

SIGNIFICANT OTHER

A Lesser Defect. The character has someone for whom they will go to any lengths to keep safe from harm – even at the risk of their own life. Examples include spouses and steady romantic partners, teammates, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner).

- 1 Point Rarely placed in great danger and appears infrequently
- 2 Points Often placed in great danger and appears frequently
- 3 Points Regularly placed in great danger and appears constantly

SKELETON IN THE CLOSET

A Greater Defect. The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death.

- 2 Points Difficult to discover and/or the consequences of discovery are slight and/or the character's reputation will be impacted slightly
- 4 Points Moderately easy to discover and/or the consequences of discovery are moderate and/or the character's reputation will be impacted moderately
- 6 Points Easy to discover and/or the consequences of discovery are severe and/or the character's reputation will be impacted severely

SOCIAL FAULT

A Lesser Defect. The character exhibits a Social Fault that produces hardship for either the character or their companions and allies (or both). A non-exhaustive list of Social Fault examples include: abusive, aimless, antisocial, anxious, arrogant, bigoted, borderline, boring, cowardly, demanding, depressed, envious, greedy, histrionic, honour code, impulsive, inflexible, loquacious, narcissistic, nihilistic, obnoxious, obsessive, overconfident, overly sensitive, pacifistic, passive-aggressive, perfectionist, puritanical, sadistic, shy.

- 1 Point Slight disadvantage
- 2 Points Moderate disadvantage
- 3 Points Severe disadvantage

SPECIAL REQUIREMENT

A Serious Defect. The character has a Special Requirement that must be fulfilled in order for them to continue to function normally. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason.

- 3 Points Easy to obtain and/or is needed infrequently
- 6 Points Moderately difficult to obtain and/or is needed frequently
- 9 Points Difficult to obtain and/or is needed constantly

UNAPPEALING

A Lesser Defect. The character has trouble blending into crowds due to their distinctive appearance. Alternatively, the term "unappealing" may not necessarily mean ugly, but can also refer to a bad smell, manner of speech, or even an unpleasant habit that provokes a consistently negative reaction.

- 1 Point Slightly unappealing
- 2 Points Moderately unappealing
- 3 Points Severely unappealing

UNIQUE DEFECT

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

- 1 to -3 Points Occurs infrequently and/or has a slight effect
- 2 to -6 Points Occurs frequently and/or has a moderate effect
- 3 to -9 Points Occurs constantly and/or has a severe effect

VULNERABILITY

A Greater Defect. The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of their Attributes that are derived from one particular source (such as magic or technology or supernatural ability; see page 130).

- 2 Points Source-related Attribute Levels all drop by one-quarter (round up) when affected by the Vulnerability
- 4 Points Source-related Attribute Levels all drop by one-half (round up) when affected by the Vulnerability
- 6 Points Source-related Attributes are useless when affected by the Vulnerability

WANTED

A Greater Defect. The character is Wanted by the law, a powerful criminal, or private organisation that has placed a price on their head.

- 2 Points The reward, contract, or other incentive offered is slight
- 4 Points The reward, contract, or other incentive offered is moderate
- 6 Points The reward, contract, or other incentive offered is extreme

WEAK POINT

A Greater Defect. Weak Point is usually applied to non-humans or vehicle Items but can represent a character's old injury or wound that an opponent can exploit. The Item possesses an abnormal weak point that, if targetted and hit during combat (suffering penalties to the roll, at the GM's discretion), it inflicts double damage.

- 2 Points Tiny and difficult to hit
- 4 Points Small and moderately easy to hit
- 6 Points Large and easy to hit



SHINDI

08: DERIVED VALUES

CALCULATE DERIVED VALUES

The end of your character creation journey is nearly here and soon you'll be ready to play!

Once you have allocated all the Character Points by acquiring Stats, Attributes (including Skill Groups), and Defects – plus any associated Enhancements and Limiters – it's time to calculate your character's Derived Values. These derived numbers are based directly on your character's Body, Mind, and Soul Stats (modified by Attributes and Defects) and thus do not afford any choices of Character Point distribution. If your Derived Values don't reflect the vision for your character accurately – such as a berserker barbarian character that has a too-low Attack Combat Value and too-high Defence Combat Value – you can always return to the Stats, Attributes, and Defects chapters to refine your assignments to better match your expectations.

COMBAT VALUE

Combat Value governs all facets of physical conflict, including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts, and ranged weapons. There are two separate components of the Combat Value – Attack Combat Value (ACV) and Defence Combat Value (DCV). Attributes and Defects may modify either component separately.

Prowess in combat can only be achieved through harmony of the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict their ability in combat. Consequently, the Body, Mind, and Soul Stats are all of equal importance to the combat master: Body Stat for a forceful attack and defence; Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions; and Soul Stat for the winning spirit and good fortune. For example, a petite character with martial arts training can take down an opponent nearly twice their size since knowledge and determination is just as important as brute force.

Your character's base Combat Value is calculated by adding together all the Stat Values and divide by three, rounding down.

$$\text{COMBAT VALUE} = \left(\text{BODY STAT} + \text{MIND STAT} + \text{SOUL STAT} \right) \div 3$$

The Attack Combat Value is equal to the base Combat Value, +1 per Level of the character's Attack Mastery Attribute (page 80). ACV may be increased in specific circumstances as determined by the Enemy Attack (page 90), Melee Attack (page 102), and Ranged Attack (page 116) Attributes.

The Defence Combat Value is equal to the base Combat Value, +1 per Level of the character's Defence Mastery Attribute (page 88). DCV may be increased in specific circumstances as determined by the Enemy Defence (page 90), Melee Defence (page 103), and Ranged Defence (page 116) Attributes.

HEALTH POINTS

Health Points measure the amount of physical damage your character's body can sustain before it ceases to function. Damage delivered in combat is subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die without medical attention.

$$\text{HEALTH POINTS} = \left(\text{BODY STAT} + \text{SOUL STAT} \right) \times 5$$

ENERGY POINTS

Characters possess a personal reserve of energy that may be burned when carrying out difficult tasks. Energy Points are needed to fuel Attributes that are associated with the Deplete Limiter (page 72). If your character's Energy Point total is ever reduced to 0, they will fall unconscious from exhaustion.

In extreme moments, player characters can use Energy Points to temporarily provide a bonus to a dice roll. The character may spend these Points after rolling the dice, applying a +1 dice roll bonus for every 10 Energy Points the character burns. A character may add a maximum bonus to a single roll equal to their Soul Stat. See Dramatic Feats (page 99) for more information on modifying dice rolls with Energy Points.

Players and the GM are cautioned that the over-use of Energy Points can slow the pace of a game and greatly increase the amount of bookkeeping. Additionally, your character may tire quickly if you assign the Deplete Limiter to several Attributes, which prevents your character from using them over sustained periods. Whether this is appropriate for your character or not depends on how you envision your hero.

$$\text{ENERGY POINTS} = \left(\text{MIND STAT} + \text{SOUL STAT} \right) \times 5$$

08: DERIVED VALUES

DAMAGE MULTIPLIER

A character's base Damage Multiplier is 5. It is increased by +1 per Level of the character's Massive Damage Attribute (page 47). Also, when muscle-power Weapon attacks are involved – such as for normal melee and thrown Weapons or Weapons with the Muscle Enhancement (page 65) – the Superstrength Attribute (page 58) increases the character's Damage Multiplier by +1 for each Attribute Level. For more information on physical combat and damage, see page 97.

FINISHING UP

Once you have calculated your character's Derived Values, you should show your creation to the GM since they may have a few suggestions for fine-tuning your character to better fit the game storyline. Otherwise, you have finished the creative process and your character is ready for play!



TAKING ACTION

In a role-playing game like BESM Naked, most character or NPC actions do not require any particular rules. A player simply states that their character walks across a room, picks up an object, drives a vehicle, talks to someone, etc., and if the GM agrees that the action is possible and can be performed without much difficulty, this simply happens. Personal interaction between characters or NPCs is at the heart of role-playing games and this is what sets them apart from other tabletop games such as board, miniature, and party games. The players and GM will spend most of their role-playing time talking “in character” and describing what their alter egos are doing from scene to scene. In addition to speaking with the voice of all the background and supporting characters they control, the Game Master also describes what the player characters are seeing, hearing, smelling, touching, and tasting to provide context and understanding for the characters’ actions.

Throughout the course of a game, circumstances may arise where specific rules can help determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story.

A character’s Stats, Attributes, Skills, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact.

One situation the rules cover in greater detail is combat. The game mechanics for physical conflict are explicit to give players greater control over their characters’ actions when engaged in a mortal struggle.

DESCRIBING ACTIONS

Characters can perform or attempt a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking, etc.), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building, etc.), or combat activities (fighting, dodging, shooting, etc.).

Every GM has a preferred method for having players describe their characters’ actions. Usually this involves the GM moving from player to player and asking, “What is your character doing?” Experienced GMs try to give each person equal role-playing time so that everyone is an important facet of the story (switching between characters as necessary). Players are responsible for relating their characters’ intended actions to the GM, who describes the results of those actions or requests a Stat or Skill roll to determine the outcome.

GAME TIME

The “in game” passage of time in a role-playing game is fluid, just as it is in a story. In some situations, such as a conversation between two characters, the flow of game time normally matches real world time. More often, the amount of time that passes depends

on the characters’ activities as set by the players’ actions – things happen as soon as dramatically appropriate. Climbing a high mountain may just take a few short minutes of description, or a few die rolls, to resolve. It does not take the many hours that climbing a mountain would really take. The GM should telescope time until something interesting happens: “Two weeks pass while you investigate the crime. Then the terrorist broadcasts a message, announcing their plans to destroy Tokyo Tower if their demands are not met.”

In very dramatic situations such as combat, the GM may keep very precise track of time by using individual “combat rounds” (see Combat, page 93).

SCENE, ROUND, AND INITIATIVE

Two common measures of game time are a dramatic scene and a round. A dramatic scene is any situation where the events remain linked, moment-to-moment. For example, if a player-character is speaking with an informant in a diner, the entire conversation constitutes a scene. Once the GM switches scenes to the character entering a back alley, following up on the informant’s lead, the diner scene ends and a new scene begins in the back alley. If the conversation was interrupted instead by a villain attacking the informant, intent on shutting them up before he could reveal any important information, the scene would not yet end when the character chased the villain down a back alleyway. Since the events are still linked moment-to-moment, it is still a part of a singular dramatic scene.

A round is a measure of time of approximately 3-4 seconds, while an Initiative is one specific moment in time. A round is primarily used for combat situations and is the amount of time in which an average person can process and react to a situation, perform a significant action during a battle or other stressful situation.

When combat occurs, characters roll Initiative (page 91) and each character acts in order of their Initiative. Characters with higher Initiative numbers acting earlier in the round than those with lower Initiative numbers.



Movement Speed (kph)

| | | | |
|-----------|-------------|-----------|-------------|
| WALK | JOG | RUN | SPRINT |
| 1x | 1.5x | 2x | 4-5x |
| Body Stat | Body Stat | Body Stat | Body Stat |



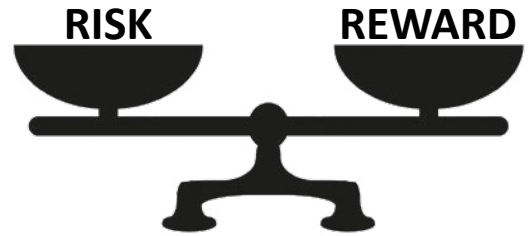
Jumping Distance (m)

| | | | |
|-------------------------|-------------------------|--------------------|-------------------------|
| $\frac{1}{8}$ BODY STAT | $\frac{1}{4}$ BODY STAT | BODY STAT | $\frac{1}{4}$ TOP SPEED |
| UP/BACK | FORWARD | FORWARD | FORWARD |
| From Stationary | From Stationary | With Running Start | Vehicle With Ramp |



Swimming Speed (kph)

| | | | |
|-------------------|-----------|------------------|-----------------|
| SHORTER DISTANCES | 1x | LONGER DISTANCES | $\frac{1}{2}$ x |
| | Body Stat | | Body Stat |



Hedging Dice Rolls

| | | | | |
|--------------|-------------|----------------|-------------|----------------|
| NORMAL CHECK | MINOR EDGE | MINOR OBSTACLE | MAJOR EDGE | MAJOR OBSTACLE |
| 7 | 8 | 6 | 9 | 5 |
| Auto Result | Auto Result | Auto Result | Auto Result | Auto Result |

Game Rounds

3-4

Each Seconds In Length

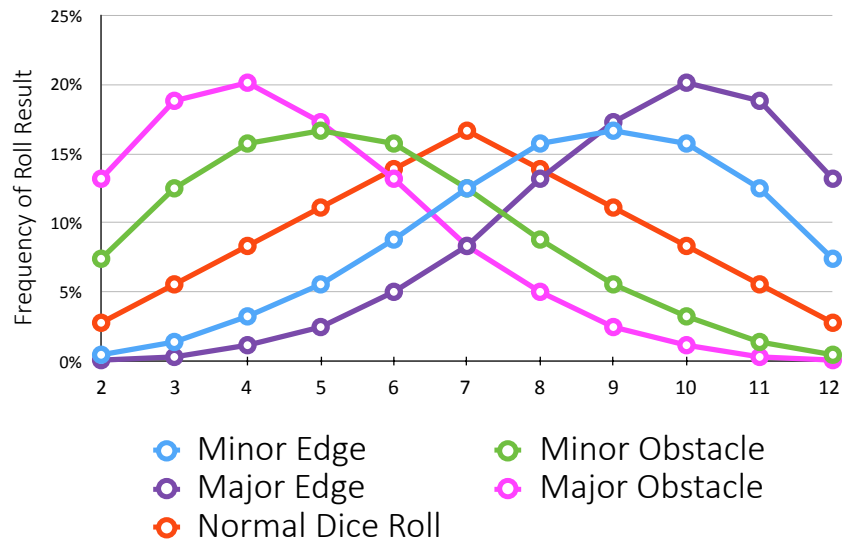
Speed Conversion

1 = 1

Kilometre/hour (kph)

metre/round

Dice Distribution Results





Opposed Dice Rolls

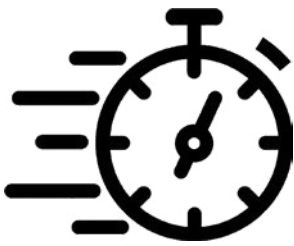
Attack vs. Defence

$$\left(\begin{array}{c} \text{Stat} \\ + \\ \text{Skill Group} \\ + \\ \text{DICE} \end{array} \right) \text{ vs. } \left(\begin{array}{c} \text{Stat} \\ + \\ \text{Skill Group} \\ + \\ \text{DICE} \end{array} \right)$$

$$\left(\begin{array}{c} \text{ACV} \\ + \\ \text{Attack Attributes} \\ + \\ \text{DICE} \end{array} \right) \text{ vs. } \left(\begin{array}{c} \text{DCV} \\ + \\ \text{Defence Attributes} \\ + \\ \text{DICE} \end{array} \right)$$

Alternatively, vs. Target Number (TN) for unopposed rolls

Highest total result succeeds – attacker wins ties



Initiative

Damage

Recovery Rate

$$\text{ACV} + \text{DICE}$$

$$\text{Weapon Level} \times \text{Damage Multiplier} + \text{ACV} + \text{Size Modifier}$$

HEALTH POINTS **BODY** **BODY**
Each DAY of rest Normal Damage Each HOUR of rest Stun Damage

ENERGY POINTS $\frac{1}{2}(\text{MIND} + \text{SOUL})$
Each HOUR of rest

Lightning Reflexes gives a major or minor edge

Unarmed damage equals ACV alone



Target Numbers (TN)

| SIMPLE | EASY | AVERAGE | DIFFICULT | CHALLENGING | UNLIKELY | IMPROBABLE |
|--------|------|---------|-----------|-------------|----------|------------|
| 6 | 9 | 12 | 15 | 18 | 21 | 24 |



Weapon Ranges (m or km)

| RANK 1 | RANK 2 | RANK 3 | RANK 4 | RANK 5 | RANK 6 | RANK 7 |
|--------|--------|--------|--------|--------|--------|--------|
| 3 | 10 | 100 | 1K | 10K | 100K | 1000K |

DICE ROLLS

BESM Naked uses two standard six-sided dice, or 2d6, during game play (see Edges and Obstacles, page 91, for exceptions to this). By adding the two numbers shown on the dice, values between 2 and 12 are generated, with the middle value of 7 generated most frequently (one-sixth of all rolls).

Rolls determine the success or failure of important actions performed by the player characters or by NPCs interacting with them. Rolls are only needed for actions where the character's success is uncertain. The GM can decide that an action succeeds or fails without a roll, and many routine or minor actions should be resolved this way. See Should You Roll The Dice? (page 90)

When a dice roll is required, the player rolls two dice and adds the relevant Stat, Combat Value, or Attribute Level modifier to the number rolled. The resulting sum is called the "total roll." The higher the total roll, the better the character's attempt. The total roll is compared to either a Target Number (page 88) or opposed roll (page 88) to determine if the task was successful.

TARGET NUMBERS

The success of most non-combat rolls is determined by comparing them to a Target Number or TN (see Table-16). The GM assigns the task under consideration a Target Number before the roll is made. If the total roll is equal or higher than the Target Number, the task succeeds. If it was lower, it fails.

GMs should assign Target Numbers based on how easy or difficult the task is to perform. When in doubt, assign an average difficult Target Number of 12. For example, driving a car along a busy highway would not normally require any dice rolls for most people in a modern setting, since driving is routine. Driving on the highway at high speeds during inclement weather might require a dice roll, though ... probably a Simple task (TN 6) or an Easy task (TN 9). Racing along in a complex construction zone in ideal weather conditions is perhaps an Average task (TN 12) or perhaps a Difficult task (TN 15) in inclement weather. If the car's brakes no longer work, racing along the highway may become a Challenging task (TN 18) or Unlikely task (TN 21) instead. Attempting to do so while blindfolded – and merely using the sound of the traffic to guide the wheel – is an Improbable task (TN 24).

The GM usually tells the player the task's Target Number before the player rolls. In some instances, though, the GM can keep the Target Number a secret to create dramatic tension and only reveal it after the character's total roll resulted in success or failure.

16 TARGET NUMBERS

| Difficulty | Target Number | Interpretation |
|-------------|---------------|--|
| Simple | 6 | Almost everyone will succeed |
| Easy | 9 | Characters will very rarely fail |
| Average | 12 | Success often requires some talent or training |
| Difficult | 15 | Success often requires above-average ability |
| Challenging | 18 | Success often requires significant ability |
| Unlikely | 21 | Success requires exceptional ability |
| Improbable | 24 | Success requires unparalleled ability |

OPPOSED ROLLS

Instead of setting a specific Target Number, the GM may decide that a task requires an opposed roll. This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a game of chess, an interrogation, or combat.

In an opposed roll situation, the two (or more) characters involved each roll their own dice. The character with the higher total roll (for example, a dice roll + Stat + Skill Group) succeeds. If the result is a tie, the active character (such as the attacker in combat or the challenger in a game of chess) wins over the reacting character. If both characters can reasonably be considered active and a tied result is reasonable – such as in a running or car race – the contest is a draw; otherwise, re-roll to break the tie.

ROLL TYPES

There are five types of dice rolls used during game play: a Stat roll, a Skill roll, an Initiative roll, an attack roll, and a defence roll. Each of these rolls test a particular facet of a character's abilities. When a player announces the intended actions of their character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of roll is most appropriate, based on these guidelines.

Attack and defence rolls are described in additional detail in the combat section later in this chapter (page 94). The other three types of rolls are explored over the next few pages.

STAT ROLLS

A Stat roll is used when the GM believes that innate ability is more important than any learned expertise or combat capability in resolving the success of a particular action. An example of a Stat roll would be a Body Stat roll to force open a locked door using brute strength. Another important use for Stat rolls is to see if a character can resist the effects of something bad, such as mind control, poison, or shock.

The GM decides which Stat (Body, Mind, or Soul) is being tested by the action or situation. See the Stat descriptions in Chapter 4 (page 33) for a list of activities that are associated with particular Stats. For Stat rolls that relate to an Attribute, the relevant Stat is often suggested in the Attribute description. If the GM feels two or three Stats are closely related to the action, an average Stat Value can be calculated instead, rounding up to the closest whole number.

The success of a Stat roll is determined by rolling two dice and adding the relevant Stat and any situational modifiers. The result is the total roll. This is compared to either the Target Number (page 88) or to an opposed roll (page 88) to determine if the task was successful.

The GM must decide whether a Stat roll is made against a Target Number or is an opposed roll. If it is an opposed roll, the GM must decide what type of roll opposes it. This may be the same type of roll – for example, Body Stat versus Body Stat in a wrestling contest. Or it could be a different Stat, such as opposing Body versus Soul when seducing an innocent. In some situations, the GM may also decide that a Stat roll is opposed by another type of roll, such as a Skill roll.

A character's Attributes or Defects can sometimes modify certain Stat roll. For example, the Mind Shield Attribute (page 50) adds a +2 bonus per Level to any Mind Stat rolls when resisting psychic intrusion. Conversely, the Shortcoming Defect (page 80) penalises Stat rolls related to the specific deficient Stat aspect.

► USING ATTRIBUTES

If an Attribute does not specifically require a Stat roll, GMs can assume they function automatically in most situations, though the Game Master may decide that a roll is necessary in unusual circumstances. For example, the GM might require a character with the Features (Appearance) Attribute to make a Soul Stat roll if they are attempting to attract someone's attention.

Certain Attributes occasionally require Stat rolls (or sometimes Attack, Defence, or Skill rolls) to properly use the Attribute, while other Attributes and Defects provide modifiers to existing rolls, as noted in their descriptions in Chapters 5-7.

UNDERSTANDING TARGET NUMBERS

So how does the GM set the Target Number for a given task? You can better understand what the reasonable values should be used if you grasp the probabilities of success or failure.

Consider a person with values of 4 in each Stat (human average) and slightly skilled in an area (Skill Group at Level 1). Since a value of 7 is rolled a little more than 50% of the time on two dice, this average person will succeed a little more than 50% of the time when performing Average tasks (Stat 4 + Skill 1 + Roll 7 = 12 ... equalling the average Target Number of 12). All Target Numbers were set with these parameters in mind. For your convenience, the probabilities for rolling specific values or higher are listed below:

| Dice Value | Chance of Rolling This Value or Higher |
|------------|--|
| 2 | 100% |
| 3 | 97% |
| 4 | 92% |
| 5 | 83% |
| 6 | 72% |
| 7 | 58% |
| 8 | 42% |
| 9 | 28% |
| 10 | 17% |
| 11 | 8% |
| 12 | 3% |

When setting a Target Numbers for the task, remember that a 7 or higher will be rolled about half the time. If you subtract 7 from the Target Number, the remaining number is the minimum Stat + Skill Group total the character must have to succeed, on average, half the time. For example, if you look at a Challenging task (TN 18), and subtract 7 from that target value, the remaining result is 11. Consequently, to have a roughly average chance of succeeding, the character's Stat + Skill Group must equal 11 – clearly not common in a low-powered game! While it is possible for a slightly above-average character with a Stat of 5 and Skill Group of 1 to succeed while performing a Challenging task (only if they roll a 12), it is extremely unlikely – only a 3% chance! That's why it's called Challenging.

Setting Target Numbers is not difficult, provided you understand what your goal is regarding the chance for character success and failure.

SHOULD YOU ROLL THE DICE?

Not all actions require a dice roll. Obviously many mundane character activities, such as hammering a nail, riding a horse down a road, or eating lunch, should never need dice rolls unless there are exceptional circumstances surrounding the character's actions. In other situations, the necessity to roll dice is less obvious. If a character is virtually guaranteed to succeed at a task, then the GM should consider whether the roll is necessary. While it is true that the character might fail, having the player roll the dice will slow the game down. Consequently, GMs should recognise when a character is almost certainly going to succeed at an unopposed task and not request a dice roll. Game play can then continue uninterrupted.

The following is a list of suggestions when the dice should and should not be rolled. If a roll is unnecessary, the character should gain an automatic success for the action.

ROLL DICE WHEN...

- » the unpredictability of dice adds to the excitement of the game
- » the action is foreign to the character
- » the action has been a weakness for the character in the past
- » the character is somewhat distracted or cannot concentrate on their task
- » another character or NPC is working directly against the character
- » the action is not of trivial difficulty
- » outside forces influence the actions
- » the player wants to roll the dice

DO NOT ROLL DICE WHEN...

- » rolling dice would reduce the enjoyment of the game
- » the action is routine for the character
- » the action requires a trivial amount of talent compared to the character's Skill Group Level
- » the character is hedging on a roll (page 92)
- » story flow is more important than the roll

SKILL ROLLS

A Skill roll is similar to a Stat roll, except it is used when the task is one that the GM decides would be governed by both a Stat and a particular Skill Group Attribute (page 56).

If a task requires general intellectual ability (such as remembering the name of a person), the character normally makes a simple Mind Stat roll. Deciphering a scroll written in a rare alien language would also require a Mind Stat roll, but this task falls under the Academic Skill Group (an "Academic Skill Roll"). For such Skill rolls, add both the appropriate Stat and the Skill Group Level to the dice roll to determine the total roll.

The GM should select the Target Number before the player rolls, or decide if the roll is opposed. In opposed rolls, the GM also decides whether the roll is opposed by a Stat roll or Skill roll (or other type of roll) and what Stats or Skill Groups are involved. Sometimes the opposing roll will involve the same Skill Group, but often a different Skill or a Stat roll is more appropriate. For example, during a tense interrogation scene, a Mind-based Street Skill roll could be opposed by: a Soul Stat roll (if someone tries to resist by sheer will power); a Mind Stat roll (if the character tries to trick the interrogator); a Body Stat roll (to tough out any physical abuse); a Business Skill roll (if the character tries to make a deal to stop the interrogation); an Adventuring Skill roll (if the character pretends to pass out during the interrogation); etc. The GM decides which Stats or Skill Groups are valid, and there is plenty of opportunity for creativity when role-playing.

SKILL SYNERGY

It is possible for a character to have two or more Skill Groups that work well together during a specific task, such as the Technical and Scientific Skill Groups when trying to bypass a complex biomechanical lock. If the GM allows multiple Skill Groups to assist in the task, the character makes a Skill roll using the Skill Group ranked at the highest Level, gaining a minor edge (page 91) on the roll for one synergistic Skill Group or a major edge for two or more synergistic Skill Groups.

COMBINING SKILL ROLLS

When more than one character applies the same Skill Group at the same time towards the same goal, their efforts may overlap – they can work together and help each other out. In this case, one character is considered the leader of the effort and the other characters are helpers. The leader receives a minor edge (page 91) if one or two other skilled characters are helping or a major edge if there are more than two helpers. The GM may limit co-operation in any situation where it would be inappropriate.

► UNSKILLED ATTEMPTS

Often, a character will attempt an action for which they do not possess the relative Skill Group. The approach in these situations is dependent on the nature of the action.

FAMILIAR ACTION

If the character is undertaking a familiar action, yet lacks a relevant Skill Group, make a Stat roll instead of a Skill roll. The familiarity should have been established previously, such as in the character's background story, or should be consistent with the character's role within the setting. The player should explain to the GM why their character is familiar with the current task, with the GM having final say whether the character is sufficiently familiar with the task to avoid an unfamiliar action penalty (see below).

For example, a student who attends university to study astronomy undoubtedly has at least a cursory familiarity with many academic fields. Similarly, almost all characters living in a big city may be familiar with the process of driving a car, even if they do not possess a relevant Skill Group. A hermit living in the depths of the Amazon, however, is likely not familiar with motor vehicles and therefore driving would be an unfamiliar action for that character.

UNFAMILIAR ACTION

If the character is undertaking an action with which they are unfamiliar, the task should be treated as a normal Stat roll but with a minor or major obstacle (details in the right column) applied to the roll – depending on how much the GM feels training is required and how background aspects of the character could affect the attempt.

For example, keeping a plane in the air after the cabin crew suddenly falls unconscious is a daunting task for anyone who is not trained as a pilot. An average character might therefore receive a major obstacle to their Mind Stat roll. A character who is an aficionado of combat jets and aircraft documentaries might only receive a minor obstacle on the roll ... even if they have never actually piloted a plane before.

REQUIRED SKILL

The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

INITIATIVE ROLLS

Initiative rolls are a special type of roll made by participants at the start of a combat scene to determine the order in which they will act. Each participant in the battle makes an Initiative roll using the sum of two dice plus their Attack Combat Value (after modification by specific Attributes and Defects). In addition, the Lightning Reflexes Combat Technique (page 40) gives the character a minor or major edge on their roll. Initiative rolls determine the Initiative order, from the highest to the lowest total roll. See Initiative, page 93.

BEYOND TWO DICE

Although most dice rolls involve simply rolling two six-sided dice as described earlier, situations may arise that result in the player rolling additional dice or no dice.

► EDGES AND OBSTACLES

Sometimes an Attribute, Enhancement, Limiter, or Defect provides distinct changes to your character's dice rolls known as edges and obstacles. These modifiers shift the probability distribution of the dice rolls away from a symmetrical triangular distribution (7 in the middle) to an asymmetrical skewed curve as shown on page 86.

For example, a character with one assignment of the Lightning Reflexes Combat Technique (page 40) receives a minor edge on Initiative rolls. Conversely, a Weapon with the Inaccurate Limiter assigned twice (page 67) gives the character a major obstacle on attack rolls to reflect the imprecise nature of the attack.

MINOR EDGES AND OBSTACLES

When a minor edge or obstacle is applied to a roll, you roll three dice instead of just the normal two dice. You add together the two highest numbers for a minor edge (discarding the lowest roll), or two lowest numbers for a minor obstacle (discarding the highest roll). For example, if you roll three dice that come up as a 1, 3, and 6, the final roll result for a minor edge would be 9 (3+6) and for a minor obstacle would be 4 (1+3).

MAJOR EDGES AND OBSTACLES

When a major edge or obstacle is applied to a roll, you roll four dice instead of just the normal two dice. You add together the two highest numbers for a major edge (discarding the lowest two rolls), or two lowest numbers for a major obstacle (discarding the two highest rolls). For example, if you roll four dice that come up as a 2, 2, 3, and 5, the final roll result for a major edge would be 8 (3+5) and for a major obstacle would be 4 (2+2).

MODIFYING THE DIFFICULTY

The GM can also apply edges and obstacles to character rolls when situationally and dramatically appropriate to increase or decrease the difficulty of an action. For example, a character attempting an emergency appendectomy (a Challenging task with TN 18) might receive a minor edge to their Skill roll under ideal conditions, such as being walked through the procedure by an expert surgeon. Conversely, a character riding a horse through an obstacle course (an Easy task with TN 9) might suffer a major obstacle to their Skill roll under exceptionally adverse conditions, such as having to avoid enemy gunfire while negotiating the obstacle course.

► HEDGING ROLLS

At the GM's discretion, a player may eliminate the random element of a dice roll for their character by assuming an automatic result of 7 instead of rolling the dice (known as "hedging"). Any Attribute bonuses or penalties still apply as normal, adding to or subtracting from the 7 result. A character can use hedging on any roll if the GM permits, including Stat, Skill, Initiative, attack, and defence rolls.

The hedging value of 7 is increased to 8 for a minor edge and 9 for a major edge, or decreased to 6 for a minor obstacle and 5 for a major obstacle.



COMBAT IN BESM

Conflict is an essential component of nearly all role-playing games. Physical conflict, or combat, is an important element of BESM Naked – but important need not be the same as frequent. Combat should be a vital element of a scene and not just a distraction that the GM uses to pass the time. The combat rules created for BESM were designed to mimic the dynamic and fast-paced battles of anime and manga adventures. Whenever a character enters physical conflict with another character or NPC, combat begins.

At the beginning of any new combat scene, the characters all make Initiative rolls (page 91). This determines the order they can act in during the combat: the Initiative order. This remains constant for the duration of the combat and under normal circumstances does not change round to round.

After the Initiative order has been determined, combat proceeds through a series of one or more rounds. Each round of combat covers from 3-4 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not particularly relevant, with anything from 1-10 seconds appropriate for a round). GMs can have rounds represent more time if it would be dramatically appropriate – for example, a huge long-ranged space battle. A round is simply the period of time in which a character can perform one significant action.

Characters are normally permitted to take one action per round, though characters with the Extra Actions Attribute (page 43) can act multiple times in a single round. An action is a major activity, such as attacking an opponent (an attack action) or doing something else significant like performing magical ritual, using a special ability, or running away with no thought to doing anything else (a general action). An action can typically also incorporate limited movement while carrying out the activity. Defending against someone else's attack is not an action, but rather is an automatic reaction in response to an action (page 97)

Each round of combat is subdivided into two parts: Initiative and character action. The GM resolves Initiative first, then all the participants in a combat get to perform a character action. After they have done so, the round ends and if combat is still ongoing, a new combat round begins.

DETERMINING INITIATIVE

Initiative regulates the order in which characters act. It is checked only once, at the beginning of the combat scene, and remains constant for the entire fight.

Each participant in the battle makes an Initiative roll using the sum of two dice plus their base Attack Combat Value (after modification by specific Attributes and Defects). In addition, the Lightning Reflexes Combat Technique (page 40) gives the character a minor or major edge on their roll. The GM does the same for any NPCs engaged in the conflict.

The GM should make a note of the Initiative total rolls of each character and NPC and rank them from highest to lowest (ties remain as ties). This is the Initiative order. The character with the highest total roll has “gained Initiative” and acts first (using all actions, if they has the Extra Actions Attribute), followed by others in descending order. Alternatively, characters can decide to hold the Initiative until some time later in the round. Should two or more characters or NPCs have the same Initiative, the character with the highest Attack Combat Value acts before the others. In the event of another tie, the tied characters act simultaneously. Should additional characters enter the scene mid-way through the combat, roll Initiative for them and assign them a place in the Initiative order based on their rolls.

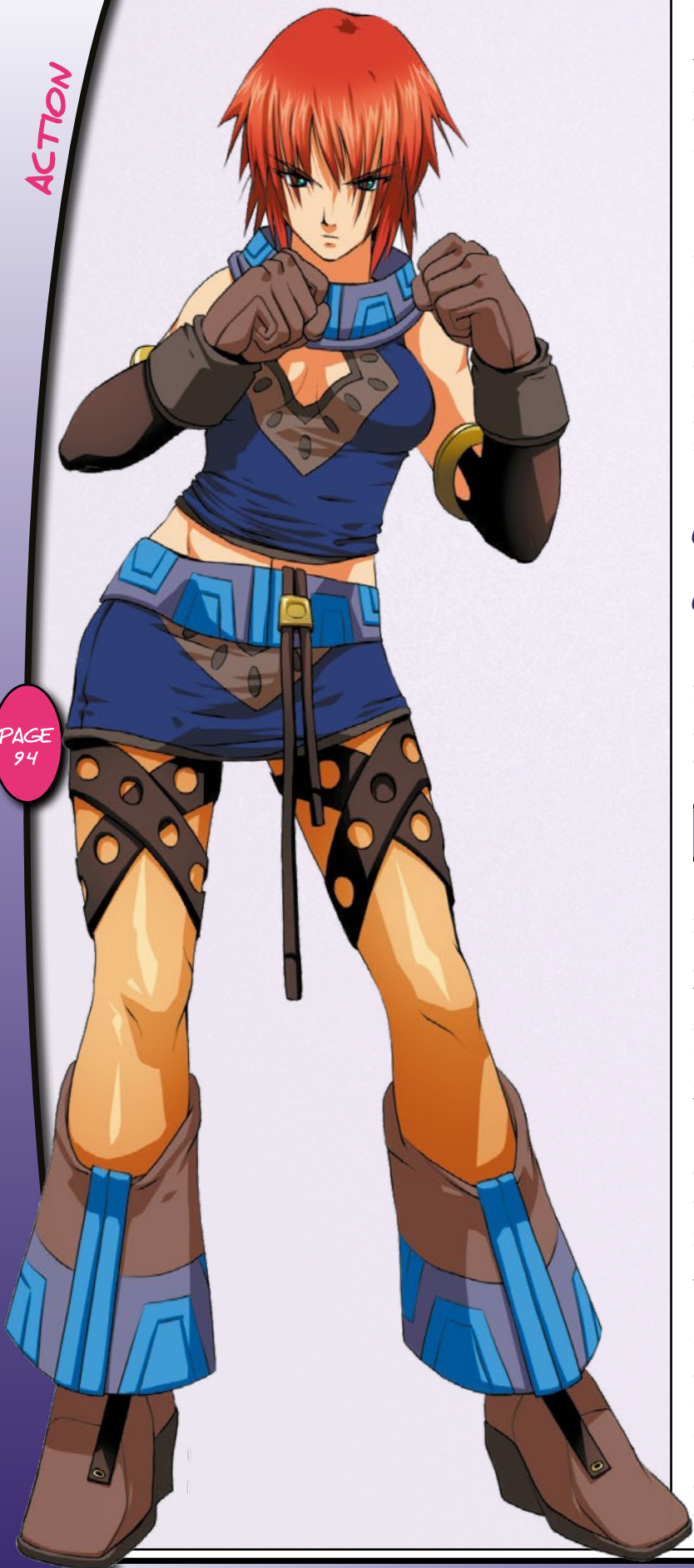
CHARACTER ACTION

Characters act in the sequence determined by the Initiative order. When it is time for a character to act, they may take their single action. If the character has the Extra Actions Attribute (page 43), they may take additional subsequent actions at this time.

► TYPES OF ACTIONS

There are two categories of action: attack actions and general actions. A character who can perform multiple actions may perform the same or different types of action. For example, a character with one Extra Action could choose to take two attack actions, a general action and an attack action, or two general actions. Furthermore, decisions concerning the specifics of the subsequent actions can be made after the results of the previous action is known.

The Game Master should encourage players to give broad in-character descriptions of what their characters do, and simply use these rules as guidelines for adjudicating game effects.



ATTACK ACTIONS

An offensive attack action can combine an attack with limited movement, such as charging toward a foe or a description of a colourful combat manoeuvre. For example: “I grab the chandelier and swing down to kick my opponent.”

GENERAL ACTIONS

This includes all other types of actions, such as using an Attribute, picking up a dropped object, performing a ritual, unlocking a door, performing first aid on a friend, running full tilt, or doing nothing except screaming for help. The effects of general actions are normally adjudicated by the GM. General actions may include movement, unless it would be incompatible with the action. For example, one can run forward while drawing a sword, but not usually while performing first aid.

ATTACK ACTIONS

An attack is an attempt to strike a target, either physically or with an ability of some sort. It can also be used for similar non-violent actions that involve hitting a target, such as passing a ball to a sports teammate or serving in a tennis match.

ATTACK ROLL

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a blow or fire a weapon at an opponent. The attacking character rolls two dice and adds their Attack Combat Value to the result. The Enemy Attack, Melee Attack, and Ranged Attack Attributes may increase their Attack Combat Value when appropriate. The attacker’s total roll is equal to the sum of the dice roll, Attack Combat Value, and appropriate Attribute modifiers.

Before rolling the dice, the player should clearly describe the method of attack, the weapon their character uses (if any), and the target. If the character is trying something unusual, they should specify this beforehand. If attacking at a distance, they must also be within range (see page 95).

An attack roll is normally an opposed roll. The target gets a defence roll, representing their ability to dodge, block, or parry the attack. If the attacker’s total roll equals or exceeds the target’s defence roll, the attack is successful and damage is usually applied (see page 97). If not, the character has missed the target or simply does not hit with sufficient force or accuracy to inflict damage. The attacker’s action is over, and the attack has

no effect – though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (GM discretion) or if it has the Area (page 69) or Spreading Weapon Enhancement (page 66).

UNOPPOSED RANGED ATTACK ROLLS

An unopposed ranged attack against an inanimate target usually succeeds automatically. An inanimate target includes buildings, areas of ground, unconscious or restrained foes, etc. An unopposed ranged attack roll made against a character who is capable of defending but chooses not to is an Average task (TN 12).

UNOPPOSED MELEE ATTACK ROLLS

An unopposed melee attack against an adjacent inanimate target – or against a character who is capable of defending but chooses not to – usually succeeds automatically (or has a Target Number of 0).

MELEE VS. RANGED ATTACKS

Some attacks are useful at a distance, while others are limited to close-ranged hand-to-hand fighting known as a melee attack. It is up to the GM to decide whether they wish to track accurate ranges and distances or simply approximate them.

► MELEE ATTACKS

A Weapon without a Range Enhancement (page 70) is a melee attack. It is only usable against adjacent opponents within touching distance (usually one to two metres). This is the range for swords, punches, bites, etc. and is the default range for all attacks if no range is listed. Weapons with the Reach Enhancement (page 66) are also considered melee attacks, but their effective distance is much further (three to five metres) due to their size.

The Melee Attack and Enemy Attack Attributes adds to the Attack Combat Value if the character is performing a melee attack with an appropriate weapon or against specific opponents. For example, Melee Attack (Sword) adds to Attack Combat Value when attacking at melee range with a sword while Enemy Attack (Undead) adds to Attack Combat Value while fighting zombies, vampires, ghouls, etc.

The Melee Defence Attribute (and similarly, the Enemy Defence Attribute, against specific opponents) adds to the Defence Combat Value if the character is defending against a melee attack with an appropriate weapon. For example, Melee Defence (Unarmed) adds to Defence Combat Value when dodging another melee attack (rather than parrying with a weapon).

► THROWING MELEE WEAPONS

Weapon Items with Range 0 may optionally be thrown out to a range of three to five metres. The character loses the thrown Item and it will take at least one general action to recover it. The character suffers a major obstacle (page 91) on the attack roll when throwing such weapons, unless it is also balanced for throwing (such as a throwing knife). The Ranged Attack (Thrown Weapons) Attribute (rather than Melee Attack) adds to Attack Combat Value.

► RANGED ATTACKS

A Weapon or offensive Attribute with a Range Enhancement is considered a ranged attack. A ranged attack may be made against a target as far away as the Range Enhancement's maximum range (see page 70): 3 metres for one assignment, 10 metres for two assignments, 100 metres for three assignments, 1 km for four assignments, etc. In many situations, a weapon with a Range Enhancement can still be used against an immediately adjacent opponent in melee range.

RANGE 1 (3 METRES)

Since most physical Weapons and Items can be thrown longer distances, this Range category is usually reserved for such special attacks like hypnotic or petrifying gazes, breath weapons, ki-powered blasts, etc.

RANGE 2 (10 METRES)

Most grenades and hurled weapons such as thrown knives, shuriken, and spears fall into this category.

RANGE 3 (100 METRES)

Most fireballs, lightning bolts, mind blasts, bows, pistols, and submachine guns are in this category, as are most archaic firearms such as muskets.

RANGE 4 (1 KM)

Most rifles, machine guns, and autocannons are in this category, as are archaic black powder cannons.

RANGE 5 (10 KM)

Most portable missiles, artillery, and mecha cannons are in this category.

RANGE 6 (100 KM)

Heavy missiles and spacecraft beam cannons may fall into this class.

RANGE 7-8 (1,000 - 10,000 KM)

Long range strategic missiles, cruise missiles, and heavy spacecraft weaponry may fall into these classes, or be even longer ranged (Rank 9+).

GENERAL ACTIONS

Rather than taking an attack action during a combat round, a character may use a general action on their Initiative. Such actions include using an Attribute, untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Players may also use general actions to run away or safely withdraw from armed or melee combat, provided the opposition does not attack at a later Initiative number in the same round (if this does happen, the withdraw fails).

A general action may succeed automatically or the GM can require a Stat roll or Skill roll to determine whether it succeeds. Some general actions may require several rounds to perform at the GM's option.

► FREE ACTIONS

Some activities do not count as attack or general actions. A character can perform all of the following activities in addition to an action:

- » Move a short distance or manoeuvre their vehicle.
- » Say anything that fits within the span of only a few seconds.
- » Make defence rolls in response to any attacks against them.

CHARACTER MOVEMENT

The GM decides whether they wish to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances since a general idea of the overall situation is sufficient.

Alternatively, GMs can measure ranges in a more abstract fashion: “you’re behind them and in melee range” or “you can reach them in three rounds, if you hurry.” The GM should judge how quickly range shifts from relative speeds to dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can allow the character who keeps winning Initiative (perhaps rolled every round instead of only once at the beginning) to increase the gap gradually between them and the other runner. A good way to resolve long distance chases is for the GM to establish a certain number of combat rounds between the starting point and the goal – it then becomes a simple matter of reaching the target first.

► MOVEMENT SPEED

If the GM wishes to keep precise track of movement and distances, assume an average human adult can:

- » walk approximately 1 metre/round (or kph) times their Body Stat for great distances
- » jog approximately 1.5 metres/round (or kph) times their Body Stat for extended distances
- » run approximately 2 metres/round (or kph) times their Body Stat for moderate distances
- » sprint approximately 4-5 metres/round (or kph) times their Body Stat for short distances
- » swim or crawl approximately 0.5 metres/round (or kph) times their Body Stat for extended distances
- » swim or crawl approximately 1 metres/round (or kph) times their Body Stat for short distances

CONVERTING KPH TO METRES/ROUND

Movement Attributes such as Flight, Ground Speed, Superspeed, and Water Speed that are rated for a speed in kilometres per hour (kph) allow characters or vehicles to move at a speed of 1 meter per round for every kph of speed. This guideline assumes 3-4 seconds per round (ensuring that every kph of speed equals 1 metre per round) but the GM can modify exact speeds as desired.

► JUMPING DISTANCE

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a stationary person can jump a number of metres forward equal to one-quarter their Body Stat, or about one-eighth their Body Stat (in the range of one metre) up or back. A successful Body Stat roll allows a moving character to jump (in metres) one-quarter of their top speed (in kph); a failed roll means the character falls short. Thus, a moving character can normally jump a distance, in metres, equal to their Body Stat (since a character sprint at up to 4-5 metres x their Body Stat in a round). Similarly, a car racing along at 250 kph could “jump” 63 metres ($250 \div 4$) – but a wheeled or tracked vehicle or a boat can only “jump” if it has a ramp.



There is an expansion book in our anime and manga RPG adventure line called **BESM Extras** that is dedicated to rules variations, extended game system mechanics, expanded optional notes and guidelines, and plenty of ready-to-use examples. See our website for detailed release information: dyskami.ca or BESM4.life.

DEFENCE

Defence is not an action but a reaction – it is an attempt to avoid being hit by an attack and includes dodging, parrying, diving for cover, and similar defensive manoeuvres.

DEFENCE ROLL

If a character is the target of an attack, they may immediately attempt to defend against it. Defences are not dependent on Initiative order but resolved as the attack roll is made. It is always an opposed roll against an attack roll. The defending character rolls two dice and adds their Defence Combat Value to the result. The Enemy Defence, Melee Defence, and Ranged Defence Attributes may increase their Defence Combat Value when appropriate. The defender's total roll is equal to the sum of the dice roll, Defence Combat Value, and any modifiers. If the defence roll exceeds the attack roll, the attack was successfully dodged, blocked, or parried. Each character can attempt only one defence against a particular attack, though a character may defend against more than one attack in each round.

DEFENDING WITH A SHIELD

Though usually reserved for Level 1 Attributes only, some larger shields (page 102) have the Potent Enhancement, which provides the targetted character a minor edge (for Potent -1) or major edge (for Potent -2) when defending with a shield. Small shields without the Potent Enhancement may provide situational benefits during combat as determined by the GM and player.

DEFENDING IN A VEHICLE

If a vehicle is the target of an attack, its driver or pilot usually makes the defence rolls. A vehicle driver cannot normally defend against attacks made by a character who is riding in or on it.

INABILITY TO DEFEND

A character can usually defend regardless of the other actions they have performed that round, provided they are aware of the attack and free to move to avoid or stop it. The exception to this is if the character's concentration is so focussed that it precludes defending, or if the attack is made without the target knowing.

CHOOSING NOT TO DEFEND

If a target is capable of defending, but chooses not to for whatever reason, the attacker succeeds automatically for melee attacks or the attacker makes an unopposed attack roll against an Average task (TN 12) for ranged attacks. If successful, damage is delivered as normal.

DEFENCE IN NON-COMBAT SITUATIONS

The GM may also allow a defence roll in non-combat situations such as accidents in which quick reflexive action can benefit the character. This can include leaping out of the way of a speeding car, diving for cover to avoid a sudden explosion, etc. If not fighting a particular opponent, the GM should assign a Target Number, rather than ask for an opposed roll. A defence roll is also appropriate in some sports events to represent the ability to intercept a pass or hit an incoming ball.

DAMAGE

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, broken bones, lacerations, toxins, penetrations, and other physical trauma. Damage is subtracted from the Health Points of the victim.

NON-COMBAT DAMAGE

Damage can occur from disasters such as falling, crashes, other impacts, or environmental hazards. GMs should assign the amount of fixed damage determined on the severity of the disaster: from 5-10 damage for minor incidents to 20-50 for major incidents to 60-100+ for massive (and perhaps fatal!) incidents.

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as spells, ki powers, or fiery breath) or which are built into Items (like swords or guns). A large number of Weapon Items are detailed in the Items Chapter (page 101).

If a character successfully attacks using a Weapon Attribute, multiply the Weapon Attribute's Level by the character's Damage Multiplier (page 84) and add it to their Attack Combat Value to determine the damage inflicted. This Attack Combat Value includes bonuses from the Attack Mastery, Enemy Attack, Melee Attack, and Ranged Attack Attributes, when appropriate.

$\text{Damage} = \text{Weapon Level} \times \text{Damage Multiplier} + \text{Attack Combat Value}$

SIZE DAMAGE MODIFIERS

If a character is any Size Rank other than Medium (see page 16), the appropriate damage modifier is also added to the attack damage formula:

$\text{Damage} = \text{Weapon Level} \times \text{Damage Multiplier} + \text{Attack Combat Value} + \text{Size Damage Modifier}$

WEAPON DAMAGE DEFAULT

When a Weapon delivers damage without much character intervention (such as caltrops on a floor or a guided missile impact), assume that the Damage Multiplier is 5 and do not add any Attack Combat Value to the final damage value.

Damage = Weapon Level x 5

UNARMED DAMAGE

An unarmed person can strike an opponent using fists, feet, head, etc. This is a free Weapon Attribute (page 62) that all characters automatically have. Such attacks are considered a Level 0 Weapon with the Stun Enhancement and Non-Penetrating Limiter. Consequently, the damage inflicted upon a successful unarmed attack is simply equal to the character's Attack Combat Value. An exception to this guideline applies to characters with the Superstrength Attribute (page 58), since such powerful characters also gain +5 damage to their unarmed attacks for each Level of Superstrength.

Damage = Attack Combat Value

ARMOUR RATINGS AND DAMAGE

The Armour (page 38) and Force Field (page 45) Attributes can protect against injury by reducing the damage sustained by the Attribute's Armour Rating. If this reduces the damage to 0 or lower, no harm comes to the target.

The Penetrating and Piercing Weapon Enhancements (page 65) reduces the effective Armour Rating by 10 for each assignment (to a minimum Armour Rating of 0). Conversely, the Non-Penetrating Weapon Limiter (page 68) increases the effective Armour Rating of Armour and Force Fields by 10 for each assignment.

DAMAGE AND HEALTH POINTS

If the target has no Armour Rating (or if some damage penetrates after subtracting the target's Armour Rating), reduce the target's current Health Point total by the amount of excess damage. Damage is applied in a similar way to both characters and Items.

If a character's current Health Points ever drop to zero or lower, the target is immediately knocked out (or ceases to function, if an Item receives damage). Further damage may kill the victim – see Effects of Damage to a Character (page 99).

SUPERSTRENGTH AND DAMAGE

Each Superstrength Level (page 58) adds +5 damage to unarmed attacks such as punches, kicks, grappling, or body slams. Each Superstrength Level adds +1 to a character's Damage Multiplier when using normal melee and thrown Weapons, as well as when using Weapon attacks with the Muscle Enhancement (page 65). If such a Weapon Attribute is defined as a form of unarmed combat as well, the +5 damage bonus does not also apply – the character only receives the +1 Damage Multiplier bonus.

LOW OR NO INJURY ATTACKS

The damage delivered by effectively Level 0 Weapons (page 62) only considers the character's Attack Combat Value since the Weapon's Base Damage is 0. For Weapons with an effective Level of -1, no actual damage at all is delivered; such Weapons only have utility if they have been assigned specific Weapon Enhancements.



EFFECTS OF DAMAGE TO A CHARACTER

Suffering damage in combat or through other actions results in the loss of Health Points. Total loss of Health Points can cause a character to pass out or die.

Should a player character or NPC's Health Points ever drop to zero or below, they suffered a severe wound and are rendered unconscious from the trauma. If a character is reduced to the negative value of their Health Points (for example, to -40 if the character's normal Health Point total is 40), they have suffered a mortal wound and will soon die – or possibly fall into a coma, depending on the tone of the game – unless medical attention arrives promptly. The GM may allow a dying character to linger long enough to say a few last words or perform some other final, heroic action.

► CHARACTER DEATH

Death in a game adventure can occur rarely, often, or never, depending on the tone and theme of the campaign. The default rule position in BESM Naked is that character death is a real consequence of extreme actions; it happens rarely, but is the result of deadly force or careless negligence.

RECOVERY

A character who suffers lost Health Points or Stat Points due to damage may heal naturally (or be repaired, for mechanical characters).

► RECOVERING HEALTH POINTS

Health Points regenerate at a rate equal to the character's Body Stat for each day of rest. The healing rate doubles if the character is in the care of someone with an appropriate Skill Group, but halved if they do not spend time resting.

► RECOVERING STUN DAMAGE

Health Points lost as a result of a Weapon Attribute with the Stun Enhancement (page 66) are recovered at a rate equal to the character's Body Stat every hour.

► RECOVERING DRAINED STATS

Stat Points lost as a result of a Weapon Attribute with the Drain Enhancement (page 64) return at a rate of one Point every hour.

► REPAIRING EQUIPMENT

Items, such as weapons, vehicles, or other gadgets can become damaged in the course of adventures. Characters can repair damage to equipment by making an appropriate Skill roll, usually applying either the Occupation, Technical, or Scientific Skill Groups (as best suited to the work). If the object has Health Points, each successful Skill roll repairs 10 Health Points. Each Skill roll should take approximately one day of work.

ENERGY POINTS

Energy Points represent a character's reserve of personal stamina, luck, and spiritual power. They are used to power Attributes that have the Deplete Limiter (page 72) and may be drained as a result of attacks by Weapons with the Enervation Enhancement (page 64) or general fatigue.

► FATIGUE

The GM may rule that a character will lose Energy Points if they are travelling or working without taking any time to rest. As a guideline, every 5-10 minutes of hard work or tiring travel (jogging, swimming, etc.) can result in a loss of one Energy Point.

OUT OF ENERGY

If a character's Energy Point total is ever reduced below zero, they will collapse due to exhaustion until their Energy Points are sufficiently recovered.

► RECOVERING ENERGY POINTS

The average of the Mind and Soul Stats (rounded up) equals the number of Energy Points that the character recovers every hour with rest.

DRAMATIC FEATS

A character's Energy Points can also represent a character's reserve of luck or karma that can be used in moments of high drama or extreme emotion to transcend a character's normal limits.

In such circumstances, Energy Points can be spent to temporarily provide a bonus to any dice rolls the character makes. The character may spend these Energy Points after rolling the dice. Each +1 bonus to a die roll burns 10 Energy Points. A character may add a maximum die roll bonus equal to their Soul Stat.



THINGS AND STUFF

What would an anime game be without the baroque weapons, sleek vehicles, towering mecha, magical artefacts, and high-tech toys that so many characters wield in their adventures?

This chapter provides further context for the Item Attribute (page 47), which you may have assigned to your character during their creation. You'll find a wide range of example Items across the historical spectrum that can either be used as they are, or used as templates to assist you create a plethora of weapons and vehicles for use in your game – whether you're a player or a Game Master. Of course, these listed examples aren't exhaustive since the Item Attribute is only limited by your imagination; many real-world variations exist for the generic weapons and equipment provided herein. Just remember that getting the right feel for your Items is more important than ensuring the creation game math is exact.

► POINT COSTS

Items tend to be somewhat obvious and are not always available to their owners. Items can also be lost. As a result, Items cost half as many Character Points as an equivalent amount of abilities built into the character to account for the inherent disadvantages they impose.

SHARED ITEMS

The GM may allow a group of characters to own a single important Item – such as a home base, giant robot mecha, spaceship, etc. – in common and evenly split the Character Points amongst themselves.

CREATING ITEMS

When designing an Item for your character, there are numerous guidelines you need to consider. Discuss the Item specifics with your GM during character creation to ensure you're on the same page.

► ITEM HEALTH POINTS

An Item's Health Points are equivalent to its Armour Rating, which is determined by its material composition. An Item's Health Points rarely plays a role in adventures, but can be useful to understand should you want to track damage to objects (see Breaking Items, page 114).

► ITEM DEFECTS

Defects associated with an Item typically only affect the character if they are using it (considered the “normal use” for the Item). For example, a gas mask restricts peripheral vision and is assigned one Rank of the Sensory Impairment Defect; the character's vision is only impaired while they are wearing it. Additionally, Defects that are implied by the Item's status as an inanimate object – such as Impaired Manipulation, Impaired Speech, Owned, Physical Impairment, Sensory Impairment, etc. – should not be assigned unless they indicate specific deficiencies.

► NAKED ENHANCEMENTS AND THE FEATURES ATTRIBUTE

You can design some Items with only Enhancements – usually Weapon Attribute (page 62) Enhancements, but others can also be used with GM permission. For example, a gun scope simply has an Accurate Enhancement that makes it easier to hit targets. Such “naked” Enhancements are considered as part of the Features Attribute (page 44).

► MUNDANE ITEMS

Mundane Items are Items that are so unimportant, everyday, or ubiquitous for the purpose of an adventure that the GM decides that they are free (ie. cost no Character Points to acquire). In our own Earth world, things like clothes, televisions, wrist watches, smartphones, family homes, etc. can be classed as mundane Items. This decision is largely based on use. A car could be classed as a mundane Item for one character (who rarely if ever uses it, save as a minor background detail) but an actual Item for another character (who uses it all the time during the game). The GM may instead decide that some Items are best acquired through the Gear (page 45) or Features (page 44) Attributes instead of being free – though only a single such Attribute Level at a cost of 1 Point may be considered free anyway, once the Point cost is halved as part of the Item Attribute (since it is rounded down).

All Items benefit from the Character Point protection rule, while mundane Items do not. Character Point protection means that if an Item is sufficiently important enough to cost Character Points, it's part of the character's concept. The GM should ensure the Item is replaced within the next game session if the Item is lost, stolen, or broken (provided this will not totally upset the logic of the story, naturally). Mundane Items do not benefit from this replacement guideline and they may be taken from the characters as appropriate for the story. Players may use Character Points to acquire otherwise mundane Items should they wish to benefit from such Point protection if the mundane Items are important to the character's concept.

TEMPORARY ITEMS

Although characters are expected to pay Character Points to acquire Items they use on a regular basis, it would be unrealistic for a character to be prohibited from picking up an opponent's dropped sword and attacking them with it. Similarly, if the character finds themselves in sudden need of something simple and commercially available, they can often run into a store and buy it.

As a campaign guideline, though, characters should stick with the Items to which they have allocated Character Points. If players seem to be abusing the spirit of this rule regulating temporary character Items, GMs may insist that any earned advancement Character Points (page 136) be applied to acquiring Items that the characters use regularly.

DAMAGE AND DEFENCE

In adventures where people, creatures, and harsh environments are destined to harm the player characters, it's important to have ways to defend and protect oneself. Although players are welcome to create their own Weapons and defensive Items from scratch, we provide dozens of ready-to-use examples in this section.

WEAPONS

The Weapons listed in Table-17 can be used by characters directly or can serve as templates when creating other similar Weapons. For example, by simply increasing the Weapon Level (and thus damage) of a longsword, it is possible to create various magic or high tech swords, or simply swords made from more durable and damaging materials.

ARMOUR

Body armour has been worn in many eras by warriors, police, military, black ops, and others. Although shunned by martial artists and swashbuckling heroes, armour can be worn comfortably if properly designed and if the character is trained to use it.

The Armour values listed in Table-18 represent average-quality construction and materials. Armour with one assignment of the Localised Limiter only covers a portion of the body, often leaving the head and other extremities unprotected.

SHIELDS

Shields are designed to deflect blows and turn them aside when possible, but can also absorb the impact of blows when interposed between the character and an attack. See page 97 for more information on defending with a shield.

Though usually reserved for Level 1 Attributes, some larger shields have the Potent Enhancement, which provides the targeted character a minor (for Potent -1) or major (for Potent -2) edge when defending with a shield. See page 91 for more information about how minor and major edges change dice rolls.

PROTECTIVE DEVICES

Many types of suits and masks offer more protection than simply the Armour Attribute. A few examples are included in this section.

MECHA AND VEHICLES

Along with their specialised Weapons and Items, many anime heroes and villains use specialised mecha. "Mecha" is the term used by Japanese animators and fans to refer to any mechanical designs that appear in anime, such as giant robot, tank, racing car, jet fighter, spaceship, or even a sailing ship. Halve the Point costs of all mecha (rounding down) if they are acquired as part of the Item Attribute.

USING MECHA

A mecha must usually be piloted or driven by a character. The mecha's operator uses their Stats when the mecha must make a dice roll. If a mecha has multiple occupants, only one operator can control it at any one time. Some Attributes the mecha possesses can be used by any appropriate driver or passenger, though Weapons must have the Helper Enhancement to permit alternate or multiple gunners. Other Attributes, such as Resilient (page 55), will protect the occupants and the mecha itself. Consider the normal use of the mecha when adjudicating the Attributes and Defects.

DESIGNING MECHA: SIMPLICITY

You should design mecha based on the correct feel for the campaign rather than strict adherence to what is or is not in the mecha. In particular, GMs should not go overboard with Features. Anything that is implied by the mecha's size or by other Attributes can be assumed to be there.

For example, a large modern naval vessel has dozens of navigation systems, workshops, mess halls, television sets, winches, and numerous other elements. These might be Features worth mentioning on a small vessel, but since the vehicle has already been assigned the Capacity Attribute at Level 10 (ie. it can host 1,000 occupants), such Features are assumed to be included.

► USEFUL ATTRIBUTES

Certain Attributes are especially useful to mecha. Assign Flight, Jumping, Ground Speed, Spaceflight, Superspeed, Teleport, or Water Speed Attributes to move. Assign the Capacity Attribute to carry more than one person or 100 kg of cargo. If the mecha can manipulate things with arms, giving it equivalent Levels of Superstrength is a good idea as well. All mecha made of durable materials should be assigned multiple Levels of the Armour Attribute. Semi-autonomous mecha can be represented by the Features (Basic A.I.) Attribute.

► USEFUL DEFECTS

Assign Awkward Size (page 76) to mecha massing over 200 kg or measuring 3+ metres. Special Requirement (page 81) is suitable for mecha that require extra fuel or maintenance. Defects implied by the mecha's status as an inanimate object (like Impaired Manipulation, Physical Impairment, etc.) should not be assigned.

LOCATIONS

The same guidelines that apply to vehicle Items apply to stationary Items. Locations are typically permanently immobile – they cannot be moved or manipulate anything outside themselves. They usually do not have any Attribute that permits them to move themselves, nor are they assigned any Defects such as Confined that are redundant with their lack of mobility. They may be assigned specific movement Attributes, such as Teleport (page 59), to indicate that it can translocate other people, though.



WEAPONS

| Unarmed Attacks | Level | Enhancements | Limiters | Points | Item Cost |
|-----------------------------|-------|--------------|-----------------|--------|-----------|
| Normal Punch or Kick | 0 | Stun | Non-Penetrating | - | - |
| + Brass Knuckles | 1 (0) | Potent 2 | Non-Penetrating | 2 | 1 |
| + Brutal 1 Combat Technique | 1 | Stun | Non-Penetrating | - | - |
| + Spiked Gauntlet | 1 | Potent | Non-Penetrating | 2 | 1 |

| Splash | Level | Enhancements | Limiters | Points | Item Cost |
|----------------------|-------|--|---|--------|-----------|
| Acid (Flask) | 5 (2) | Area 1, Contact 2, Continuing 3, Range 2 | Ammo 4, Inaccurate | 10 | 5 |
| Boiling Oil (Barrel) | 3 | Area 2, Contact 2, Continuing 5 | Activation 2, Ammo 4, Assisted 1, Inaccurate, Hands | 6 | 3 |
| Molotov Cocktail | 2 (1) | Area 2, Continuing 3, Range 2 | Activation 1, Ammo 4, Inaccurate | 4 | 2 |

| Archaic Melee | Level | Enhancements | Limiters | Points | Item Cost |
|---------------------------|-------|--------------------|-----------------------------|--------|-----------|
| Battleaxe | 3 | - | - | 6 | 3 |
| Bastard Sword (One-Hand) | 3 | - | - | 6 | 3 |
| Bastard Sword (Two-Hands) | 3 | Accurate | Hands | 6 | 3 |
| Bokken (Wooden Sword) | 2 | - | - | 4 | 2 |
| Caltrops (Bag) | 1 | Area 1, Trap | Non-Penetrating 2 | 2 | 1 |
| Club | 2 | - | - | 4 | 2 |
| Garrotte Wire | 1 (5) | - | Hands, Non-Penetrating 3 | 2 | 1 |
| Greatsword | 4 (5) | - | Hands | 8 | 4 |
| Katana | 3 | - | - | 6 | 3 |
| Knife or Dagger | 1 | - | - | 2 | 1 |
| Lance, Tournament | 1 (2) | Reach | Non-Penetrating, Unreliable | 2 | 4 |
| Lance, War | 5 (3) | Penetrating, Reach | - | 10 | 5 |
| Longaxe | 3 (4) | - | Hands | 6 | 3 |
| Longsword | 3 | - | - | 6 | 3 |
| Mace, Heavy | 3 | - | - | 6 | 3 |
| Mace, Light | 2 | - | - | 4 | 2 |
| Maul | 3 (4) | - | Hands | 6 | 3 |
| Morningstar Flail | 3 | - | - | 6 | 3 |
| Nunchaku | 2 (1) | Flexible | - | 4 | 2 |
| Polearm | 3 | Reach | Hands | 6 | 3 |
| Quarterstaff | 1 (3) | - | Hands, Non-Penetrating | 2 | 1 |
| Sap | 2 | Stun | Non-Penetrating | 4 | 2 |
| Scythe | 3 (4) | - | Hands | 6 | 3 |
| Shield (Bash) | 1 (2) | - | Inaccurate | - | - |
| Shortsword | 2 | - | - | 4 | 2 |
| Spear | 2 | - | - | 4 | 2 |
| Wakizashi | 2 | - | - | 4 | 2 |
| Warhammer | 3 | - | - | 6 | 3 |
| Weighted Chain | 1 (2) | Flexible | Backlash, Inaccurate | 2 | 1 |
| Whip | 2 (1) | Flexible, Range 1 | Non-Penetrating | 4 | 2 |
| Wooden Stake | 1 | Potent 1 | Non-Penetrating | 2 | 1 |

WEAPONS

| Archaic Ranged | Level | Enhancements | Limiters | Points | Item Cost |
|------------------------|--------|------------------------|-----------------------------|--------|-----------|
| Axe, Throwing | 1 (2) | Potent 1, Range 2 | Ammo 3, Inaccurate | 2 | 1 |
| Blowgun | 1 | Range 2 | Non-Penetrating 2 | 2 | 1 |
| Bolas | 1 (0) | Range 2, Tangle 2 | Ammo 3, Non-Penetrating 2 | 2 | 1 |
| Crossbow, Hand | 3 (1) | Range 2 | - | 6 | 3 |
| Crossbow, Heavy | 6 (4) | Penetrating 2, Range 3 | Activation 2, Hands | 12 | 6 |
| Crossbow, Light | 3 (2) | Penetrating, Range 2 | Activation 1, Hands | 6 | 3 |
| Knife, Throwing | 1 | Potent 1, Range 2 | Ammo 3 | 2 | 1 |
| Lasso | 1 (-1) | Range 2, Tangle 2 | Inaccurate 2 | 2 | 1 |
| Longbow | 5 (3) | Range 3 | Hands | 10 | 5 |
| Longbow, Double-Curved | 6 (3) | Muscle, Range 3 | Hands | 12 | 6 |
| Net | 1 (-1) | Range 0, Tangle 3 | Inaccurate | 2 | 1 |
| Net, Fighting | 1 (0) | Range 0, Tangle 3 | Inaccurate, Non-Penetrating | 2 | 1 |
| Rock or Object, Huge | 7 | Range 2 | Inaccurate 2 | 14 | 7 |
| Rock or Object, Large | 5 | Range 2 | Inaccurate 2 | 10 | 5 |
| Rock or Object, Medium | 3 | Range 2 | Inaccurate 2 | 6 | 3 |
| Rock or Object, Small | 1 | Range 2 | Inaccurate 2 | 2 | 1 |
| Sling | 1 | Range 2 | Inaccurate, Non-Penetrating | 2 | 1 |
| Shortbow | 4 (2) | Range 3 | Hands | 8 | 4 |
| Shuriken | 1 | Potent 1, Range 2 | Ammo 2, Non-Penetrating | 2 | 1 |
| Spear, Throwing | 1 (2) | Range 2 | Ammo 3 | 2 | 1 |

| Archaic Siege | Level | Enhancements | Limiters | Points | Item Cost |
|------------------|---------|---------------------------|---|--------|-----------|
| Ballista, Small | 8 (10) | Range 3 | Activation 3, Hands, Inaccurate | 16 | 8 |
| Ballista, Medium | 10 (12) | Range 3 | Activation 3, Hands, Inaccurate | 20 | 10 |
| Ballista, Large | 12 (14) | Range 4 | Activation 4, Hands, Inaccurate | 24 | 12 |
| Catapult, Large | 19 (20) | Area 2, Indirect, Range 4 | Activation 2, Assisted 3, Hands, Inaccurate 2 | 38 | 19 |
| Catapult, Medium | 16 (18) | Area 1, Indirect, Range 3 | Activation 2, Assisted 2, Hands, Inaccurate 2 | 32 | 16 |
| Catapult, Small | 14 (16) | Indirect, Range 3 | Activation 2, Assisted 2, Hands, Inaccurate 1 | 28 | 14 |
| Ram, Large | 6 (12) | - | Activation 2, Assisted 3, Hands | 12 | 6 |
| Ram, Medium | 5 (10) | - | Activation 2, Assisted 2, Hands | 10 | 5 |
| Ram, Small | 3 (6) | - | Activation 1, Assisted 1, Hands | 6 | 3 |

| Modern Melee | Level | Enhancements | Limiters | Points | Item Cost |
|----------------------|--------|---------------------------|-----------------|--------|-----------|
| Battle Yo-Yo | 2 | Flexible | Non-Penetrating | 4 | 2 |
| Chainsaw | 2 | Penetrating | Hands | 4 | 2 |
| Machete | 2 | - | - | 4 | 2 |
| Pepper Spray or Mace | 2 (1) | Irritant 2, Range 1, Stun | Ammo 2, Toxic | 4 | 2 |
| Police Baton | 2 | Stun | Non-Penetrating | 4 | 2 |
| Stunner | 2 (-1) | Incapacitating 4 | Ammo 1 | 4 | 2 |
| Sword Cane | 2 | - | - | 4 | 2 |

WEAPONS

| Modern Ranged | Level | Enhancements | Limiters | Points | Item Cost |
|---------------------------------|---------|---|---|--------|-----------|
| Flame Thrower | 6 (2) | Continuing 3, Range 2, Spreading 2 | Ammo 1, Hands, Inaccurate | 12 | 6 |
| Gatling Gun | 5 (4) | Autofire 3, Range 3 | Ammo 1, Assisted 2, Hands, Inaccurate | 10 | 5 |
| Grenade, Concussion | 6 (8) | Area 1, Range 2 | Ammo 4, Inaccurate | 12 | 6 |
| Grenade, Flash-Bang | 1 (-1) | Area 2, Flare (Hearing) 2, Flare (Sight) 2, Range 2 | Ammo 4, Toxic 2 | 2 | 1 |
| Grenade, Fragmentation | 5 (6) | Area 2, Range 2 | Ammo 4, Inaccurate | 10 | 5 |
| Grenade, Smoke | 1 (-1) | Area 2, Duration 4, Range 2 | Ammo 4, Toxic 2 + Sensory Block (Sight) Level 1 | 3 | 1 |
| Grenade, Tear Gas | 3 (-1) | Area 2, Duration 3, Irritant 3, Range 2 | Ammo 4, Toxic 2 + Sensory Block (Sight) Level 1 | 7 | 3 |
| Machine Gun, Heavy | 12 (6) | Autofire 3, Penetrating 1, Range 4 | Ammo 1, Hands | 24 | 12 |
| Machine Gun, Light | 10 (5) | Autofire 3, Range 4 | Ammo 1, Hands | 20 | 10 |
| Paintball Marker | 1 (-1) | Range 2, Unique: Marks | Hands, Inaccurate 2, Unreliable 2 | 2 | 1 |
| Pistol, Heavy | 7 (4) | Range 3 | - | 14 | 7 |
| Pistol, Machine | 7 (3) | Autofire 3, Range 3 | Ammo 1, Inaccurate | 14 | 7 |
| Pistol, Light | 5 (3) | Range 3 | Inaccurate | 10 | 5 |
| Pistol, Medium | 6 (3) | Range 3 | - | 12 | 6 |
| Rifle, Assault | 9 (4) | Autofire 3, Range 4 | Ammo 1, Hands | 18 | 9 |
| Rifle, High-Powered | 7 (4) | Range 4 | Hands | 14 | 7 |
| Rifle, Sniper | 10 (5) | Accurate 2, Range 4 | Hands | 20 | 10 |
| Rotary Cannon | 24 (10) | Autofire 3, Penetrating 4, Range 4, Spreading 3 | - | 48 | 24 |
| Shotgun | 6 (5) | Range 3, Spreading | Ammo 1, Hands, Non-Penetrating | 12 | 6 |
| Shotgun, Double-Barrelled Heavy | 6 | Range 3, Spreading | Ammo 2, Hands, Non-Penetrating | 12 | 6 |
| Slingshot | 1 | Range 2 | Inaccurate, Non-Penetrating | 2 | 1 |
| Submachine Gun | 7 (3) | Autofire 3, Range 3 | Ammo 1, Hands | 14 | 7 |
| Taser | 2 (-1) | Incapacitating 4, Range 2 | Activation 1, Ammo 1, Inaccurate | 4 | 2 |
| Water Cannon | 9 (4) | Range 3, Spreading 2, Stun | Hands | 18 | 9 |

| Modern Ordnance | Level | Enhancements | Limiters | Points | Item Cost |
|-----------------------|---------|--|---|--------|-----------|
| Rocket Launcher | 12 | Area 2, Penetrating, Range 3 | Activation 1, Backblast 1, Ammo 2, Hands, Inaccurate | 24 | 12 |
| Stinger Missile | 15 | Area 2, Homing: Infrared, Penetrating, Range 5 | Activation 2, Backblast, Ammo 4, Environmental 1 (Air Targets), Stoppable 1 | 30 | 15 |
| Tank Gun, 120mm Heat | 21 (12) | Area 2, Helper, Penetrating 4, Range 5 | Activation 1, Assisted 1, Hands | 42 | 21 |
| Tank Gun, 120mm Sabot | 22 (15) | Accurate, Helper, Penetrating 3, Range 5 | Activation 1, Assisted 1, Hands | 44 | 22 |
| Tomahawk Missile | 35 (30) | Accurate 2, Area 4, Penetrating 6, Range 7 | Activation 3, Assisted 2, Ammo 4, Stoppable 4, Unreliable | 70 | 35 |

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WEAPONS

| Futuristic Melee | Level | Enhancements | Limiters | Points | Item Cost |
|-----------------------|---------|---------------------------|----------|--------|-----------|
| Energy Whip | 8 (4) | Flexible 2, Penetrating 2 | - | 16 | 8 |
| Garrote, Monofilament | 12 (10) | Insidious 3 | Hands | 24 | 12 |
| Light Sword | 10 (5) | Penetrating 5 | - | 20 | 10 |

| Futuristic Ranged | Level | Enhancements | Limiters | Points | Item Cost |
|-----------------------|---------|--|---------------------------------------|--------|-----------|
| Blaster Pistol | 7 (4) | Range 3 | - | 14 | 7 |
| Blaster Rifle | 10 (7) | Range 4 | Hands | 20 | 10 |
| Blaster Hand Cannon | 15 (10) | Indirect, Range 5 | Hands | 30 | 15 |
| Mass Driver | 55 (40) | Area 10, Insidious 3, Quake 5, Range 7 | Activation 4, Assisted 3, Stoppable 3 | 110 | 55 |
| Mini-Missile Launcher | 12 (8) | Area 2, Homing: Infrared, Range 4 | Activation 1, Ammo 1, Hands | 24 | 12 |
| Sniper Laser | 15 (7) | Accurate 2, Range 5, Inconspicuous 3 | Ammo 1, Hands | 30 | 15 |

FIRST AID KIT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|-----------------------------|
| 1 | 1 | Feature (Medical Kit) |
| 1 | | TOTAL (0 POINT ITEM) |

NIGHT VISION GOGGLES

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|-----------------------------|
| 1 | 1 | Features (Low-Light Vision) |
| 1 | | TOTAL (0 POINT ITEM) |

INFRARED GOGGLES

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|-----------------------------|
| 3 | 3 | Supersense (1 km; Infrared) |
| 3 | | TOTAL (1 POINT ITEM) |

LASER SIGHT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 1 | 1 | Features (Naked Enhancement: Accurate 2; Potent -1; Detectable: Sight +1) |
| 1 | | TOTAL (0 POINT ITEM) |

WORLD GATES

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|--|
| 13 (2) | 26 | Dimensional Portal (Two-Way Door Between Worlds A and B; Area -1, Duration: Permanent -10) |
| RANK | POINTS | DEFECT |
| 1 | -2 | Cursed (Can be Destroyed by a Skeleton Key - see page 25) |
| 24 | | TOTAL (12 POINT ITEM) |

RIFLE SCOPE

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|--|
| 1 | 1 | Features (Naked Enhancement: Accurate 1) |
| 1 | | TOTAL (0 POINT ITEM) |

ARMOUR

| Animal Armour Type | Attribute | Level | AR | Modifiers | Points | Item Cost |
|--------------------|-----------|-------|----|-----------|--------|-----------|
| Thick Fur | Features | 1 | 2 | - | 1 | - |
| Tough Hide | Features | 1 | 3 | - | 1 | - |
| Thick Hide | Armour | 1 | 5 | - | 2 | - |
| Thin Scales | Armour | 1 | 5 | - | 2 | - |
| Light Scales | Armour | 2 | 10 | - | 4 | - |
| Medium Scales | Armour | 3 | 15 | - | 6 | - |
| Heavy Scales | Armour | 4 | 20 | - | 8 | - |
| Mighty Scales | Armour | 8 | 40 | - | 16 | - |

| Archaic Armour Type | Attribute | Level | AR | Modifiers | Points | Item Cost |
|---------------------|-----------|-------|----|-------------|--------|-----------|
| Padded | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Hide | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Leather | Armour | 2 | 10 | - | 4 | 2 |
| Chain Shirt | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Ringmail | Armour | 2 | 10 | - | 4 | 2 |
| Scale Armour | Armour | 2 | 10 | - | 4 | 2 |
| Chainmail | Armour | 3 | 15 | - | 6 | 3 |
| Splint Armour | Armour | 3 | 15 | - | 6 | 3 |
| Brigandine | Armour | 3 | 15 | - | 6 | 3 |
| Full Plate | Armour | 4 | 20 | - | 8 | 4 |

| Modern Armour Type | Attribute | Level | AR | Modifiers | Points | Item Cost |
|----------------------|-----------|-------|----|-------------|--------|-----------|
| Thick Leather Jacket | Features | 1 | 2 | Localised 1 | 1 | - |
| Light Body Armour | Armour | 3 (4) | 20 | Localised 1 | 6 | 3 |
| Medium Body Armour | Armour | 4 (5) | 25 | Localised 1 | 8 | 4 |
| Heavy Body Armour | Armour | 6 | 30 | - | 12 | 6 |

| Futuristic Armour Type | Attribute | Level | AR | Modifiers | Points | Item Cost |
|-------------------------------|-------------|-------|----|--------------|--------|-----------|
| Ceramic Armour | Armour | 6 | 30 | - | 12 | 6 |
| Light Force Armour | Force Field | 3 | 30 | - | 12 | 6 |
| Heavy Force Armour | Force Field | 5 (4) | 40 | Regenerating | 20 | 10 |
| Tactical Force Armour | Force Field | 6 (5) | 50 | Regenerating | 24 | 12 |
| Low-Intensity Power Armour | Armour | 8 | 40 | - | 16 | 8 |
| Medium-Intensity Power Armour | Armour | 12 | 60 | - | 24 | 12 |
| High-Intensity Power Armour | Armour | 16 | 80 | - | 32 | 16 |

SHIELDS

| Buckler Shield | Attribute | Level | AR | Modifiers | Points | Item Cost |
|----------------|-------------|-------|----|-------------|--------|-----------|
| Plant | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Leather | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Animal Scales | Armour | 1 (2) | 10 | Localised 1 | 2 | 1 |
| Wood | Armour | 2 (3) | 15 | Localised 1 | 4 | 2 |
| Metal | Armour | 3 (4) | 20 | Localised 1 | 6 | 3 |
| Composites | Armour | 5 (6) | 30 | Localised 1 | 10 | 5 |
| Energy | Force Field | 3 (4) | 40 | Localised 1 | 12 | 6 |

| Small Shield | Attribute | Level | AR | Modifiers | Points | Item Cost |
|---------------|-------------|-------|----|-----------|--------|-----------|
| Plant | Armour | 2 | 10 | - | 4 | 2 |
| Leather | Armour | 2 | 10 | - | 4 | 2 |
| Animal Scales | Armour | 2 | 10 | - | 4 | 2 |
| Wood | Armour | 3 | 15 | - | 6 | 3 |
| Metal | Armour | 4 | 20 | - | 8 | 4 |
| Composites | Armour | 6 | 30 | - | 12 | 6 |
| Energy | Force Field | 4 | 40 | - | 16 | 8 |

| Large Shield | Attribute | Level | AR | Modifiers | Points | Item Cost |
|---------------|-------------|-------|----|-----------|--------|-----------|
| Plant | Armour | 3 (2) | 10 | Potent -1 | 6 | 3 |
| Leather | Armour | 3 (2) | 10 | Potent -1 | 6 | 3 |
| Animal Scales | Armour | 3 (2) | 10 | Potent -1 | 6 | 3 |
| Wood | Armour | 4 (3) | 15 | Potent -1 | 8 | 4 |
| Metal | Armour | 5 (4) | 20 | Potent -1 | 10 | 5 |
| Composites | Armour | 7 (6) | 30 | Potent -1 | 14 | 7 |
| Energy | Force Field | 5 (4) | 40 | Potent -1 | 20 | 10 |

| Special Shield | Attribute | Level | AR | Modifiers | Points | Item Cost |
|---------------------------------|-------------|-------|----|----------------------------|--------|-----------|
| Tower - Metal | Armour | 7 (5) | 25 | Potent -2 | 14 | 7 |
| Tactical - Composites | Armour | 9 (7) | 35 | Potent -2 | 18 | 9 |
| Smart Shield, Standard - Energy | Force Field | 5 (4) | 40 | Regenerating | 20 | 10 |
| Smart Shield, Heavy - Energy | Force Field | 7 (5) | 50 | Offensive, Regenerating | 28 | 14 |

CHAMELEON SUIT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|--|
| 1 (2) | 2 | Undetectable (Sight 2; Nonadjacent -1) |
| 2 | | TOTAL (1 POINT ITEM) |

DEEP-SEA DIVING SUIT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|--|
| 6 | 12 | Armour (Armour Rating 30) |
| 3 | 3 | Features (Camera, Comms, Data Backup, Lights, Life Support Systems, Sensors) |
| 6 (3) | 6 | Resilient (Intense Cold, High Pressure, Lack of Air; All Complete -3) |
| RANK | POINTS | DEFECT |
| 2 | -6 | Impaired Manipulation |
| 2 | -6 | Physical Impairment (Can't move without help) |
| 9 | | TOTAL (4 POINT ITEM) |

GAS MASK

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|--|
| 2 (1) | 4 | Resilient (Airborne Toxins; Complete -1) |
| RANK | POINTS | DEFECT |
| 1 | -3 | Sensory Impairment (Sight) |
| 1 | | TOTAL (0 POINT ITEM) |

GOGGLES/EAR PROTECTION

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|--|
| 2 | 4 | Resilient (Intense Light, Intense Sound) |
| RANK | POINTS | DEFECT |
| 1 | -3 | Sensory Impairment (Hearing) |
| 1 | | TOTAL (0 POINT ITEM) |

GRIZZLY SUIT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 8 | 16 | Armour (Armour Rating 40) |
| 2 | 2 | Features (Camera, Comms, Lights) |
| RANK | POINTS | DEFECT |
| 2 | -6 | Impaired Manipulation |
| 2 | -6 | Physical Impairment (Slow walking; can't get up alone after falling down) |
| 6 | | TOTAL (3 POINT ITEM) |

HAZMAT SUIT

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 1 | 2 | Armour (Armour Rating 5) |
| 2 | 2 | Features (Chemical Resistance, Comms, Life Support Systems) |
| 4 (2) | 8 | Resilient (Lack of Air, Radiation; All Complete -2) |
| 12 | | TOTAL (6 POINT ITEM) |

SPACE SUIT

| LEVEL | POINTS | ATTRIBUTE |
|-----------|--------|---|
| 2 | 4 | Armour (Armour Rating 10) |
| 2 | 2 | Features (Comms, Lights, Life Monitors) |
| 1 (2) | 3 | Flight (Environmental: Vacuum +1) |
| 9 (5) | 18 | Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure; All Complete -4; Radiation) |
| RANK | POINTS | DEFECT |
| 1 | -3 | Physical Impairment (Restricted Mobility) |
| 24 | | TOTAL (12 POINT ITEM) |

AUTOMOBILE, MID-SIZED

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 2 | 4 | Armour (Armour Rating 10) |
| 3 | 3 | Capacity (5 People) |
| 1 | 1 | Features (Modern Vehicle Tech Suite) |
| 3 (5) | 3 | Ground Speed (250 kph; Detectable: Hearing +1; Road-Bound +1) |
| RANK | POINTS | DEFECT |
| 2 | -4 | Awkward Size (Size 2: Huge - 5 metres) |
| 7 | | TOTAL (3 POINT ITEM) |

AUTOMOBILE, SPORTS CAR

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 2 | 4 | Armour (Armour Rating 10) |
| 1 | 1 | Capacity (2 People) |
| 1 | 1 | Features (Modern Vehicle Tech Suite) |
| 4 (6) | 4 | Ground Speed (500 kph; Detectable: Hearing +1; Road-Bound +1) |
| RANK | POINTS | DEFECT |
| 1 | -2 | Awkward Size (Size 1: Large - 4 metres) |
| 8 | | TOTAL (4 POINT ITEM) |

MOTORCYCLE

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 1 (2) | 2 | Armour (Armour Rating 10; Localised +1) |
| 1 | 1 | Features (Modern Vehicle Tech Suite) |
| 3 (5) | 3 | Ground Speed (250 kph; Detectable: Hearing +1; Road-Bound +1) |
| 6 | | TOTAL (3 POINT ITEM) |

ATTACK HELICOPTER

| LEVEL | POINTS | ATTRIBUTE |
|------------|--------|---|
| 6 | 12 | Armour (Armour Rating 30) |
| 1 | 1 | Capacity (2 People) |
| 2 | 2 | Features (Comms, Lights, Radar Detector) |
| 3 (4) | 9 | Flight (300 kph; Detectable: Hearing +1) |
| 2 | 2 | Sensory Block (Infrared, Radar) |
| 3 | 3 | Supersenses (1 km; Infrared) |
| 27 (20) | 54 | Weapon: Anti-Tank Missiles (Area -2; Helper -1; Penetrating -2; Range -5; Activation +1; Ammo +1; Stoppable +1) |
| 19 (12) | 38 | Weapon: Rocket Pods (Area -2; Helper -1; Range -4; Spreading -2; Ammo -1; Inaccurate -1) |
| 15 (8) | 30 | Weapon: Automatic Cannon (Autofire -3; Helper -1; Range -4; Ammo +1) |
| RANK | POINTS | DEFECT |
| 3 | -6 | Awkward Size (Size 3: Mammoth - 15 metres) |
| 1 | -3 | Special Requirement (Frequent maintenance) |
| 1 | -2 | Weak Point (Rotors) |
| 140 | | TOTAL (70 POINT ITEM) |

BUS

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 2 | 4 | Armour (Armour Rating 10) |
| 6 | 6 | Capacity (50 People) |
| 1 | 1 | Features (Comms, Modern Vehicle Tech Suite) |
| 2 (4) | 2 | Ground Speed (125 kph; Detectable: Hearing +1; Road-Bound +1) |
| 1 | 1 | Tough |
| RANK | POINTS | DEFECT |
| 3 | -6 | Awkward Size (Size 3: Mammoth - 15 metres) |
| 8 | | TOTAL (4 POINT ITEM) |

HEAVY TANK

| LEVEL | POINTS | ATTRIBUTE |
|------------|--------|---|
| 12 | 24 | Armour (Armour Rating 60) |
| 2 | 2 | Capacity (4 People) |
| 2 | 2 | Features (Comms, Low-Light Vision, Tools) |
| 2 (3) | 2 | Ground Speed (50 kph; Detectable: Hearing +1) |
| 2 (1) | 4 | Resilient (Airborne Toxins; Complete -1) |
| 4 (2) | 4 | Sensory Block "Smoke Grenade Launchers" (Infrared, Sight; Area -2; Duration -2; Activation +1, Ammo +1) |
| 3 | 3 | Supersenses (1 km; Infrared) |
| 22 (15) | 44 | Weapon: 120mm gun, sabot ammo (Accurate -1; Helper -1; Penetrating -3; Range -5; Activation +1; Assisted +1; Hands +1) |
| 21 (12) | 21 | Weapon: 120mm gun, HEAT ammo (Alt-Munition; Area -2; Helper -1; Penetrating -4; Range -5; Activation +1; Assisted +1; Hands +1) |
| 16 (8) | 32 | Weapon: Commander's .50-calibre machine gun (Autofire -3; Helper -1; Penetrating -1; Range -4; Ammo +1) |
| 12 (6) | 24 | Weapon: 7.62mm coaxial machine gun (Autofire -3; Helper -1; Range -4; Ammo +1; Hands +1) |
| RANK | POINTS | DEFECT |
| 3 | -6 | Awkward Size (Size 3: Mammoth - 9 metres) |
| 2 | -6 | Unique Defect (Half Armour on Side and Rear) |
| 150 | | TOTAL (75 POINT ITEM) |

JET FIGHTER

| LEVEL | POINTS | ATTRIBUTE |
|------------|--------|---|
| 5 | 10 | Armour (Armour Rating 20) |
| 2 | 2 | Features (Comms, Ejection Seat, Modern Vehicle Tech Suite, Radar Detector) |
| 4 (6) | 12 | Flight (3,000 kph; Detectable: Hearing +1, Maintain +1) |
| 2 (1) | 4 | Resilient (Lack of Air; Complete -1) |
| 1 | 1 | Sensory Block (Radar) |
| 3 (4) | 3 | Supersense (10 km; Radar; Detectable: Radar -1) |
| 27 (22) | 54 | Weapon: Air-to-Air Missiles (Homing: Radar -2; Range -6; Ammo +1; Stoppable +2) |
| 14 (8) | 28 | Weapon: 20mm Gatling Gun (Autofire -3; Range -4; Ammo +1) |
| RANK | POINTS | DEFECT |
| 4 | -8 | Awkward Size (Size 4: Gigantic - 20 metres) |
| 1 | -3 | Special Requirement (Frequent Refuelling) |
| 1 | -3 | Special Requirement (Frequent Maintenance) |
| 100 | | TOTAL (50 POINT ITEM) |

POWER BOAT

| LEVEL | POINTS | ATTRIBUTE |
|----------|--------|---|
| 1 (2) | 2 | Armour (Armour Rating 10; Localised +1) |
| 3 | 3 | Capacity (5 People) |
| 1 | 1 | Features (Modern Vehicle Tech Suite) |
| 2 (3) | 2 | Water Speed (100 kph; Detectable: Hearing +1) |
| RANK | POINTS | DEFECT |
| 2 | -4 | Awkward Size (Size 2: Huge - 8 metres) |
| 4 | | TOTAL (2 POINT ITEM) |

ASSAULT MECHA

| LEVEL | POINTS | ATTRIBUTE |
|--------|--------|--|
| 12 | 24 | Armour (Armour Rating 60) |
| 2 | 2 | Features (Comms, Ejection Seat, Modern Tech Suite) |
| 1 (3) | 3 | Flight (100 kph; Potent -1; Recovery +3) |
| 3 | 3 | Ground Speed (50 kph) |
| 10 (5) | 20 | Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation; All Complete -5) |
| 2 | 2 | Sensory Block (Infrared, Radar) |
| 1 | 1 | Spaceflight (10,000 kph; Potent +3; Recovery -3) |
| 3 | 3 | Supersense (1 km; Infrared) |
| 4 | 16 | Superstrength (10 Tonnes) |
| 15 (9) | 30 | Weapon: Missile Pack (Area -2; Homing: Radar -1; Range -4; Ammo +1) |
| 13 (7) | 26 | Weapon: 30mm Gatling Gun (Autofire -3; Penetrating -1; Range -3; Ammo +1) |

| RANK | POINTS | DEFECT |
|------|--------|---|
| 2 | -4 | Awkward Size (Size 2: Huge - 6 metres) |
| 1 | -3 | Special Requirement (Frequent Refuelling) |
| 1 | -3 | Special Requirement (Frequent Maintenance) |

120 TOTAL (60 POINT ITEM)

SAILING VESSEL

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 3 | 6 | Armour (Armour Rating 15) |
| 6 | 6 | Capacity (50 People or 10 Tonnes) |
| 1 | 1 | Water Speed (10 kph; Potent -3; Assisted: Sailors +2; Environmental: Wind +1) |

| RANK | POINTS | DEFECT |
|------|--------|--|
| 4 | -8 | Awkward Size (Size 4: Gigantic - 30 metres) |

5 TOTAL (2 POINT ITEM)

SPACE FREIGHTER

| LEVEL | POINTS | ATTRIBUTE |
|---------|--------|--|
| 15 | 30 | Armour (Armour Rating 75) |
| 8 | 8 | Capacity (10 people and 50 Tonnes; 50,000 Tonnes In Space) |
| 1 | 1 | Features (Tachyon Radio) |
| 6 (7) | 18 | Flight (10,000 kph; Detectable: Hearing +1) |
| 11 (6) | 22 | Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation; All Complete -5; Mechanical Endurance) |
| 6 | 6 | Spaceflight (Slow Faster-Than-Light) |
| 4 (5) | 4 | Supersense (100 km; Radar; Detectable: Radar +1) |
| 24 (15) | 48 | Weapon: Laser Turret A (Accurate -2; Helper -1; Range -6) |
| 24 (15) | 48 | Weapon: Laser Turret B (Accurate -2; Helper -1; Range -6) |
| 15 (8) | 30 | Weapon: Mini Laser (Accurate -1; Helper -1; Range -5) |

| RANK | POINTS | DEFECT |
|------|--------|--|
| 6 | -12 | Awkward Size (Size 6: Colossal - 80 metres) |
| 1 | -3 | Special Requirement (Frequent Maintenance) |

200 TOTAL (100 POINT ITEM)

WAGON

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 2 | 4 | Armour (Armour Rating 10) |
| 3 | 3 | Capacity (5 People or 1 Tonne) |
| 1 (2) | 1 | Ground Speed (10 kph; Potent -1; Assisted: Draft Animals +1; Road-Bound +1) |

| RANK | POINTS | DEFECT |
|------|--------|--|
| 1 | -2 | Awkward Size (Size 1: Large - 4 metres) |

6 TOTAL (3 POINT ITEM)

BREAKING ITEMS

Battles between powerful foes often result in a great deal of collateral damage.

► ITEM ARMOUR RATINGS

The Armour Rating of an Item indicates how much damage the object can stop. Table-20: Item Armour Ratings provides rough Armour Ratings for common objects. For Ranged Weapons, “working Weapons” – Items with delicate working mechanisms, like those found in guns and crossbows – are classified differently than “simple Weapons” (without working parts).



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ITEM ARMOUR RATINGS

| Object | Armour Rating |
|------------------------|--|
| Bench/Table, Metal | 15 |
| Bench/Table, Wood | 15 |
| Cement Barrier | 30 |
| Door, Car | 15 |
| Door, Vault | 200 |
| Door, Wooden | 15 |
| Dumpster, Metal | 20 |
| Furniture, Wood | 10 |
| Ladder, Metal | 5 |
| Manhole Cover | 30 |
| Steel Cables | 20 |
| Steel Girder | 40 |
| Stop Sign | 5 |
| Telephone Pole, Metal | 10 |
| Telephone Pole, Wood | 30 |
| Tree, Giant | 100 |
| Tree, Large | 50 |
| Tree, Medium | 25 |
| Tree, Small | 15 |
| Armour | See Tables-18: Armour |
| Shields | See Table-19: Shields |
| Melee Weapons | Equal to 2 times Weapon Level* (see Table-17: Weapons) |
| Simple Ranged Weapons | Equal to 2 times Weapon Level* (see Table-17: Weapons) |
| Working Ranged Weapons | Equal to Weapon Level* (see Table-17: Weapons) |
| Buildings | See Table-21: Building Armour Ratings |
| Planetary Objects | See Table-22: Planetoid Armour Ratings |

*actual Weapon Level of the Item's highest Weapon Attribute

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BUILDING ARMOUR RATINGS

| Type of Building | Size Ranking | Armour Rating |
|---------------------------------------|--------------|---------------|
| Phone Booth | 1 | 10 |
| Wood Shed | 2 | 20 |
| Three-Bedroom House | 3 | 30 |
| Small Office Building (6 Floors) | 4 | 40 |
| Mid-Sized Office Building (12 Floors) | 5 | 50 |
| Large Office Building (24 Floors) | 6 | 60 |
| Skyscraper (50 Floors) | 7 | 70 |
| Huge Skyscraper (100 Floors) | 8 | 80 |

► ITEM HEALTH POINTS

An Item's Health Points are equal its Armour Rating. This value can be increased or decreased with the Tough Attribute or Fragile Defect.

► ITEM DAMAGE

If the Item suffers more damage than its Armour Rating, the excess damage is deducted from its Health Points. If its Health Points are ever reduced to zero, it ceases to function in its given task (ie. a car will no longer run, a gun will no longer fire, etc.). The Item is not destroyed – it is simply rendered non-functional and can be repaired later and returned to normal. Additionally, if the Item suffers five times its Armour Rating in damage in one attack, regardless of how many Health Points it has remaining, it is completely destroyed – it is beyond repair and must be completely rebuilt or replaced.

PENETRATING VS. ITEMS

If a Weapon with the Penetrating Enhancement (page 65) attacks an Item, the attack is more likely to destroy the Item. Each assignment of Penetrating reduces the multiplier required to destroy an Item by 1. For example, if a Weapon hits a steel girder, the character must inflict over 200 damage (Armour Rating of 40 times 5) to destroy it. If the Weapon had special claws with Penetrating assigned three times, however, the character only needs to inflict over 80 damage (Armour Rating of 40 times 2 [5 minus 3 due to three assignments of Penetrating= 2] = 80).

► DESTROYING BUILDINGS

Large Items like buildings typically have a 10 Armour Rating for each Size Rank above Medium. If a building suffers more damage than its Armour Rating, it has suffered structural damage. If the building ever suffers five times its Armour Rating in damage in one attack, some or all of the building will collapse.

Weapons without the Area or Spreading Enhancements are much less effective against large structures such as buildings. Any damage that penetrates the building's Armour Rating is halved, representing the attack only damaging a small area of the structure.

BLOWING UP WORLDS

Really large and dense objects like an asteroid, moon, or planet has an exceptionally high Armour Rating (20 Points for each Size Rank above Medium; Table-22) representing the massive thickness of rock or gas that surrounds its core. In order to do any significant damage to the planet itself, attacks must penetrate this Armour Rating. Only weapons with Area assigned many times (twice the Awkward Size Rating) are useful, since all other attacks simply do not affect a large enough section of the object to be noticeable. If an attack delivers more damage than the planet's Armour Rating, the object has suffered damage necessary to blow away its atmosphere, cause massive earthquakes and (if it has oceans) tsunamis, and other similar disasters. If an attack inflicts five times this value in one blast, it will actually destroy the world completely, blasting it into smaller chunks or an asteroid belt. As with normal Items, repeated damage may eventually destroy a planetoid.

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PLANETOID ARMOUR RATINGS

| Size of Planetoid | Awkward Size | Armour Rating |
|--------------------------------|--------------|---------------|
| Meteor (100 metre radius) | 7 | 140 |
| Small asteroid (1 km radius) | 10 | 200 |
| Medium asteroid (10 km radius) | 14 | 280 |
| Big asteroid (100 km radius) | 16 | 320 |
| The Moon | 20 | 400 |
| Mars | 21 | 420 |
| Earth or Venus | 22 | 440 |



SHILIN15

11: COMPANIONS

ALLIES AND ENEMIES

BESM Naked adventures are filled with a plethora of people besides the players' characters. From throwaway background encounters to regular associates – and everything in between – non-player characters or NPCs are all vital components of the rich tapestry of your game world.

This chapter includes a small sampling of the diverse NPCs characters may encounter during any gaming session. These examples can be used as they are written, or they can be modified to better fit the setting, genre, and storyline. NPCs are created from Character Points using the same guidelines in Chapters 4 through 8 that apply to the players' characters.

For details about NPCs acquired with Character Points, see the Companion (page 40) and Minions (page 50) Attributes.

COMPANION VARIATIONS

When assigned to a character, the Companion Attribute (page 40) represents an ally, pet, or associate that is tied to the character in some way and is an integral part of the group's adventures. Not all applications of Companion are quite so straight forward or permanent, though, since some allies may be present for only a short period of time. This could reflect a magical summoning spell, a bonded contract between the character and the companion, or a pure psionic creature creation. Note that companions who can be "summoned" to visit the character occasionally by a text message or phone call are best described as normal "friends" instead.

SUMMONING COMPANIONS

Normally, the Companion Attribute will not have Limiters (page 71) assigned to it. To reflect a non-permanent application of the Attribute, where the companion is summoned for a temporary duration, the following Limiters could be appropriate: Activation, Charges, Concentration, Delay, Deplete, Environmental, Recovery, and Unique Limiter.

DUPLICATE COMPANIONS

An exotic summoned companion is the creation of a duplicate of the summoning character. This may be a magical ability, ninja technique, paranormal power, or even the property of a technological device.

Duplicate companions are created just like any other summoned companion, but most of their Stats, Attributes, and Defects will be identical to (or proportionate with) the summoning character. Duplicates will not usually have Companion Attribute assigned, though, and will often omit Attributes or Defects incompatible with their status as Companions.

HUMANOIDS

Though the list of potential companions for your character is unlimited, it's helpful to have a baseline of ideas from which you can build your creation. We have provided 10 example human or humanoid companions in this chapter that you can use as they are or use for inspiration. The GM can also use these entries as NPC encounters for the players.

CONVERTING TO TEMPLATES

These companion entries can easily be converted into new Race or Class Templates as well by modifying them slightly as follows:

- » Convert the Stat values into modifiers instead, by subtracting 4 from each Stat. For example, the Demon Companion (Body 6, Mind 6, Soul 3) would instead have a template entry of "Body +2, Mind +2, Soul -1".
- » Deleting the Derived Value section, since those are calculated after completing the character.
- » If desired, add or subtract additional Attributes and Defects to round the new Template cost to the nearest 5 or 10 Character Points.

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HUMANOID COMPANIONS

| Race Template | Point Cost | Page |
|---------------|------------|------|
| Demon | 50 | 118 |
| Elementalist | 50 | 118 |
| Golem | 70 | 119 |
| Hired Sword | 40 | 119 |
| Shinobi | 60 | 120 |
| Soldier | 40 | 120 |
| SWAT Officer | 50 | 122 |
| Techknight | 80 | 122 |
| Thug | 30 | 123 |
| Zombie | 10 | 123 |

11: COMPANIONS

DEMON

Demons from the Prime World of Bazaroth can come in many different shapes, sizes, and varieties. They tend to be beings of extremes, with some kind to humanoids and others the embodiment of pure evil. Regardless of their temperament, demons are ultimately violent creatures by nature. Ranging beyond Bazaroth, demons have been known to pollinate other realms as well and are usually searching for trouble. Adventuring with a demon will always lead to a great story to tell later but first, you'll have to survive the journey which will be travelled on a road paved with violent intentions.

DEMON

Size Rank 1: Large (3 metres)

| VALUE | POINTS | STAT |
|-------|--------|------|
|-------|--------|------|

| | | |
|---|----|-----------|
| 6 | 12 | Body Stat |
| 6 | 12 | Mind Stat |
| 3 | 6 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|---------------|
|-------|---------------|

| | |
|----|---------------------------------|
| 8 | Attack Combat Value (Ranged 6) |
| 5 | Defence Combat Value (Ranged 3) |
| 45 | Health Points |
| 45 | Energy Points |
| 6 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------|
|-------|--------|-----------|

| | | |
|---|---|--|
| 2 | 4 | Armour (AR 10) |
| 3 | 6 | Attack Mastery |
| 2 | 2 | Combat Technique (Brutal, Lethal Blow) |
| 1 | 3 | Massive Damage |
| 1 | 1 | Special Movement (Fast) |
| 2 | 8 | Superstrength |
| 1 | 1 | Unique Attribute (x2 Thrown Weapon Distance) |

| RANK | POINTS | DEFECT |
|------|--------|--------|
|------|--------|--------|

| | | |
|---|----|---|
| 1 | -1 | Inept Attack (Ranged) |
| 1 | -1 | Inept Defence (Ranged) |
| 1 | -1 | Social Fault (Select One) |
| 1 | -2 | Unique Defect (Big, Heavy, and Obvious) |

50 TOTAL

ELEMENTALIST

One of the more powerful types of magic user in the realm, elementalists are capable of conjuring the primary elements for offensive and defensive purposes. This is a tough feat that requires plenty of personal energy, and so most Elementalists specialise in controlling one specific element. Don't be mistaken, however, as mystics capable of controlling more than one element are not unique. Having an Elementalist by your side is always a good idea for when times get tough and someone wants to get physical.

ELEMENTALIST

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|------|
|-------|--------|------|

| | | |
|---|----|-----------|
| 4 | 8 | Body Stat |
| 7 | 14 | Mind Stat |
| 4 | 8 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|---------------|
|-------|---------------|

| | |
|----|----------------------|
| 5 | Attack Combat Value |
| 5 | Defence Combat Value |
| 40 | Health Points |
| 55 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------|
|-------|--------|-----------|

| | | |
|-------|----|--|
| 2 (3) | 20 | Dynamic Powers (Minor Category: One Element; Deplete +1) |
|-------|----|--|

50 TOTAL

GOLEM

A large, mindless, magical construct made of various materials which can include flesh, clay, and stone (though other materials can be used as well), golems are useful to have on your side but are a hassle when they are under the control of an enemy. With little concept of good or evil and lacking substantial intelligence, golems frequently remain bound to the mage who created them. Standing upwards of three to four meters tall, golems are a powerful force to have in combat situations, so hope that they are on your side when they start smashing objects or people into dust.

GOLEM

Size Rank 1: Large (4 metres)

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 3 | 6 | Body Stat |
| 2 | 4 | Mind Stat |
| 2 | 4 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|---------------------------------|
| 5 | Attack Combat Value (Ranged 3) |
| 4 | Defence Combat Value (Ranged 2) |
| 85 | Health Points |
| 20 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|--------|--------|---|
| 4 | 8 | Armour (AR 20) |
| 3 | 6 | Attack Mastery |
| 2 | 2 | Combat Technique (Brutal, Lethal Blow) |
| 2 | 4 | Defence Mastery |
| 10 (5) | 20 | Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5) |
| 1 | 1 | Special Movement (Fast) |
| 3 | 12 | Superstrength |
| 6 | 6 | Tough |
| 1 | 1 | Unique Attribute (x2 Thrown Weapon Distance) |

| RANK | POINTS | DEFECT |
|------|--------|---|
| 1 | -1 | Inept Attack (Ranged) |
| 1 | -1 | Inept Defence (Ranged) |
| 1 | -2 | Unique Defect (Big, Heavy, and Obvious) |

70 TOTAL

HIRED SWORD

Hired swords are exactly what the name implies. They aren't interested in the whys of your quest; all they care about is that you can afford to pay them when the job is done. Coming in all shapes, sizes, experience levels, and personality types, hired swords are only there for as long as the money lasts. While some might call this "ruthless" or "cold", sellswords refer to it as "living in the real world". If you know that you're going to be headed into a dangerous area and you have the spare coins, it might be worth hiring one of these mercenaries to watch your back.

HIRED SWORD

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 7 | 14 | Body Stat |
| 5 | 10 | Mind Stat |
| 4 | 8 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|------------------------------------|
| 5 | Attack Combat Value (One Melee 7) |
| 5 | Defence Combat Value (One Melee 7) |
| 55 | Health Points |
| 45 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|--------------------------|
| 1 | 1 | Gear |
| 1 | 1 | Melee Attack (One Type) |
| 1 | 1 | Melee Defence (One Type) |
| 1 | 2 | Skill Group (Business) |
| 1 | 3 | Skill Group (Military) |

40 TOTAL

11: COMPANIONS

SHINOBI

Shinobi are an enigma cloaked in a mystery. With a rich and full history, the shinobi of modern times are proud of their lineage and their ability to accomplish jobs quickly and efficiently. The difference between a shinobi and a hired sword is that a hired sword might have scruples about what they are doing; shinobi usually do not. Never afraid to get their hands dirty with the stain of blood, shinobi will take on any job that crosses their path from spying on the enemy to assassinating them in the night.

SHINOBI

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|------|
|-------|--------|------|

| | | |
|---|----|-----------|
| 8 | 16 | Body Stat |
| 6 | 12 | Mind Stat |
| 6 | 12 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|---------------|
|-------|---------------|

| | |
|----|----------------------|
| 8 | Attack Combat Value |
| 8 | Defence Combat Value |
| 70 | Health Points |
| 60 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------|
|-------|--------|-----------|

| | | |
|---|---|-------------------------------|
| 2 | 2 | Attack Mastery |
| 2 | 2 | Defence Mastery |
| 2 | 2 | Gear |
| 2 | 4 | Skill Group (Street) |
| 2 | 6 | Skill Group (Adventuring) |
| 1 | 3 | Skill Group (Military) |
| 1 | 1 | Special Movement (Select One) |

60 TOTAL

SOLDIER

Having a true soldier in your group means that you'll always have someone ready to accept an assignment and carry it out exactly as you order. That's the hallmark of their training. A soldier's mission isn't always beneficial to the entire society, but that's the concern of their superiors alone. Soldiers are mostly loyal to their officers, though they do have independence of thought. Be careful to not push soldiers too far lest you have a rebellion on your hands.

SOLDIER

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|------|
|-------|--------|------|

| | | |
|---|----|-----------|
| 6 | 12 | Body Stat |
| 4 | 8 | Mind Stat |
| 5 | 10 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|---------------|
|-------|---------------|

| | |
|----|------------------------------------|
| 5 | Attack Combat Value (One Melee 9) |
| 5 | Defence Combat Value (One Melee 7) |
| 55 | Health Points |
| 45 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------|
|-------|--------|-----------|

| | | |
|---|---|--------------------------|
| 1 | 1 | Gear |
| 2 | 2 | Melee Attack (One Type) |
| 1 | 1 | Melee Defence (One Type) |
| 2 | 6 | Skill Group (Military) |

40 TOTAL



11: COMPANIONS

SWAT OFFICER

These Special Weapons and Tactics (SWAT) police officers have seen it and done it all. Hard as nails, these heavily armed and well-trained members of the police force do not shy away from situations that impede their missions. This is even true if their lives may be placed in danger. Taking on the baddest of the bad guys, swat officers protect the streets from criminal masterminds and armed thugs to keep the innocent safe.

SWAT OFFICER

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 7 | 14 | Body Stat |
| 6 | 12 | Mind Stat |
| 6 | 12 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|-----------------------------------|
| 6 | Attack Combat Value (Long Gun 10) |
| 6 | Defence Combat Value (Shield 8) |
| 65 | Health Points |
| 60 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------------------------|
| 2 | 2 | Connected (Law Enforcement) |
| 2 | 2 | Gear |
| 1 | 1 | Melee Defence (Shield) |
| 2 | 2 | Ranged Attack (Long Gun) |
| 1 | 3 | Skill Group (Detective) |
| 1 | 3 | Skill Group (Military) |

| RANK | POINTS | DEFECT |
|-----------|--------|--------------|
| 1 | -1 | Red Tape |
| 50 | | TOTAL |

TECHKNIGHT

Clad in suits of advanced armour, techknights handle missions that even the police aren't properly equipped to handle, such as the occasional rogue droid that is terrorising the city. Techknights use their advanced technology to deal massive amounts of damage in combat. Some call them vigilantes, some call them unsung heroes, but either way they are a thorn to law enforcement who don't know their secret identities. If you're outgunned and outmatched, a techknight might be your only solution.

TECHKNIGHT

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 7 | 14 | Body Stat |
| 7 | 14 | Mind Stat |
| 7 | 14 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|----------------------|
| 7 | Attack Combat Value |
| 7 | Defence Combat Value |
| 70 | Health Points |
| 70 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|--|
| | 30 | Item (Tech Armour and Weapons and Equipment) |
| 2 | 4 | Skill Group (Technical) |
| 2 | 6 | Skill Group (Detective) |

| RANK | POINTS | DEFECT |
|-----------|--------|--------------|
| 1 | -2 | Wanted |
| 80 | | TOTAL |

THUG

These common punks are in every city and can usually be found in busy downtown areas. They deal in petty crimes and can usually be bought with only a handful of dollars for your low-level enforcement needs. Most of them are not very smart, though, so if you're looking for a mastermind mercenary, you will likely find better options at higher prices. These thugs are the ones you call when someone owes you money and needs to be reminded.

THUG

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 4 | 8 | Body Stat |
| 3 | 6 | Mind Stat |
| 3 | 6 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|----------------------------------|
| 3 | Attack Combat Value (Unarmed 7) |
| 3 | Defence Combat Value (Unarmed 5) |
| 65 | Health Points |
| 30 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-------------------------|
| 2 | 2 | Melee Attack (Unarmed) |
| 1 | 1 | Melee Defence (Unarmed) |
| 2 | 4 | Skill Group (Street) |
| 1 | 4 | Superstrength |
| 3 | 3 | Tough |

| RANK | POINTS | DEFECT |
|------|--------|---------------------------|
| 2 | -2 | Social Fault (Select Two) |
| 1 | -2 | Wanted |

30 TOTAL

ZOMBIE

They're not just dead, but undead. Risen from their graves, zombies are not easy opponents. Exercise caution when you hear rumours of an evil sorcerer experimenting with dead bodies, or that some charlatan has found a "cure" for death. Zombies are usually animated with magic and can install fear in the hearts of even the most steadfast warrior. Zombies feel no pain, and ceaselessly shamle forwards towards their objective.

ZOMBIE

Size Rank 0: Medium

| VALUE | POINTS | STAT |
|-------|--------|-----------|
| 3 | 6 | Body Stat |
| 1 | 2 | Mind Stat |
| 1 | 2 | Soul Stat |

| VALUE | DERIVED VALUE |
|-------|----------------------|
| 2 | Attack Combat Value |
| 2 | Defence Combat Value |
| 40 | Health Points |
| 10 | Energy Points |
| 5 | Damage Multiplier |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 1 | 1 | Features (No Pain) |
| 2 | 2 | Immutable |
| 8 (4) | 16 | Resilient (Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -4) |
| 2 | 2 | Tough |

| RANK | POINTS | DEFECT |
|------|--------|------------------------------|
| 3 | -3 | Easily Distracted (Food) |
| 2 | -6 | Impaired Speech |
| 3 | -3 | Marked (Undead) |
| 3 | -9 | Physical Impairment (Undead) |

10 TOTAL





ANIMALS

Animals abound across the Anime Multiverse and make an appearance in most adventures, whether it's as a riding steed, food source, battle ally, or background details. Unlike most humanoid companions presented earlier, most of the exact mechanistic statistics for animals are not vital since the focus is usually on a few important Attributes and relevant combat details.

► REPRESENTATIVE SAMPLES

Obviously, no two animals of the same species are exact; consequently, trying to assign an exact numerical value to an entire animal type is impossible. That's why Stats of value 4 is considered average for an adult human, rather than the precise value for every human. The assigned values in Table-24 are reasonable representative samples of the animal species, which can be raised or lowered as appropriate when necessary.

For example, a war horse may be slightly slower and stronger than a racing horse. Similarly, a racing dog such as a greyhound may possess the Special Movement (Fast) Attribute, while a trained attack dog such as a Rottweiler may have a higher Combat Value.

ANIMAL STATS

The following entries provide behind-the-scenes details concerning how the animals were assigned the numerical values in Table-24.

SIZE TEMPLATE

If an animal is any Size Template (page 16) other than medium, it will have a standard package of Attributes and Defects to reflect this as outlined in Chapter 3. This means animals Large or bigger will have the Superstrength Attribute, even if it's not listed in the Notable Attribute column. As suggested in Chapter 3, most species do not have the capacity to throw weapons or launch ranged attacks, and consequently those relevant entries associated with Size Templates were ignored for these types of animals.

STATS

The Body Stat reflects the whole athletic capabilities and heartiness of the animals. Some strong animals (such as Ox) may have Body Stats lower than expected because their musculature is reflected by their assignment of the Superstrength Attribute.

Most animals have Mind Stats that indicate mental acuity beneath average human adults. Many mythical creatures such as dragons, hydra, pegasus, and winged lemur have Mind Stats to reflect above-average capacity.

Assigning a Soul Stat to animals is difficult. The numbers are a reflection of the animal's self-awareness and state of consciousness, placing greater emphasis on animals with which humans seem to share empathy.

COMBAT VALUE

An animal's Combat Value (Attack and Defence are considered equivalent) is calculated as the Stat average as normal, and then modified appropriately by adding the relevant combat-related Attributes and Defects.

ATTACK DAMAGE

To keep the damage numbers easy to apply, animals were assigned to either a "has no weapons" category or "has natural weaponry" category. For animals without weapons, its attack damage is equal to its Combat Value, as normally calculated for unarmed Weapon Level 0 attacks (page 62). For those with weaponry, a damage value was assigned that reflects both its Combat Value and an appropriate Weapon Level to the claws/fangs/etc. (assuming a Damage Multiplier of 5). This damage value was then rounded to the nearest 10.

The second damage value in parentheses reflects the bonus or penalty that is then assigned to the attack damage to reflect the animals' Size Template strength-related component. For example: a Cheetah is Size Medium and thus has no modifiers; a bat is Size Fine and has a -15 damage modifier; and a Hydra is Size Huge and has a +10 damage modifier. The modifier is added or subtracted from the base damage listed before the total damage is inflicted upon the target.

HEALTH POINTS

An animal's Health Points is calculated as normal (Body + Soul, multiplied by 5) and then modified as necessary by adding relevant Attributes and Defects.

NOTEWORTHY ATTRIBUTES

Not every Attribute the animals possess is listed in this column, just the ones that are important to highlight about the species such as speed, senses, movement, etc. Note that any entries listed here (such as Armour and Superstrength) are in addition to Size Templates.

APPROXIMATE POINT TOTALS

The listed Point total is a summation of all the entries detailed above, including Size Templates, and then rounded up to the nearest 5 or 10 to account for variations in miscellaneous talents, Attributes (especially Features, page 44) and Defects.

DEFECTS

Though not explicitly listed, many animals have Defects that reflect their status as non-humanoid animals. These can include: Easily Distracted, Fragile, Impaired Manipulation, Impaired Speech, and Shortcoming.

ANIMALS

| Animal Type | Stats Body/Mind/Soul | Combat Value | Attack Damage | Health Points | Notable Attributes | Size Template | Points (Approx) |
|--------------------|-------------------------|-----------------|------------------|------------------|--|------------------|--------------------|
| Alligator | 9 / 1 / 1 | 5 | 20 (+10) | 50 | Armour AR 10, Water Speed 30 kph | Large | 40 |
| Bat | 2 / 1 / 1 | 1 | 1 (-40) | 15 | Echolocation, Flight 30 kph | Fine | < 0 |
| Bear, Grizzly | 8 / 2 / 2 | 7 | 20 (+10) | 70 | Heightened Smell 30 km | Large | 40 |
| Camel | 3 / 2 / 1 | 2 | 2 (+10) | 30 | Fast 60 kph, Resilient (Sustenance) | Large | 30 |
| Cat, Domestic | 10 / 3 / 6 | 6 | 6 (-20) | 40 | Heightened Hearing and Smell | Tiny | 20 |
| Cheetah | 10 / 3 / 2 | 7 | 15 | 60 | Fast 100 kph, Heightened Hearing and Smell | Medium | 40 |
| Chimpanzee | 8 / 4 / 6 | 6 | 6 | 70 | Extra Arms 2, Swinging | Medium | 40 |
| Dragon, Eastern | 12 / 18 / 18 | 16 | 40 (+60) | 200 | Armour AR 40, Control Environment, Flight 300 kph | Colossal | 200 |
| Dragon, Western | 10 / 10 / 15 | 11 | 60 (+50) | 125 | Armour AR 60, Flight 100 kph | Gargantuan | 180 |
| Direwolf | 7 / 3 / 4 | 8 | 20 (+10) | 80 | Fast 100 kph, Heightened Hearing and Smell | Large | 50 |
| Dog | 7 / 3 / 7 | 5 | 10 | 70 | Heightened Hearing and Smell | Medium | 40 |
| Dolphin | 6 / 4 / 7 | 5 | 5 (+10) | 50 | Water Speed 30 kph, Sonar | Large | 40 |
| Eagle, Giant | 4 / 2 / 4 | 5 | 10 (+20) | 40 | Flight 300 kph | Huge | 50 |
| Elephant | 3 / 2 / 2 | 2 | 2 (+20) | 60 | Heightened Hearing | Huge | 40 |
| Elk, Riding | 8 / 3 / 6 | 5 | 5 (+10) | 50 | Heightened Hearing, Jumping 10 m | Large | 40 |
| Fox | 6 / 3 / 3 | 4 | 4 (-10) | 40 | Heightened Hearing and Smell | Small | 20 |
| Frog | 2 / 1 / 1 | 1 | 1 (-40) | 15 | Jumping 10 m | Fine | < 0 |
| Gorilla | 7 / 3 / 6 | 5 | 5 (+10) | 65 | Extra Arms 2 | Large | 40 |
| Hamster | 2 / 1 / 1 | 1 | 1 (-40) | 15 | Tunnelling (slow) | Fine | < 0 |
| Hare | 3 / 2 / 1 | 2 | 2 (-10) | 20 | Fast 60 kph, Jump 5 m | Small | 10 |
| Honey Badger | 7 / 3 / 5 | 8 | 15 (-10) | 60 | Armour AR 15, Fast 30 kph | Small | 30 |
| Horse | 7 / 2 / 5 | 4 | 4 (+10) | 60 | Fast 60 kph, Heightened Hearing | Large | 40 |
| Hydra | 6 / 6 / 8 | 9 | 40 (+20) | 100 | Armour AR 50, Regenerates Heads, Weapon Poison (Continuing) | Huge | 140 |
| Iguana | 2 / 1 / 1 | 1 | 1 (-20) | 15 | Regenerates Tail | Tiny | < 0 |
| Kraken | 4 / 1 / 1 | 6 | 20 (+40) | 60 | Armour AR 10, Extra Arms 4, Resilient (Pressure) | Gigantic | 70 |
| Lemur, Winged | 8 / 6 / 7 | 7 | 7 (-10) | 75 | Extra Arms 2, Flight 30 kph, Jump 10 m | Small | 40 |
| Ostrich | 3 / 2 / 1 | 2 | 2 (+10) | 20 | Fast 60 kph | Large | 20 |
| Owl | 3 / 2 / 2 | 4 | 4 (-10) | 25 | Flight 60 kph, Heightened Sight | Small | 10 |
| Ox | 2 / 2 / 1 | 1 | 1 (+10) | 40 | Superstrength (Pulling) | Large | 20 |
| Pegasus | 9 / 6 / 10 | 8 | 10 (+10) | 70 | Flight 100 kph | Large | 70 |
| Penguin | 2 / 2 / 1 | 1 | 1 (-10) | 15 | Water Speed 30 kph | Small | 5 |
| Raccoon | 6 / 3 / 3 | 4 | 4 (-10) | 45 | Heightened Touch, Wall-Crawling | Small | 20 |
| Rat | 6 / 3 / 4 | 4 | 4 (-30) | 30 | Jumping 1 m | Diminutive | 5 |
| Raven | 3 / 2 / 3 | 2 | 2 (-20) | 30 | Flight 60 kph | Tiny | 5 |
| Shark, Tiger | 4 / 1 / 1 | 6 | 20 (-10) | 60 | Heightened Smell, Water Speed 30 kph | Large | 30 |
| Skunk | 4 / 2 / 2 | 2 | 2 (-20) | 30 | Weapon Spray (Irritant, Toxic) | Tiny | 5 |
| Sky Manta | 9 / 4 / 4 | 5 | 5 (+30) | 80 | Armour AR 20, Flight 100 kph | Mammoth | 80 |
| Snake, Constrictor | 4 / 1 / 1 | 4 | 10 (+10) | 40 | Slithering, Water Speed 10 kph | Large | 30 |
| Snake, Poisonous | 6 / 1 / 1 | 6 | 15 (+10) | 30 | Lightning Reflexes, Weapon Poison (Continuing) | Large | 30 |
| Whale, Sperm | 2 / 1 / 1 | 1 | 1 (+40) | 80 | Water Speed 30 kph, Resilient (Pressure) | Gigantic | 50 |



12: BESM ADVENTURES

YOUR STORY AWAITS

Everything we present in BESM Naked in and prior to this chapter provides ample ingredients to create both the characters of your desire and the amazing anime and manga adventures at your gaming table. The final component needed to blend everything together deliciously is the actual chef — also known as the Game Master, or GM. The Game Master creates the opponents, plots, and situations that challenge the player character heroes. They take on the roles of all of the other characters in the story, resolve actions using the game rules, and adjudicate rules questions that arise during play.

Additionally, this chapter touches upon the cosmology of a potential anime multiverse setting should you plan to set your adventures there.

FOUNDATION OF BESM

As you will have concluded by now, the game system mechanics behind BESM Naked are both straightforward and easy to comprehend. Although you can play through adventures with only brief consideration given to the core structure that provides the foundation for BESM, having a comprehensive understanding of the mechanisms behind the system design decisions can guide your character creation in innovative ways. Furthermore, recognising early which Attributes and power sources most closely align with the vision for your character — and how such Attribute choices affect game balance — can avoid awkward future situations.

EFFECTS-BASED SYSTEM

BESM Naked is an effects-based system. This means that the game rules provides the effects or outcome of an Attribute and you define the specific application of those effects. For example, a character might achieve the capabilities of the Flight Attribute using: wings, magic, anti-gravity fields, psionics, force of will, reality-warping techniques, thermal riding, or many other methods. Similarly, a Level 2 Weapon inflict damage that could take the form of a near-infinite number of sources, such as physical trauma, fire, electricity, cold, acid, mental, poison, etc.

A power-based system defines both the effects and application of an Attribute. Dungeons and Dragons, for example, details magic attack spells such as Burning Hands, Fireball, Lightning Bolt, and Magic Missile. They all inflict damage, but the way in which they deliver damage is determined by the rules, not the players. As an effects-based game, what BESM contains in a single Weapon Attribute can require many distinct ability options in a power-based game.

► DETAILS DON'T CHANGE THE EFFECT

Since BESM's effects-based system is highly flexible, the broad rules do not account for the specific way an Attribute functions in each game campaign since it can vary from group to group. By decoupling associations between an ability's game effect and the description of the ability, players can build the functionality as they see fit.

For example, the Flight Attribute at Level 3 allows a character to fly at speeds up to 100 kph. Exactly how the flyer executes their flight is not important to the results of assigning the Attribute: 100 kph top speed when flying. This base assignment could represent magical power, psionics, high-tech, willpower, and more. It could also represent using wings to fly, though the player could optionally assign the Spread Limiter to the Attribute to reflect the ample space that the large wingspan requires. Assigning Spread is not necessary to reflect the use of wings when flying, since it's the players choice whether that game mechanism applies to their character's Flight. The effect of the Attribute (flying) and the description of how it functions (wings needing space) are unassociated in BESM's effects-based system unless the player chooses to describe the details through game mechanics.

Weapons, in particular, often have Enhancements and Limiters assigned to the base Attribute to provide additional details. For example, that Level 2 Weapon described earlier may have the Continuing Enhancement to reflect the ongoing damage inflicted from an acid attack; or a cold attack could have the Incapacitating Enhancement that freezes opponents; or it could have both the Ingest and Toxic Limiters to reflect the damage that a poison inflicts. Without assigning Enhancements and Limiters, all Level 2 Weapons inflict the same damage in the same way, regardless of how that attack is expressed.

SOURCES OF POWER

Why do the various Attribute abilities exist in your game world? There exists a wide range of different origins and power sources for characters – such as high-technology, magic, non-human abilities, psionics, and more – depending on their home dimension. Players could create any plausible origin for their characters' abilities, or the GM may decide to limit the sources of Attributes as appropriate for the game setting.

For example, there may not be any magic in your game world. Therefore, any character with magical powers or a magical origin would not be appropriate, unless the character merely thinks that their powers are magical. In reality, that character's abilities may actually be based on psionics or sufficiently advanced technology. The default assumption in the broad spectrum of anime and manga adventures is that there are an unlimited number of different sources for the characters' Attributes.

DYNAMIC POWERS VS. POWER FLUX

To reflect the wide range of flexible powers and abilities demonstrated by anime and manga characters, it is vital for a universal role-playing game to have a similarly flexible game mechanism to accommodate them. Whether these abilities stem from magic, psionics, tech, genetics, or superpowers, a robust game engine should integrate with player creativity to expand the realm of possibilities to encompass nearly anything.

There are two main perspectives that players and GMs have regarding these abilities. Either gamers want a more open-ended and narrative framework that gets out of their way and allows powers to unfold under the guidance of their game story, or they want a broad mechanistic structure that still provides great flexibility yet is prescriptive in the specific (and often, numerical) application of the powers. In BESM, the former is best represented by the Dynamic Powers Attribute (page 41) while the latter is reflected in the Power Flux Attribute (page 51). Neither of these two Attributes are better or superior to the other since they accomplish similar functions and have comparable scopes. The primary difference is how player account for their character's changing powers during the game.

► DYNAMIC STORIES

Dynamic Powers is guided primarily by the story. There are very few hard numbers and rules that adjudicate its use and consequently is recommended

for advanced players only who are comfortable with the narrative leading the application of Attributes. Players and GMs need to discuss in advance the range of the characters' powers to determine the limits of what can be done at each Level. What can be accomplished with "minor control" (Level 2) over the specific area of influence, for example, compared to "minimal control" (Level 1) or "moderate control" (Level 3)? Similarly, which Attributes can be justified to function under a character's specific area of influence? If the character has influence over a minor aspect of nature such as "friction", how does that govern the use of the Armour Attribute? Or Teleport? Or Superspeed? Creative players justify a rationale for just about anything ("Teleporting is really just frictionless time, so it applies!") – and getting to "yes" is important, of course – but balancing the game and fostering a great story for the entire group requires the player and GM to operate from the same baseline.

LEVEL GUIDELINES

For players and GMs who desire at least some guidance when using Dynamic Powers, consider this suggestion: characters can influence their specific ability area with maximum control approximating the abilities listed for other Attributes, with total Levels corresponding to twice the Dynamic Powers Level simultaneously. Furthermore, no single Attribute effect can exceed the limit of the Dynamic Powers Level.

For example, a character with Level 4 Dynamic Powers (Wind) can initiate effects similar in scope to a total of 8 Levels of other Attributes at once; the maximum single effect is limited to Level 4 abilities, though. This means that the character could activate wind-associated abilities (such as Flight, Heightened Sense, Jumping, Special Movement, Tunnelling, etc.) approximating: 8 Level 1 Attributes; or 2 Level 4 Attributes; or 1 Level 4, and 2 Level 2 Attributes; or 1 Level 3, 2 Level 2, and 1 Level 1 Attributes; or any other combination of Levels that adds to 8 Levels total, provided no effect exceeds a Level 4 ability.

► FLUXING POINTS

Power Flux is guided primarily by the redistribution of Character Points and mechanistically is easier to understand. The Egyptian cat goddess example under the Attribute description provides a detained example of how Character Points are fluxed between different abilities. Many of the same challenges arise with Power Flux as with Dynamic Powers relating to the scope and breadth of which Attributes fall under the character's influence ("Explain again how Mind Control falls under the influence of Earth, Marcelo?"), and so advanced and ongoing communication between the players and GM makes for a smooth role-playing experience.

THEN THERE'S POWER VARIATION

An often overlooked third reassignable Attribute is Power Variation (page 52), which is best viewed as a highly restricted version of Power Flux. Rather than the player justifying each application of fluxing Points, a set of Attributes are selected in advance and any Character Points assigned to these specified Attributes can be redistributed as needed. The details under the Attribute description provide a simple example that's straightforward and easy to grasp.

► WHICH ATTRIBUTE TO USE?

Aside from the easy answer of "Use whichever Attribute suits your needs best", the following suggestions may point you in the direction of the most appropriate Attribute:

DYNAMIC POWERS IS IDEAL FOR...

- » Magic and sorcery
- » Psionics
- » Unrestricted shapeshifters
- » Divine (or infernal) creatures
- » Characters that embody an aspect, like a Guardian of Time
- » Highly creative players

POWER FLUX IS IDEAL FOR...

- » Advanced technology
- » Downloadable knowledge programmes
- » Nature-based shapeshifters
- » Superheroes
- » Technomages
- » Players that enjoy game mechanics

POWER VARIATION IS IDEAL FOR...

- » Paranormal character with highly restricted abilities
- » Partial or novice shapeshifters
- » Energy allocation in vehicles and ships ("Divert all power to shields!")
- » Spellbook-based sorcerer with limited spell slots
- » Technology with multiple, but finite, functions
- » Characters that only need a little flexibility

MIN/MAXING

Since the first edition of BESM, it has been possible to min/max the system. That is, focus the majority of Character Points on a small pool of Stats and Attributes to create the most optimised and unbalanced character possible. The resulting character can be excessively powerful in certain ways (such as a particular Stat, or in combat, or with a specific Attribute) and incredibly weak in other areas. In some games, this weakness creation is known as having a "dump stat".

This is not inherently a problem with BESM or with any point-buy system. Focussed or specialised characters are common in many anime and manga series (and movies, and superhero comics, and, and, and...), and naturally BESM can emulate this. Rather, the challenge often lies in the perspective of the players who believe that the goal of role-playing adventures is to "win" – when rather the enjoyment from playing, and not the success at a scenario, is the actual winning condition.

► DIFFICULTIES MIN/MAXING CREATES

The GM may encounter challenges with min/maxed characters when building adventures since they can unbalance the game somewhat. It can be stressful creating a game challenge that provides engagement with all characters relatively equally if one or more of the characters is exceedingly adept or incompetent at the task. This obviously applies to combats – when one character is massively more capable at fighting – but also applies to any Stat or Attribute, such as a genius character with a 12 Mind or a hulking hero with Level 6 Superstrength.

BENCHMARKS HELP

Table-02: Character Benchmarks provide players and GMs with guidelines that can help avoid wildly divergent player abilities, since BESM's flexibility can present challenges to players and GMs unfamiliar with the game. Of course, players and the GM can collectively decide to modify or ignore these benchmarks, as desired.

► BALANCE IS A MYTH

Alternatively, the game group can take the position that balance is a myth and optimised characters provide excellent role-playing opportunities for everyone. When the combat expert needs to diplomatically talk their way out of a confrontation, the wizard needs to pick up a sword and defend a helpless family, or the puppet master needs to turn off their mind control and trust the stranger before them ... that's where the role-playing takes over and everyone wins.

ADVICE FOR THE PLAYER

The following 10 suggestions provide some kernels of player wisdom to consider during your BESM Naked adventures. The most notable game moments occur when players all share the same understanding of their roles and responsibilities.

BE INNOVATIVE IN CHARACTER DESIGN

BESM was designed to be flexible, allowing you to create the anime character of your desire. Do not hesitate to develop Attributes or Defects not listed in these rules, talking with the GM about your ideas and co-creating with them. Playing an original character of your design is much more enjoyable than limiting yourself to someone else's ideas.

GO BEYOND A CLONE

It's fun to play a character who is perhaps inspired by a particular anime series or movie in your group's original setting, but do not simply clone a well-established media character. It is quite difficult to accurately portray a character created by someone else, yet easy to be disappointed should you be unable to role-play them "correctly." Develop your own character and give them their unique voice in the adventures ahead. Naturally, if the GM plans to run a scenario based directly on an established anime production, this suggestion does not apply.

ASSIGN CHARACTER DEFECTS

Your purpose is not to create a perfect character, but a character that is fun to play. Defects not only generate laughter and levity during each session, but can also expand your role-playing opportunities. Besides, you will find that you never have enough Character Points to satisfy your desire for Attributes, so assign some Defects and you'll get a few more precious Character Points to spend.

AVOID THE LONE WOLF

Do not create a character with a brooding backstory who prefers sealing themselves away from society to be alone. Role-playing is primarily about connections – GM/player and player/player interaction. Deny yourself one of those opportunities, and the enjoyment of the game is diminished for everyone.

DON'T OBSESS ABOUT THE RULES

Every Game Master has their own individual style when running a game. If your GM wants to play fast and loose with the system, go with the flow. The rules should only be used when the structure and guidance

they provide benefits the game. If you and your group can thrive on fewer rules (or without any), do not let this book hold you back.

IT'S CO-OPERATIVE, NOT COMPETITIVE

You and the other players are working together to weave incredible role-playing stories, even when your characters are in conflict. Intra-party competition adds an exciting dynamic to your group, though most character conflicts are best maintained at reasonable levels. Characters killing other player characters for real or imagined slights during the game usually falls outside the realm of a healthy rivalry.

EMOTION IS REAL

Playing through an engaging adventure, especially those of a long-running campaign with the same characters, may invoke surprisingly raw emotions as the events unfold. Everyone expresses emotions differently, and although some players may view a game with a sense of third-person detachment, others may be much more invested and sensitive to the storyline. Unexpected emotions are real, and should be treated by all players with compassion and understanding should they arise.

EMBRACE FAILURE

Your character need not always succeed at the tasks they are undertaking to create a satisfying game adventure. Character failure – whether instigated by bad dice rolls or outmanoeuvring opponents – provides excellent opportunities for character growth, story engagement, and exciting memories. Your mindset about how events unfold during a storyline have a direct and immediate impact on your level of enjoyment. Embrace your character's missteps and go with the flow.

TRUST THE GAME MASTER

Any worthy GM realises that player needs come before the story, and that it is their obligation to make the game enjoyable for everyone. The GM is always your ally, always has your back, and always works to evoke maximum enjoyment during each session. Trust their judgement, and the game will flow more smoothly.

GIVE THE GM CONSTANT FEEDBACK

Both positive and negative feedback is essential to create an exceptional gaming experience. On a regular basis – perhaps after each session or every few sessions – let the GM know what you like and dislike about the direction and momentum of the game. Without player input, the GM may not realise in which areas they need improvement. Be polite and diplomatic, but also be honest. The game can only get better, not worse, when you voice your comments and concerns.

GAME MASTERING

As Game Master, you fill many roles and handle all the parts of the game that the players do not. These roles can be broken down into four main areas: creator, actor, narrator, and referee.

► CREATOR

You are responsible for creating the world in which the player characters have adventures, from the opponents and supporting characters to history, geography, and current events. It requires great effort, but many anime and manga worlds could be similar to our own, and consequently a lot of the setting information would already exist. Alternatively, you can use the worlds of the Anime Multiverse setting (page 140) for your game adventures, or use it as an example of how to create your own story background.

► ACTOR

You play the roles of the various non-player characters (or NPCs) in the game, including the major opponents and enemies, the characters' love interests and other allies, and anyone else the player characters might encounter. Keep these background characters' goals and motivations in mind when crafting stories, but also focus on keeping the game fun for everyone.

► NARRATOR

You also narrate events in the game, describing to the players everything that their characters see, hear, touch, taste, and smell. A good GM provides players with enough descriptive information for them to understand their characters' surroundings, but not so much that it slows down the game and turns it into a droning monologue of "flavour text." For example, you might say to the players:

"Your midnight patrol has been uneventful. The forest glade is peaceful, with twinkling starlight shining down on your homeland. You all pause for a moment on a tall tree branch, watching the distant lantern glow of your village. Suddenly, the ancient warning horn of your ancestors trumpets, and you hear the faint sound of hoofbeats galloping through the night."

You have explained to the players where they are and what they are doing, and have placed them in an active situation. The players may ask for clarification about your description. How many horses do they

hear? Where exactly in the forest are they? Under what conditions would the sentries blow the ancient horn? Answer their questions to the best of your ability, while encouraging them to take action.

While providing narration for the players, try to avoid assuming actions or feelings on the part of their characters. For example, in the earlier description, do not end with "... the sound chills your blood with anticipated dread, so you leap into action, rushing toward the commotion!" Each player must decide their own character's actions.



Similarly, do not tell players how their characters feel about a particular NPC unless there is some outside force imposing those feelings. Rather than saying, “you take an instant dislike to them,” when a character is dealing with an unpleasant NPC, you might try “they just does not seem very likeable”. Better yet, simply play the NPC as unpleasant and rude, and the characters will start to dislike them naturally, without any prompting from you.

► REFEREE

Finally, you apply and interpret the game rules and answer any rules questions that arise during play. You make the necessary rolls for NPCs, apply the effects of characters’ Attributes and actions, and use the rules presented in Chapter 9 – and throughout this entire manual – to resolve conflicts during the game.



CAMPAIGNS, MINI-CAMPAIGNS, AND ONE-SHOTS

A role-playing game can range from a brief one-shot adventure that takes a few hours to play to a lengthy campaign that can run over many sessions for a period of months or years. The story pacing and plot depth of a campaign is different from that of a mini-campaign, which in turn differs from that of a one-shot adventure.

► CAMPAIGNS

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. The characters have time to develop unique personalities as they are faced with challenges to their bodies, minds, and souls. The characters can also learn new Skills and Attributes and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the world that the GM has created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or reformed by the characters. The GM should establish the outline of a plot for the beginning of the campaign before play begins, but the middle and the end of the story will be largely determined by the interests and actions of the characters.

► MINI-CAMPAIGNS

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign, since the plot only spans a few days to a few weeks. Antagonists are often present in every session, with the major villain, if any, usually surviving at least until the final climactic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. The GM should know where the characters will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the player characters during the game.

► ONE-SHOT ADVENTURES

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are frequently run at conventions and for demonstrations at game stores. The characters are unlikely to grow much during an adventure because the story only spans

a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. In order to finish the adventure in one session, one-shots are often highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story endings that can be influenced by the players' actions.

NAVIGATING THE GAME

Part of the Game Master's job is adjudicating and interpreting the various BESM rules. The game system is fairly simple and light, but players have a way of putting their characters in situations that the game rules may not contemplate explicitly. No rules system can take every possible situation into account, and BESM purposely leaves many aspects of the rules open for interpretation. As GM, you ultimately make the calls.

► RULES QUESTIONS

Questions about the rules will arise during games and you must resolve them. They may be questions about how a rule works, what rule applies in a particular situation, or how to handle an unusual situation or application of a rule.

When a rules question arises, take a moment to handle it and make your answer as clear as possible to the players. When you first play the game, you are likely going to need to consult the rules more often, until you and the players understand BESM's underlying Tri-Stat System and its nuances. You may prefer to ask one of the players to look up rules for you during the game so you can focus on the story.

Most situations that arise during BESM adventures can be adjudicated without dice, or with a simple Stat or Skill check. Sometimes during the game you will make a "GM call," where you say, "this is how I want to handle it for now." Ask the players to respect your ruling and move on with the game. If necessary, you can talk after the game about the ruling and how to best handle similar situations when they arise in the future.

► HOUSE RULES

Every gaming group tends to develop its own set of "house rules" over time. These are modifications (or clarifications) of the game's rules or specific rules about conduct at the gaming table. House rules should make the game a more pleasant and enjoyable experience for everyone, and the players and the Game Master should agree upon them in advance.

Let the players know if you have changed any of the game's rules during your campaign. If the players have any concerns about these rules changes, discuss them and come to a compromise, if necessary. Record any rule changes and make a handout for the players, so everyone knows the rules; this will minimise disputes.

Rules of conduct, or "table rules" as they are sometimes known, vary from group to group. Some groups prefer to limit side conversations, inappropriate movie and television quotes, or jokes while the game is in progress. Others have no such rules. One example is the "you said it" rule: if a player says something while at the table while the game is in play, then their character says it, too. This naturally limits the out-of-character conversation during the game, but some players may find it too restrained or frustrating.

Other table rules may cover:

- » Making die rolls in clear view or not rolling until it is your turn. Alternatively, your group may prefer to make rolls for their actions in advance so they can have the results ready when the GM calls for them. Both methods can work well.
- » Appropriate language and discussion content at the gaming table. This may be particularly important for groups that include younger players.
- » Secret communication between players and the GM, whether its passing notes, side conversations in the next room, or something similar.

CHANGING THE RULES

On occasion, gaming groups may want to change the BESM rules to better suit their own games and style of play. If you find that a particular rule does not work for you then change it! Of course, you may want to consider carefully how any changes will affect point balance and other rules in the game. Test a rules change for a game or two and see how it works, since you can always change it back or modify it further as necessary.

A particular opening in the rules does not necessarily require a rules change, but rather discussion and agreement among the players. BESM characters can have tremendous powers, and those powers can be unintentionally abused by inexperienced players. Rather than changing the rules to restrict the characters, consider talking to the players and asking them to voluntarily modify their characters' behaviour to eliminate the abuse.

Never change the rules arbitrarily or without informing the players in advance of the change, and your reasons for it. This ensures there will be fewer rules disputes and confusion during the game.

CHARACTER ADVANCEMENT

Characters grow and develop over the course of their “lives.” This theme is central to the story line of many anime: children, shy teenagers, and youths come of age.

The magical girl learns to fight for love and justice, discovering new powers at the crucial moment to defeat foes and heal friends. The young pilot learns to face battle without running away, and perhaps graduates to more powerful mecha. The martial artist is defeated, but they train hard to learn new techniques before returning stronger than before for the rematch.

In some story lines, character advancement is more about personal growth than gaining power. Characters struggle to overcome flaws in their personalities and improve their self confidence. Such gains can be part and parcel of the role-playing experience, but can be reflected in mechanical terms as well. The shy boy or girl gains the confidence to approach their love interest ... and the character’s Soul Stat is also increased. Other improvements in personality can be reflected by removing Defects like Blind Fury, Easily Distracted, or aspects of Shortcoming.

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve their characters’ Stats and Attributes. Though not a requirement, advancement can reflect the characters’ learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

► SPEED OF ADVANCEMENT

The speed of advancement is up to the GM. It can be highly variable to suit the tone of the campaign. Campaigns patterned on “duellist”-type anime such as pet monster or super martial artist series will often feature extremely rapid advancement, in which noticeable “power-ups” occur during each adventure. Stories of a more soap-operatic nature often have slow advancement, in which it might take a dozen adventures for the hero to pass their university or occupational exams and gain a Skill Group Level ... or perhaps buy off their Cursed Defect enough to actually keep a planned date! The default for BESM is somewhere in the middle: typical of mecha and magical girl anime, it allows significant improvement after a dozen or so adventures, roughly comparable to a TV season.

STANDARD SPEED

The GM is encouraged to award all characters anywhere from 1-5 Advancement Character Points every role-playing session.

- » 1 Point per session is most appropriate for long-running narrative games where it can take many sessions to buy off a significant Defect. Be aware that many traditional gamers may become frustrated with advancement at this speed. It is most appropriate if the players are hard-core role-players who are happy with their character concepts and do not want to change them substantially.
- » 2 Points per session is appropriate for average games where much of the progression will be in terms of inexpensive gadget-type Items or Skill Groups.
- » 3 Points per session is appropriate for high-powered games where characters are more likely to be gaining new Attributes or powerful Items.
- » 4 or 5 Points (or more) per session is appropriate for games where characters are expected to gain new powerful abilities every session or two. GMs who award this many Points should be aware that characters will rapidly grow in power, and will need ever-more-potent antagonists to challenge them. Only award this many Character Points if this rapid escalation is the goal of the game.

USING ADVANCEMENT POINTS

Each player can assign these Character Points to Stats or Attributes immediately (GM’s discretion) or accumulate them for future use. Spending them immediately allows acquisition of relatively inexpensive Attributes such as new Items or improvement in Skill Groups. Saving allows more significant improvements.

The Point cost for increasing a Stat or Attribute or for acquiring a new Template is identical to the cost during character creation.

Players are encouraged to assign Advancement Points to Stats or Attributes that their characters use often. Alternatively, players can rationalise their decision to the GM should their characters acquire a new Attribute or Template. The GM may optionally require a character to perform certain activities to achieve the acquisition of a new Attribute as well. The GM should not allow characters to acquire any Attributes that would disrupt the balance of the game, of course.

Players can also use Advancement Points to remove or reduce in severity Defects that their characters possess. This should usually be allowed only if supported by actions taken during the game. Some of these are obvious: defeat or befriend a Nemesis, win a pardon or clear one’s name to remove Wanted, etc. Others can be more subtle: a harsh warrior who befriends a young child might, after a few sessions of game play, be justified in using Advancement Points to get rid of his Shortcoming (Empathy) Defect, since the child’s gentle heart has taught the hard-boiled soldier to care about people again.

ADVICE FOR THE GM

The following 20 suggestions are a collection of ideas for consideration as you embark on the role of BESM Game Master, though they are universally application for any RPG. This advice is certainly not exhaustive – that level of detail could be a complete book unto itself! – and is intended to provide a starting framework for your games.

NAMES ARE IMPORTANT

Giving your NPCs memorable names will make them more interesting to the players. Every background character, no matter how minor, is an opportunity to enrich your world and story. Towns, regions, rivers, and other key terrain feature also deserve rich and fun names. In your game notes, have a list of five or six extra names for NPCs and places you may need to create on the fly. Keep track of them once you use them for future adventure reference.

PLAYERS LOVE FAMILIARITY

Reuse previous settings from earlier storylines to building a larger world. Revisiting the inn or space station from the first adventure in the seventh adventure, for example, will create a sense of nostalgia for the players and provide a larger context to your game setting. The NPCs they briefly encountered before are now part of their history and can create a new layer of intrigue to a standard scene. Players will love seeing the character they rescued in the dungeon or woods reappear later as a merchant, mayor, or skulking thief in the town. Don't overdo the references, though, because it will make your world feel too coincidental and staged. Rather, sprinkle these moments into your campaign and watch the joy unfold at your gaming table.

CREATE A SAFE SPACE

Everyone needs to feel respected and safe while role-playing, free from judgment and triggers. Establish game boundaries well before play begins, including which lines shouldn't be crossed and which world elements should not be explored in detail. Ensure players know that they each have an absolute veto at any time to end the content of a scene if they don't feel comfortable in that situation. The needs of your players always take priority over everything else.

DICE ROLLING IS BORING

Dice rolling seemingly provides great fun during a game. When one player is rolling the dice, though, everyone else is waiting ... and waiting is not fun. Keep dice rolling to the minimum to keep the narrative moving along. If a dice roll is not necessary or does not constructively add to the game, do not ask players to

toss the dice. Start encounters quickly and end them quickly; don't make the players chase down every last critter to finish the scene. Save big combat scenes for achieving plot goals. In role-playing games, rolling dice is the work part, not the fun part.

OFFER PLAYERS OPTIONS

Your game world is filled with endless possibilities which can lead to lots of time spent deciding what to do. You need to help define paths that the players can take while making it clear they can come up with their own as well. Be clear on the type of actions the players can take and the general consequences of taking those actions to avoid unpleasant surprises.

REWARD PLAYER CLEVERNESS

Game Masters often feel they are playing against the PCs because they are developing obstacles during the adventure. This dynamic sometimes translates into the GM being overly loyal to the story challenges and trying to be more clever than the players. If the players have discovered a loophole in your carefully constructed encounter or obstacle, don't try to fix the scenario in spite of the players. Give them the creative win when they deserve it.

DON'T ADD CRAZY FOR CRAZY'S SAKE

Make sure there is a reason for crazy characters and not just an excuse for an NPC or player to act irrationally. No doubt, zany behaviour has a place in good anime and manga stories, but not every unhinged character is going to come across as authentic. Such characters mostly add excitement to an interesting encounter, but should the players have to rely on this crazy character, you've added a component to the game beyond the rules. Add such elements purposefully.

BE CONSISTENT

Randomness in dice is expected, of course. Randomness in rule interpretations can be frustrating for players, since you are their game compass. When you make a dynamic game ruling during a scenario, write it down. Unless you discover a reason not to, stick with it for the future as well. If you need to alter your decision later, make a point to explain why it is being altered to the players to avoid confusion and mistrust. If a dinner knife was able to reflect the laser detection grid during one session, for example, but not able to reflect a similar laser system in another, you need to convey solid reasoning.

ADMIT MISTAKES AS SOON AS YOU CAN

All Game Masters make errors. An NPC may say something or do something that sends the players into a whirlwind of tangential speculation. If your intended actions were not as the players have interpreted – and

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as a result it sends the players down an unproductive path – own the misdirection by letting them know your phrasing wasn't actually a clue or anything more than a casual comment or device to move the story to a different point. That is, unless of course the player speculation has given you an idea for a future plot line, which you can develop more fully as part of a divergent story. Make sure player time isn't wasted going down unintended dead-ends.

PLAN SIGNIFICANCE

Develop and execute one significant character moment several times in each adventure session. Players are in the game to be entertained and rewarding them with the spotlight creates a memorable experience. Rewards can come from character development or interesting story events and milestones. For their time, players expect to earn these small rewards frequently. Should these highlights not appear regularly, players can grow frustrated and bored and possibly disruptive.

MAKE EACH CHARACTER A HERO

It is critical to give each character their chance to shine. The players must seize opportunities presented to make something great for their characters, but you need to provide the hook for the players to grasp. Make the moment meaningful, make it shorten the path to victory, or make it epic enough that player will talk about the moment for months, years, or even decades later. Even if their characters fails spectacularly, spotlight moments are always a memorable event.

MUNDANE BELONGS BEHIND THE SCENES

Let the mundane events that are a necessary part of every story take place 'off stage'. For example, unless there will be an enhancement to the story by having the players role-play purchasing equipment from the shopkeeper, don't spend valuable table time doing it. There are numerous moments like this in every game, where the players are trying to assemble the plot fundamentals (equipment, information, etc.) to get to the fun parts.

THE GM SETS THE GAME TONE

You must take the game as seriously as you want the players to take it. If you are frequently distracted by digital devices, or break the in-game adventure time by going off on personal tangents, then you have given implied consent for the players to do the same. As the GM, you set the standard of behaviour at the table.

LET CHARACTER STRENGTH SHINE

Not everyone knows how to survive in the wilderness or extract information from a hostage, and so you shouldn't expect the players to describe precisely how their capable characters will accomplish such tasks.

Feed players the information they need to make their characters look good in appropriate situations. Gamers usually immerse themselves in role-playing games to engage the imagination and escape the confines of regular life. Even intellectual challenges, such as riddles and puzzles should have a mechanism that allows the amazingly smart character to solve it even if the player can't figured it out. Clues, different configurations, or extra attempts can all be used to let the characters' strengths compensate for the players' weaknesses.

CHARACTER WEAKNESSES AS STRENGTHS

Use character Defects to the benefit of the game. Though they penalise the characters, Defects should not penalise the players by hindering their role-playing efforts. Be sure to map out how you plan to implement all Defects before the adventures begin to avoid forgetting about them during play. Using them effectively will add excitement and a touch of paranoia to your game.

KEEP PLAYER CHARACTER SHEETS

Inevitably, players will forget to bring their character sheets to a session and may attempt to recreate it with bad results and a lot of lost time. Although each players should keep a copy of their own character sheet, having a GM duplicate is handy for such instances. With the current digital technology, of course, it is nearly effortless to keep a backup within easy reach.

TIME IS A PRECIOUS ELEMENT

Everyone's time is valuable and everyone wants to spend their time in different ways. Unfortunately, some players don't perceive wasting other people's time as a problem. As Game Master, you are not only the arbiter of the game but also of time because you control the narrative flow. If you halt the game to read rules or your adventure notes too frequently, the players can devolve into personal conversations which can then impede game play.

HAVE FUN, OR THE PLAYERS WON'T

Don't force yourself to run a game plot, genre, or style you don't like. Players will sometimes want to play specific types of characters that reflect their favourite characters from anime or manga ... and such characters may lead to some types of stories that you don't enjoy telling. You may perform adequately running these types of games, but you probably won't have much fun and may start dreading each session instead of looking forward to it. If you will spend less time planning, plotting, and developing your adventures, players will notice and everyone's enjoyment will be reduced. Having honest conversations with the players during the initial conceptions for the game will help ensure maximum gratification for all.

YOU CAN'T MAKE EVERYONE HAPPY

Don't even try to be everything for everyone because your effort to appease one player may alienate the others. When you accept that, despite your best efforts, the unfolding action may not be equally enjoyable to all players during each game session, you can improve the game for those players who are fully engaged with the adventures. Of course, you should always try to advance the game from session to session in a way that addresses the needs of every player. If the same player continues struggling with game satisfaction, a conversation between sessions about what the player needs to have fun once again is clearly needed.

GO OUTSIDE THE RULES

If you dislike a rule presented in BESM, you are encouraged to modify it to suit your needs or simply discard it completely. Do not let your vision of how anime and manga adventures should unfold be suppressed by anything you read in this book. These pages are filled with guidelines and suggestions, but they certainly do not reflect the One True Way to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.



THE ANIME MULTIVERSE

There are a nearly infinite number of worlds existing within an ever-shifting sphere of reality. All one has to do is find them....

Some of these worlds are linked together, making travel between them possible. A series of linked worlds are directly connected to Earth. This set of tied realms is the Cosmic Web, also known as the Multiverse.

To help introduce new players to the game and provide a conduit by which we can provide examples, BESM Naked presents a multi-genre, multi-dimensional setting called the Anime Multiverse. The primary worlds in the setting feature the most popular anime genres (Earth, post-apocalyptic, fantasy, space opera, reality punk, horror, angelic), but any genre and any world can fit into this core campaign setting.

This section briefly touches upon the cosmology of the Multiverse. The political and social landscapes of various worlds will be explored in detail in a separate BESM Multiverse expansion to establish the foundation upon which future source books will be created.

WAYLINES AND THE COSMIC WEB

Waylines are the interdimensional connections between worlds – lines of energy that cross space, time, and even dimensions.

These connections can be visualised as a “cosmic web” whose strands connect these worlds. The formation of the cosmic web appears to have been deliberate. Sometime in the past, a being or organisation, usually personified as “the Weaver”, connected all the strands of the Cosmic Web.

Some races believe the Weaver to have been a god, while others believe he, she, it, or they were powerful archmages or other beings of less-than-divine stature. The completion of the Cosmic Web as it is known today probably dates back at least 10,000 Earth years. Some “Weaver relics” – artefacts of power that exert control over the Cosmic Web – still exist. The most common of these relics are the world gates.

Worlds in the Cosmic Web usually have between one and seven waylines. The more waylines a world has, the more important it is from an interdimensional perspective.

WORLD GATES

World gates, or simply “gates”, are places where a wayline can be entered. Each wayline connecting two worlds usually has several gates that open to it. If the wayline is an extradimensional highway, gates are their exit and entrance ramps.

Each gate is associated with a specific wayline, and has a matching gate on the “other side” of that wayline. Gates can take many forms, including such more common designs as: a ring of toadstools in a forest grove; an actual door; an ancient stone circle; an enchanted mirror; a painting of a mysterious place; a clear mountain pool; a deep well; a tomb; the mouth



of a giant idol; a mysterious “stargate” machine; etc. Typically, anyone who touches a gate and expresses a wish to be elsewhere will be transported by it. Thus, if a gate existed within a closet of an old house, a child playing in that closet would not be transported. But if the child ran into the closet to hide from someone, and wished they were elsewhere, the child could actually activate the gate!

Earth, for example, has seven waylines, each leading to a different world: Aradia, Bazaroth, Enid, Cathedral, Ikaris, Imago, and the sacred Omphalos chamber. Each of these waylines has a dozen or more gates that actually open onto them.

► KEYS

Most gates have a Key. A Key is someone whose soul is especially attuned to that gate or to the world on the other side. According to one theory, a Key is someone who lived on the world of the other side of the gate in a past life; their soul “crossed over” during a reincarnation or rebirth. Individuals who do not believe in reincarnation sometimes say that a Key is simply someone who has a strange psychic attachment to the other world, perhaps because they were born in the vicinity of the gate and became attuned to it very early.

Most gates are normally “open,” but a Key can take control of the gate if they discover its unique power. A Key can “lock” the gate shut or if the gate is already locked, can “open” it. In addition, if a Key is ever ritually killed while in contact with their specific gate, the gate will be destroyed. If all the gates linking to a specific wayline are eliminated, that wayline will “come lose” and might possibly attach itself elsewhere to another world. If a Key dies in other circumstances, the power will pass to another – usually a newly born child.

SKELETON KEYS

A rare few Keys known as Skeleton Keys (page 25) have a special bond with all doorways and locks, though, and can operate any world gate on any dimension. Additionally, these Skeleton Keys are indeed, metaphorically, the “key” to locks in general – including physical locks (for example, the locks on buildings and vehicles), password locks (such as those on computer files and bank cards), etc. To complement their gate-opening abilities, Skeleton Keys can also permanently destroy any world gate when they pass through it (if desired) and can detect nearby world gates.

Few understand the true power of a Skeleton Key, but those that do will go to great lengths to meet or capture one. Consequently, most Skeleton Keys rarely stay in one place for too long and instead use their extraordinary abilities to travel the Cosmic Web.

► THE WAY-BOUND

Certain individuals are “Way-Bound” – their souls are linked to the Cosmic Web and they can be summoned using their true name by anyone performing an appropriate ritual at a gate that leads to the Way-Bound’s home world. In most cases, the individual will simply hear a call and will have the ability to decide whether or not to come. In some cases the Way-Bound may be compelled, although this usually requires some other link (such as a feather from an angel’s wing, a talisman of a demon, etc.).

Powerful demons and asrai (angels) are Way-Bound, as are the gatekeepers of each world.

► PRIME WORLDS

In addition to the Earth, there are six Prime Worlds. Each possess seven waylines and several dozen gates. One wayline leads to Earth, one to four of the five other Prime Worlds (there is no wayline to one Prime World), and two to Inner Worlds.

The six Prime Worlds all have waylines that connect to Earth:

- » **Aradia**, a paradise inhabited by the angelic Asrai and the fairy.
- » **Bazaroth**, a hell inhabited by demons and damned souls.
- » **Cathedral**, a mysterious pirate haven in the heart of a globular cluster inhabited by strange hyperspatial “plasma birds.”
- » **Enid**, a world devastated by “heavy weather,” where two opposing alliances are engaged in a global war fought with giant robots and psychic weapons.
- » **Ikaris**, a medieval world dominated by powerful sorcerers and warring clans.
- » **Imago**, a high-tech reality-punk world controlled by powerful megacorps, whose inhabitants spend much of their time absorbing the “bread and circuses” of high-tech sports, competitions, and virtual reality.

► THE INNER WORLDS

These are the 12 worlds that are connected by a wayline to one of the Prime Worlds, but not to Earth. They are occasionally under the protection or domination of the particular Prime World to which they are directly linked. Inner worlds typically have anywhere from two to six waylines.

Sometimes the gatekeepers on these worlds wish to improve their status by displacing one of the Prime Worlds (see the Keys entry for one such method).

► THE OUTER WORLDS

An Outer World is a world that is linked by wayline to one of the Inner Worlds, but not to any of the Prime Worlds. The Outer Worlds tend to more alien than the Inner Worlds and some of them are not inhabited by humans or even humanoid beings.

Many Outer Worlds only have one wayline and only a few gates, connected to a single Inner World. A few Outer Worlds have two waylines, connected to a second Outer World ... which can lead farther and farther away from the centre of the Cosmic Web.

42 Outer Worlds are known to exist, many of them barely explored by denizens of the other worlds.

► THE BEYONDERS

These are the many worlds – perhaps an infinite number of them – that are known to exist, but which are not connected by any gates. Reaching them can be very difficult. Sometimes the only way to reach them is to travel physically across space; that is, they exist in the same universe as a gate-connected world, but in a distant location. Others are reachable only through unique items of power that can transport individuals to them. A few of the Beyonders are pocket universes linked to particular individuals.

EARTH

This is modern-day, 21st century Earth with a few variations. The biggest difference, of course, is that beings from other worlds and dimensions sometimes visit.

Earth is the only world known to possess eight resident waylines: six that connect to the Prime Worlds, one unusable wayline that long ago became detached at the other end and now floats freely amongst the Cosmic Web, and one secret wayline that leads to the Omphalos chamber (see below). These waylines make Earth the “hub” of the known Multiverse. While it is outwardly a normal planet, it is in fact a nexus for sorcerers, demons, angels, beast folk, mecha, and other visitors.

Earth has no known gatekeepers. According to legend, the last gatekeeper of Earth was a powerful mage known as Ozymandius. They have been missing for thousands of years, though, and today the world has no known ruler. In fact, the vast majority of the people living on Earth are completely ignorant of the existence of the Multiverse. Thus, while individuals, government agencies, corporations, criminals, and cults may encounter interdimensional visitors, they will often fail to realise who they work for, and are sometimes used as mere puppets in the struggles between the rulers of rival worlds.

Aradia and Bazaroth are particularly active in this fashion, with both sending many emissaries to Earth. The chaotic conditions on Bazaroth mean that many demons visit Earth in the hopes of draining the energy and stealing the souls of mortals, both for their own pleasure and to enhance their power. Emissaries of Aradia are active in countering these plots, for unlike most of the worlds, Aradia believes Earth’s humans should not be exploited. Aradia often works through human agents, such as recruiting “magical girls,” rather than directly. Other Prime Worlds have their own agendas that are political and economic in nature, from making covert deals with Earth corporations to criminal enterprises aimed at enriching themselves.

In addition to agents of the various council members, many others visit Earth. As neutral ground, it’s also a haven for criminals and exiles in hiding. A street person could be a burned-out angel from Aradia, or a hunted arch-mage from Ikaris, for example. Others cause trouble when they attempt to use their otherworldly abilities to obtain positions of power on Earth.

► OMPHALOS

Omphalos is the true name of Earth, and also the name of the secret chamber where the Prime Council meets. This is the centre of the Multiverse, connected by its own hidden wayline to Earth, the location of whose gates are known only to the gatekeepers who make up the council. Consequently, Prime Council members must first travel to Earth before meeting in Omphalos.

Somewhere on Earth – or perhaps in a pocket dimension next to it – is a small, dark chamber with seven doorways. Inside the chamber are seven thrones, one for each of the six Prime Worlds and for Earth. Each of these thrones is unique in shape, design, and aesthetics. Omphalos is the centre of all things, and is where the seven gatekeepers of the Prime Worlds meet, make policy, and settle their differences.

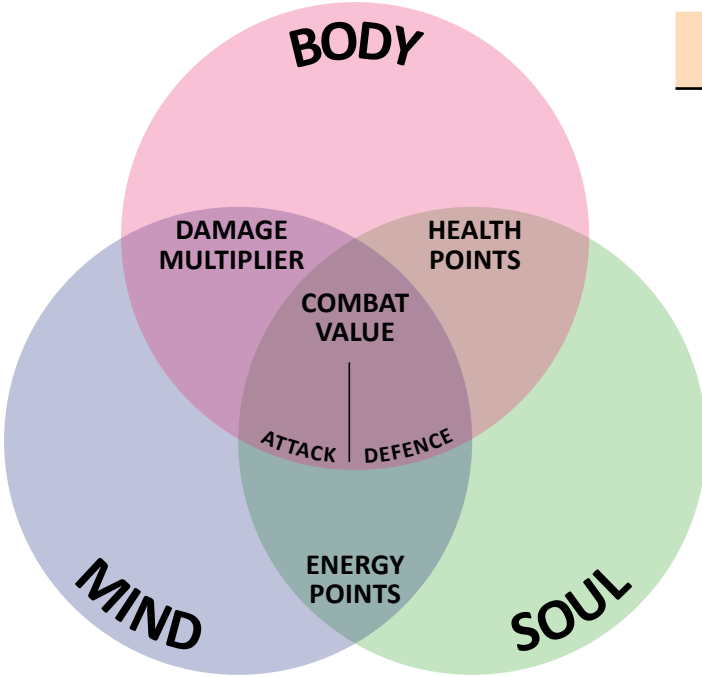
Or at least, they used to. Now there are only six gatekeepers. For centuries, the gatekeeper of Earth, the traditional leader of the Council of Omphalos, has been missing and with their absence is the knowledge of the location of many of the Keys to Earth’s gates, and the deciding vote on the Council. As a result, the Council of Omphalos has often been deadlocked, and unable to act on critical issues. This has increased the power of some rogue members, such as Bazaroth.

The seven gatekeepers are the self-proclaimed masters of the Multiverse. Their power comes from their knowledge of Omphalos and their knowledge of the gates and Keys. Often this information is incomplete, though, and agents (or rivals) of the gatekeepers will do their best to find and control these vital resources.

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BESM NAKED FOURTH EDITION

| | |
|------------------------|---------------------------------|
| Character Name | Player Name |
| Total Character Points | Game Master Name |
| Race / Species | Class / Occupation |
| Home World / Habitat | Size / Height / Weight / Gender |



ATTRIBUTES

| LEVEL | POINTS | ATTRIBUTE |
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DEFECTS

| RANK | POINTS | DEFECT |
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GAME NOTES

Armour, Weapons,
Companions, Items,
Vehicles, NPCs, etc.