

NEW ATTRIBUTES AND DEFECTS VERSION 2.0
SPECIAL EDITION

A Special Unofficial Fan-Document.
By Thomas "Ensign Minneapolis" G.
For the Tri-Stat System

Featuring Attributes and Defects from:
"New Attributes and Defects v1.2.0"
"Big Supplement, Cool Swag 1.1"
"Big Supplement, Cool Swag 2.1"

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Why A Special Edition?

This has NEW stuff for OLD Attributes! Consider this actually v2.0 of the original "New Attributes and Defects" article I posted. Some things you may notice are gone, like "Has a Cool Attack/Defense", and some things may not have even changed!

This is also a typo-corrected edition, compiling all that I have done so far for BESM. I've also modified attributes as needed. New Attributes and Defects 1.2.0 will be DELETED from my web page for space reasons. This will be the final version of New Attributes and Defects, which will compile ALL of the attributes and defects created by myself. I'll also be in the middle of creating a "super index" of ALL of the Attributes and Defects made on the 'net. I've discovered a lot of different goodies that people should get a gander at. If you want to have your Attribute or Defect included, e-mail them to me at:

gherity@tcfreenet.org

or

sailor_minneapolis@yahoo.com

so I know whether or not to include it in my master list.

***Get attributes,
Get defects,
Get famous!***

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Just what's in this?

Attributes

- Invulnerability
- Ageless
- Living Legacy
- Awesome Strength
- Intimidating
- Great Reputation
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- Analytical Mind
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Defects

- Off the handle
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- Stranger in a strange land
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- Recurring Injury
- Dumb as a brick
- Cold blooded

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Attributes from “New Attributes and Defects 1.2.0”

Invulnerability

5 Points Per Level

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

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

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

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

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

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

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

Ageless

3 Points

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

Living Legacy

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

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

Level 1: Has been around for over 200 years.

+1 Character Point, +5 Skill Points.

Level 2: Has been around for over 750 years.

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

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

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

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

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

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

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

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

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

Awesome Strength

4 Character Points per level.

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

Level 1: The character can lift 200 Tons.

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

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

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

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

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

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Intimidating

3 Character Points per level.

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

Level 1: The character is somewhat intimidating.

Level 2: The character is intimidating.

Level 3: The character causes the shivers.

Level 4: People have every reason to run away.

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

Level 6: This character even scares their mother!

Attributes from "BSCS 1.1"

Great Reputation

1 Attribute Point per level

You have done things of great renown, and have become famous. Each level influences social rolls with other people when in negotiations, or trying to get information, or other things. By providing a bonus to a social roll equal to your level in "Great Reputation".

Level 1: You are known in your city.

Level 2: You have made state newspapers/news broadcasts.

Level 3: You have been covered on nation-wide news broadcasts.

Level 4: You are world renowned!

Level 5: You are a superstar, with legions of fans rivaling most major movie stars!

Level 6: Even aliens know who you are!

Willful Spirit

2 Attribute Points per level

It's harder to break your will.

This attribute provides a bonus to rolls pertaining to your willpower, equal to your level in "Willful Spirit"

Level 1: You are a tough cookie to crack.

Level 2: You have the will of a martial artist.

Level 3: Most forms of interrogation will not work.

Level 4: Pain is no matter to you.

Level 5: Almost nothing breaks your iron will.

Level 6: Unfazeable.

Mind like a steel trap

3 Attribute Points per level

It's very easy for you to pick up new things.

Level 1: It takes you 75% of the time it takes to normally learn a new skill.

Level 2: It takes you 66% of the time it takes to normally learn a new skill.

Level 3: It takes you 50% of the time it takes to normally learn a new skill.

Level 4: It takes you 33% of the time it takes to normally learn a new skill, +1 to highly skilled.

Level 5: It takes you 25% of the time it takes to normally learn a new skill, +1 to highly skilled.

Level 6: You can learn something by just reading a book on it, and some practice. +2 to highly skilled.

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Attributes from "BSCS 2.1"

Analytical Mind

Universal Attribute

1 Point per level

The character is able to notice unusual things in their surroundings, easier than others.

Level 1: -1 to all noticing rolls.

Level 2: -2 to all noticing rolls.

Level 3: -3 to all noticing rolls.

Level 4: -4 to all noticing rolls, +1 to all mind skills involving analysis of data/evidence.

Level 5: -5 to all noticing rolls, +1 to all mind skills involving analysis of data/evidence.

Level 6: -6 to all noticing rolls, +1 to all mind skills involving analysis of data/evidence.

Will to Power

Paranormal Attribute

4 points per level

The character can devote some of their energy, to increase the damage of an attack. (Unarmed or armed (non-firearm)/power.) Through training, focus, or some strange mystical force. You gain a "pumping" ability for each level of this attribute past level 3. Although when "pumped", you recover the used energy at a reduced level of your normal energy recovery rate. The duration of the "pumping" or the damage increase at lower levels is equal to your level in this attribute.

Level 1: 1 Energy point for +1 Damage, Limit 15 Energy (+15 Maximum Damage)

Level 2: 1 Energy point for +2 Damage, Limit 10 Energy (+20 Maximum Damage)

Level 3: 1 Energy point for +3 Damage, Limit 10 Energy (+30 Maximum Damage)

Level 4: Pumping Ability: 25% of Energy to do 50% additional Damage. $\frac{3}{4}$ normal recovery for energy.

Level 5: Pumping Ability: 50% of Energy to do 2x additional Damage. $\frac{1}{2}$ normal recovery for energy.

Level 6: Pumping Ability: 75% of Energy to do 3x additional Damage. $\frac{1}{4}$ normal recovery for energy.

Gravity Ignorance

Paranormal/Technological

4 points per level

The character has uncanny ability in acrobatics related maneuvers, and jumps higher at almost paranormal height/distance. Also the character falls at a slower rate than other people, and takes lesser damage from falls.

Level 1: Jumps/Leaps at $+\frac{1}{2}$ height/distance, -10% falling speed and damage.

Level 2: Jumps/Leaps at x2 height/distance, -15% falling speed and damage.

Level 3: Jumps/Leaps at x2.5 height/distance, -20% falling speed and damage.

Level 4: Jumps/Leaps at x3 height/distance, -25% falling speed and damage.

Level 5: Jumps/Leaps at x6 height/distance, -50% falling speed and damage.

Level 6: Jumps/Leaps at x12 height/distance, -75% falling speed and damage.

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Defects from "New Attributes and Defects 1.2.0"

Off The Handle

The character with this defect is slightly InSaNe!

1 BP: This character has a small mental eccentricity.

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

Hyperactive

The character cannot sit still for very long, and is impatient.

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

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

Bad At...(Skill)

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

1 BP: +1 To an associated skill roll

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

Bad At...(Attribute)

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

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

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

Slow off the draw

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

1 BP: -1 Initiative

2 BP: -2 Initiative

Vain

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

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

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

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

Rude

The character has no social graces

1 BP: +1 penalty to all social rolls, sometimes role-played.

2 BP: +2 penalty to all social rolls, frequently role-played.

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No sense of humor

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

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

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

Landlubber

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

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

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

Berserker

The character goes wild when angered.

1 BP: The character flies into a rage, after his or her enemy, and only stops when the enemy is defeated. +1 Attack Combat Value, -1 Defense Combat Value when berserk. GM controls character for 1D6 turns. The character is no longer berserk after the 1D6 turns have expired.

2 BP: The character goes into an insane rage, going after anyone in sight, until subdued, or killed (Target or Attacker). +2 Attack Combat Value, -2 Defense Combat Value when berserk. GM controls character for 2D6 turns. The character is no longer berserk after the 2D6 turns have expired.

Defects from "BSCS 1.1"

Dark Past

Your character has done things that are shameful, and will do ANYTHING to hide it.

+1 BP: The character casually hides their dark past, because it isn't that bad, but it is embarrassing.

+2 BP: Their dark past they'd love to forget, and will go all out to hide it.

Stranger in a strange land

You live in a country, or on a planet, completely different from what you have known or have been raised in.

+1 BP: Some customs are strange to you, but you know the language enough to tell someone you aren't from around here.

+2 BP: You are a fish out of water, and will get quite the response from the locals when you accidentally say the wrong things, dress inappropriately, and you know very little of the language.

Protective Parents

Oh boy, this is self explanatory, but if it isn't here is the gist. Your parents look over your shoulder, and practically plan your day to have the least amount of danger possible. (Only can be taken by young characters of an age less than 18)

+1 BP Your character's parents occasionally do things to baby you, but it is to be expected. They don't understand some of the things you do, but they seem to understand. Somewhat.

+2 BP You can't shake their influence! They also think you are younger than you really are, and even try to make you wear "cute" clothing, or try to take unusual measures to protect you!

+3 BP (This is only available for characters with technology or that have genius parents, otherwise, take at own risk!) This level has all the problems of level 2, except they even clothe you with protective equipment! The more bizarre, the better! (The GM controls what the player gets each session. Although after receiving it, wearing the item of clothing next session reduces the defect temporarily to level 2.)

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Defects from "BSCS 2.1"

Recurring Injury

The character has an old injury that hinders their day to day activities. Only through invasive surgery, can the injury be repaired (Modern tech or better), or through some complex magical ritual. This can also reflect some chronic health disorder, such as diabetes, epilepsy, heart disease, or other related ailments.

- Level 1: The character has a -1 to all body skills relating to the character's injured part, and -1 to ACV/DCV. 66% chance to repair the injury. (A roll of 1 through 4 on 1D6)
- Level 2: The character has a -2 to all body skills relating to the character's injured part, and -2 to ACV/DCV 33% chance to repair the injury. (A roll of 1 or 2 on 1D6)

Dumb as a Brick

The character is more vacant than a normal person. Thus it is harder for the character to pick up a skill than others, reflected as an increase in skill cost. The player must pick a skill category (General/Combat), or a related stat (Body, Mind, or Soul.).

- Level 1: All skills related to this defect are at +1 cost.
- Level 2: All skills related to this defect are at +2 cost.

Cold Blooded

The character is without emotion, and is on, or over the edge.

- Level 1: The character has a 33% (Roll of 1 or 2 on 1D6) of becoming homicidal.
- Level 2: The character has a 66% (Roll of 1 through 4 on 1D6) of becoming homicidal.

BONUS DEFECT!

On Borrowed Time

The character is not long for this plane of existence. Get 2D10 and roll 'em, using the first D10 as the Tens, and the second for the ones. (Example, I roll a 7 and a 4 on 2D10, in other words, I get 74%.) The GM rolls for every "game month" the campaign goes on. If the GM rolls under the percentage, the cure to the condition agreed upon by the GM/Player is found. It's then up to the group to find it! At higher levels though (Levels 5 and 6); the GM must BEAT the percentage listed in order for the character to live! If the roll fails, the Player's character dies, disappears, or otherwise goes to the next world, thus requiring a funeral, memorial, and the making of the new character. Sorry for any inconvenience this may have caused.

The GM general says:

This defect may be hazardous to your character s health. Take this Defect at your own risk!!!

- Level 1: The character has 4 years to live.
The way to cure this condition has a 75% chance of being found in time.
- Level 2: The character has 3 years to live.
The way to cure the condition has a 66% chance of being found in time.
- Level 3: The character has 2 years to live.
The way to cure the condition has a 50% chance of being found in time.
- Level 4: The character has 1 year to live.
The way to cure the condition has a 25% chance of being found in time.
- Level 5: The character doesn't know he's ill. He has a 25% chance of dying on every game session.
- Level 6: The character is sickly. He has a 33% chance of dying on every game session.

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List of Documents archived

New Attributes and Defects v1.2.0

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