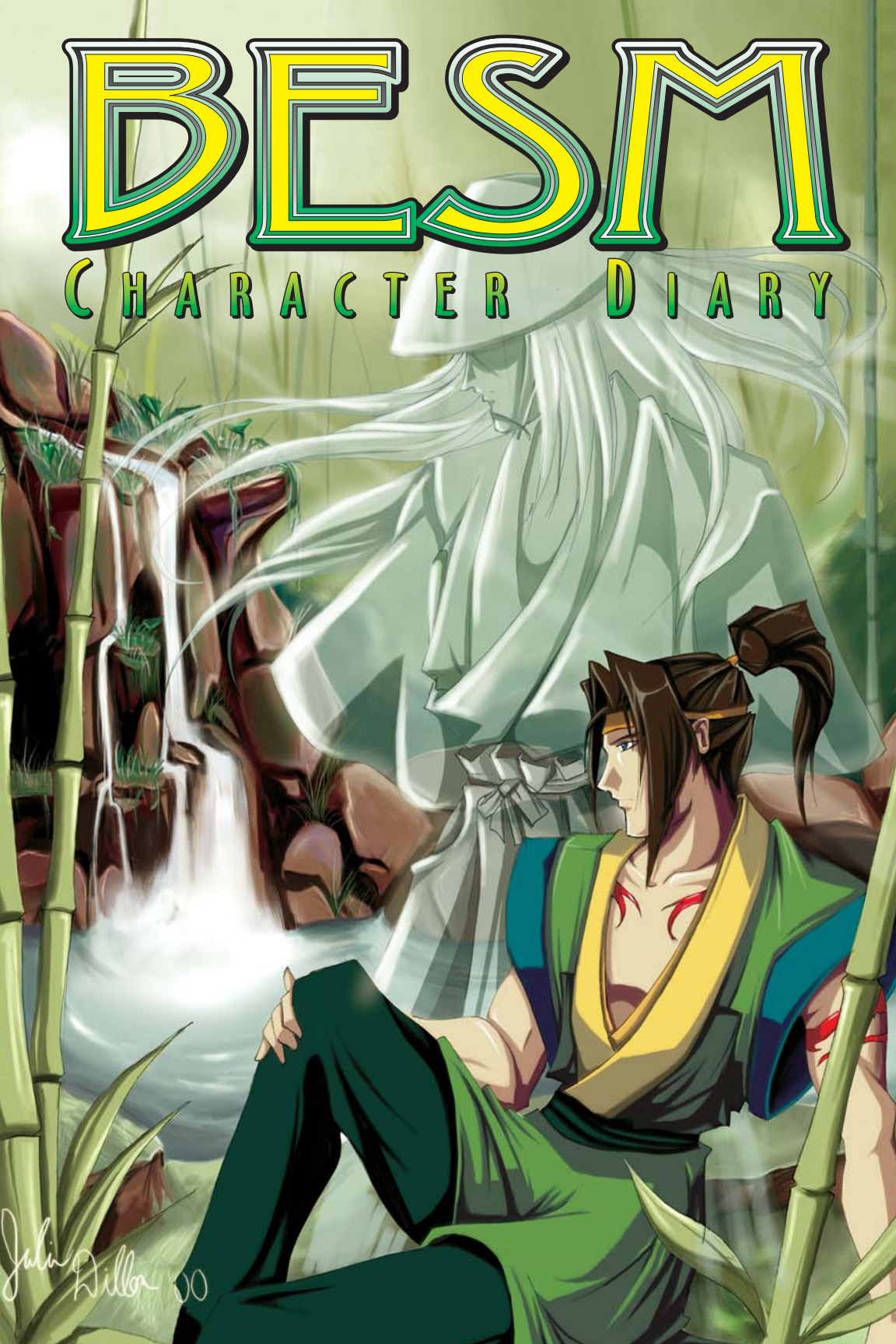


BESM

CHARACTER DIARY



Julia Hiller '00

BESM

CHARACTER DIARY

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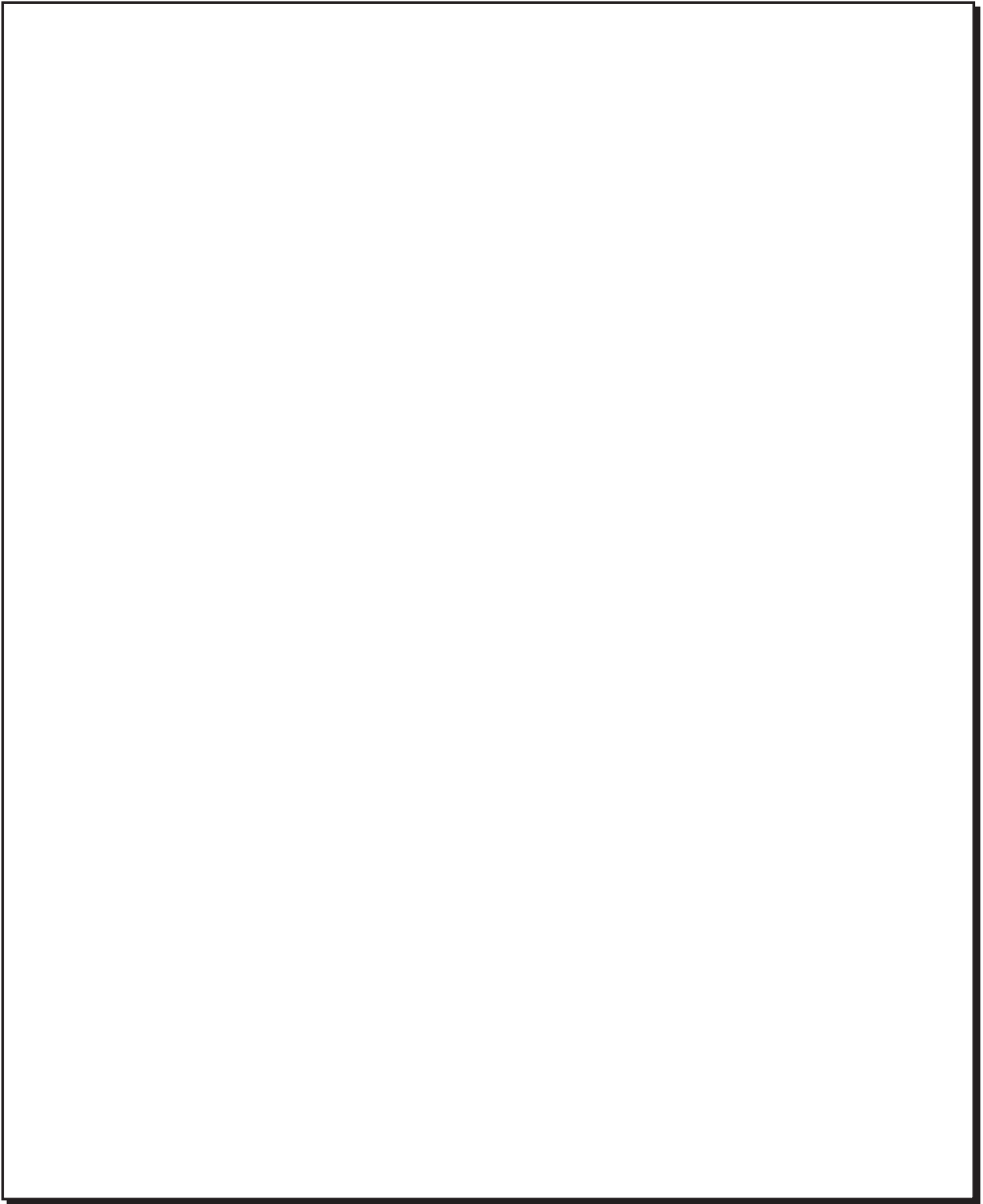


Illustration of Character

Character's Name

Player's Name

The *BESM Character Diary* is a character information book designed for use with the *BESM* role-playing game line. This book allows you to describe your character in intimate detail, adding depth and personality to your creation.

The *BESM Character Diary* features:

- A deluxe 20-page character sheet, with expanded sections for detailing your character's Attributes, Special Attributes, Defects, Special Defects, Mecha capabilities, Special and Weapon Attacks, physical traits and description, family history, character personality, important philosophy and ideals, history, allies and other people of note, present and future goals, and your plans for your character's advancement.
- 40 diary pages on which you can record your character's inner thoughts concerning family and friends, plans for the campaign, secrets learned during each session, poetry, or any other game notes concerning your character. You can also fill the pages with illustrations and sketches of important items and events from your game. Over 20 pages have special "watermarked" multi-genre anime images.
- An opening title page for your character sketch or picture

Whether you are playing in a campaign, mini-campaign, or one-shot adventure, the *BESM Character Diary* provides a window into your character's soul!

CHARACTER NAME:		
PLAYER NAME:		
CHARACTER POINTS:	SKILL POINTS:	BONUS POINTS:
RACE:		
OCCUPATION:		
AGE:	SEX:	
HEIGHT:	WEIGHT:	
GAME MASTER:		
CAMPAIGN NAME:		
DATE CHARACTER CREATED:		
DATE CHARACTER RETIRED:		

CHARACTER IDENTITY

BODY

MIND

SOUL

--	--	--

CHARACTER STATS & DERIVED VALUES

HEALTH POINTS
[(Body + Soul) x 5]

ENERGY POINTS
[(Mind + Soul) x 5]

SHOCK VALUE
(Health Points ÷ 5)

COMBAT VALUE
[(Body + Mind + Soul) ÷ 3]

		ATTACK COMBAT VALUE
		DEFENSE COMBAT VALUE

UNUSED ADVANCEMENT POINTS:	TOTAL ADVANCEMENT POINTS EARNED:
ADVANCEMENT POINT USAGE:	

CHARACTER ADVANCEMENT

NORMAL ATTRIBUTES

BESM

NORMAL ATTRIBUTES

NORMAL ATTRIBUTE	LEVEL	POINT COST	NOTES/DESCRIPTION
Animal Friendship			
Appearance			
Art of Distraction			
Aura of Command			
Combat Mastery			
Damn Healthy!			
Divine Relationship			
Energy Bonus			
Extra Attacks			
Flunkies			
Focused Damage			
Gun Bunny			<input type="checkbox"/> Dead Eye
			<input type="checkbox"/> Lightning Draw
			<input type="checkbox"/> One Bullet Left
			<input type="checkbox"/> Portable Armoury
			<input type="checkbox"/> Steady Hand
			<input type="checkbox"/> Two Gun
			<input type="checkbox"/> Weapons Encyclopedia
Heightened Awareness			
Highly Skilled			
Kensei			<input type="checkbox"/> Blind Fighting
			<input type="checkbox"/> Chanbara Master
			<input type="checkbox"/> Judge Opponent
			<input type="checkbox"/> Katanaspace
			<input type="checkbox"/> Lightning Draw
			<input type="checkbox"/> Precise Stroke
			<input type="checkbox"/> Two Targets
Massive Damage			
Mechanical Genius			
Organizational Ties			
Personal Gear			
Unique Attribute			

BESM

SKILLS

SKILL	LEVEL	POINT COST	SPECILIZATIONS
Acrobatics			
Animal Training			
Architecture			
Artisan			
Biological Sciences			
Boating			
Burglary			
Business Management			
Computers			
Controlled Breathing			
Cooking			
Cultural Arts			
Demolitions			
Disguise			
Driving			
Electronics			
Forgery			
Gaming			
Interrogation			
Intimidation			
Law			
Linguistics			
Mechanics			
Medical			
Military Sciences			
Navigation			
Performing Arts			
Physical Sciences			
Piloting			
Poisons			
Police Sciences			

SKILLS

SPECIAL ATTRIBUTE	LEVEL	POINT COST	NOTES/DESCRIPTION
Astral Projection			
Contamination			
Dimensional Portal			
Dynamic Sorcery			
Elasticity			
Electronic Counter-Measures			
Environmental Control			
Exorcism			
Extra Arms			
Features or Accessories			
Flight			
Force Field			
Ground Speed			
Healing			
Heavy Armour			
Heightened Senses			
Illusion			
Insubstantial			
Invisibility			
Item of Power			
Jumping			
Life Support			
Light Armour			
Magic (or Psionics)			
Meld			
Metamorphosis			
Mind Control			
Mind Shield			
Natural Weapons			<input type="checkbox"/> Claws or Spikes
			<input type="checkbox"/> Fangs, Beak or Mandibles
			<input type="checkbox"/> Horns <input type="checkbox"/> Spines
			<input type="checkbox"/> Tail Striker <input type="checkbox"/> Tentacles
Own a Big Mecha			

SPECIAL ATTRIBUTES

SPECIAL ATTRIBUTES

BESM

SPECIAL ATTRIBUTES

SPECIAL ATTRIBUTE	LEVEL	POINT COST	NOTES/ DESCRIPTION
Place of Power			
Precognition			
Regeneration			
Reincarnation			
Sensors			
Servant			
Shape Change			
Shield			
Sixth Sense			<input type="checkbox"/> Detect Evil <input type="checkbox"/> Detect Magic <input type="checkbox"/> Detect Virtue <input type="checkbox"/> Empathy <input type="checkbox"/> Sense Spirits <input type="checkbox"/> Sense Truth
Size Change			
Space Flight			
Special Defense			
Special Movement			<input type="checkbox"/> Balance <input type="checkbox"/> Cat-Like <input type="checkbox"/> Light Footed <input type="checkbox"/> Untrackable <input type="checkbox"/> Wall-Crawling <input type="checkbox"/> Water-Walking
Speed			
Spirit Ward			
Star Flight			
Stealth			
Super Strength			
Swarm			
Telekinesis			
Telepathy			
Teleport			
Transmutation			
Tunnelling			
Water Speed			
Weapon Attack			

DEFECT	BONUS POINTS	NOTES/ DESCRIPTION
Ageism		
Attack Restriction		
Awkward		
Easily Distracted		
Girl/Guy Magnet		
Inept Combat		
Marked		
Nemesis		
Not So Fast		
Not So Strong		
Not So Tough		
One Arm/No Arms		
Owned by a Megacorp		
Physically Unappealing		
Phobia		
Recurring Nightmares		
Red Tape		
Sensory Impairment		
Significant Other		
Skeleton in the Closet		
Special Requirement		
Unique Character Defect		
Unskilled		
Wanted		

NORMAL DEFECTS

HAIR COLOUR:	EYE COLOUR:
BLOOD TYPE:	SKIN TONE:
OTHER DETAILS:	

DESCRIPTION

SPECIAL DEFECTS/DESCRIPTION

BESM

SPECIAL DEFECTS	SPECIAL DEFECT	BONUS POINTS	NOTES/DESCRIPTION
	Awkward Size		
	Bane		
	Cannot Talk		
	Conditional Ownership		
	Cursed		
	Diminutive		
	Hangar Queen		
	Involuntary Physical Change		
	Magical Restrictions		
	One-Way Transformation		
	Restricted Ground Movement		
	Restricted Path		
	Unique Special Defect		
	Volatile		
	Vulnerability		

DESCRIPTION	DISTINGUISHING MARKS AND FEATURES:
DESCRIPTION	PHYSICAL DESCRIPTION:

BIRTHDATE:

AGE:

ASTROLOGICAL SIGN/SYMBOL:

FAVOURITE FOOD:

FAVOURITE COLOUR:

FAVOURITE PLACE:

FAVOURITE BOOK:

FAVOURITE HOBBY:

LEAST FAVOURITE FOOD:

LEAST FAVOURITE CHORE:

LEAST FAVOURITE PLACE:

PERSONALITY TRAITS:

STRENGTHS:

WEAKNESSES:

ROMANTIC INTERESTS:

PERSONALITY PROFILE

PHILOSOPHY AND IDEALS

THOUGHTS ON LAW AND ORDER:

THOUGHTS ON RESPONSIBILITY AND OBLIGATION:

THOUGHTS ON LOVE AND ROMANCE:

OTHER IMPORTANT THOUGHTS AND BELIEFS:

MOTHER'S NAME:

DESCRIPTION:

FATHER'S NAME:

DESCRIPTION:

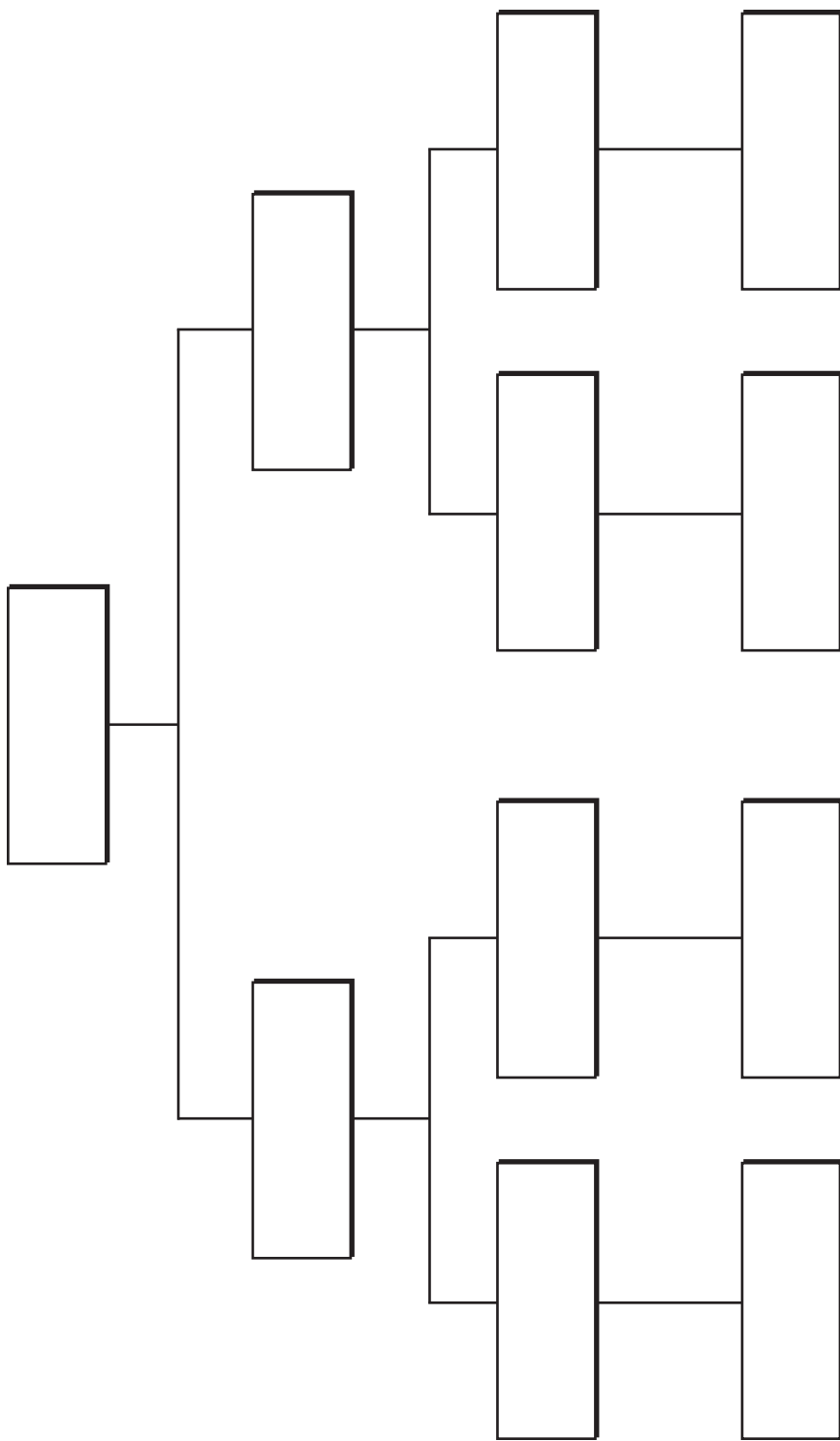
SIBLINGS' NAMES:

DESCRIPTION:

FAMILY HISTORY:

CHARACTER'S FAMILY

FAMILY TREE



MY ROLE:

OTHER CHARACTERS

THEIR ROLES

GROUP DYNAMICS:

TENSIONS AND RIVALRIES:

ROMANCES:

PERSONAL THOUGHTS ON TEAMMATES:

CHARACTER'S TEAM

FRIENDS, ALLIES AND RIVALS

FRIENDS

NOTES

FRIENDS

NOTES

RIVALS

NOTES

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CHARACTER DIARY

This Character Diary is for players of the *Big Eyes, Small Mouth* role-playing game line. It provides you with the ultimate journal for detailing characters from all genres of anime, from fantasy to space opera, comedy to drama and everything in between. This diary features:

- a deluxe 20-page character sheet with expanded sections for Attributes, Special Attributes, Defects, Special Defects, Mecha capabilities, and Special and Weapon Attacks
- sections for detailing your character's game abilities, background and personality, and other important information
- 40 diary pages on which you can record your character's inner thoughts, secrets learned during each session, poetry, or any other game notes concerning your character
- an opening title page for your character sketch or picture

Whether you are playing in a campaign, mini-campaign, or one-shot adventure, the *BESM Character Diary* is the window into your character's soul.

