

REVISED EDITION
besm d20
anime role-player's handbook



d20
system

3.5
COMPATIBLE

REVISED EDITION

bESM d20

anime role-player's handbook

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ROLE-PLAYING GAME MANIFESTO

THESE RULES ARE WRITTEN ON PAPER, NOT ETCHED IN STONE TABLETS.

RULES ARE SUGGESTED GUIDELINES, NOT REQUIRED EDICTS.

IF THE RULES DON'T SAY YOU CAN'T DO SOMETHING, YOU CAN.

THERE ARE NO OFFICIAL ANSWERS, ONLY OFFICIAL OPINIONS.

WHEN DICE CONFLICT WITH THE STORY, THE STORY ALWAYS WINS.

MIN/MAXING AND MUNCHKINISM AREN'T PROBLEMS WITH THE GAME;
THEY'RE PROBLEMS WITH THE PLAYER.

THE GAME MASTER HAS FULL DISCRETIONARY POWER OVER THE GAME.

THE GAME MASTER ALWAYS WORKS WITH, NOT AGAINST, THE PLAYERS.

A GAME THAT IS NOT FUN IS NO LONGER A GAME — IT'S A CHORE.

THIS BOOK CONTAINS THE ANSWERS TO ALL THINGS.

WHEN THE ABOVE DOES NOT APPLY, MAKE IT UP.

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WHAT IS ANIME?

"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 story lines 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.

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 has 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), *Sailor Moon* (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 (OAV; Original Animation Video) 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 "OAV 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 were the mecha-conspiracy saga, *Neon Genesis Evangelion* (1996), and monster gladiator kids' show, *Pokemon* (1999).

In North America, relatively few anime-derived series were translated and adapted for television in the 1970s and 1980s. Most of those that did appear were heavily altered, often losing those Japanese elements (such as a continuing story arc) that made them interesting in the first place. Notable exceptions were *Star Blazers* (1979, the U.S. version of *Space Battleship Yamato*) and *Robotech* (1985, a compilation of *Macross* and two other anime shows), whose adaptations left their story arcs largely intact. The fandom that developed around these shows was sustained by various comics, books, and fan activities and helped fuel the first anime-inspired giant robot board games and RPGs. In 1986 and 1987 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 "OAV boom" taking place in Japan. Successful comic book translations of high quality Japanese *manga* (such as *Akira*, *Lone Wolf and Cub*, *Nausicaa* and *Appleseed*) and the theatrical release of the *Akira* motion picture 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 OAV 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 start of the new century is seeing an explosion in anime with TV series being translated and released on video within months of their appearance in Japan, and anime returning to mainstream American television. Over the last few years, shows such as *Card Captor Sakura*, *Cowboy Bebop*, *Dragonball Z*, *Digimon*, *Escaflowne*, *Gundam Wing*, *Hamtaro*, *Monster Rancher*, *Pokemon*, *Tenchi Muyo!*, *Trigun*, and *Yu-Gi-Oh!* have begun broadcasting on television. It's a good time to be an anime fan!

ANIME GENRES

Anime is often, though not exclusively, based on a published manga (Japanese comic). The Japanese comics industry is among the most prolific and vibrant in the world. Japanese manga (published almost exclusively in black and white) are even more diverse than anime, and widely accepted as a legitimate literary and artistic form. Manga serve as inspiration for television series, direct-to-video releases, and theatrical movies. Recently, manga has also influenced the drawing style of comic titles from Marvel and DC.

Anime includes familiar genres such as space opera, cyberpunk, cops-and-robbers shows, high-school soap operas, and more. Some of the more exotic sub-genres are outlined here. It is very common for shows to combine elements from several genres.

MECHA

This is the Japanese term for a machine that appears in anime. Mecha shows are anime that feature such machines in action, often giant, human-piloted robots, spaceships, submarines, fighter planes, or suits of form-fitting powered armour. Among the first mecha anime series were "hero" shows, in which teenage champions fought evil masterminds from inside super powered cars, subs, or giant robots. The niftiest robots, like *Mazinger Z*, could transform into different shapes or combine into even bigger robots (which also sold lots of cool toys). Then came series like *Mobile Suit Gundam*, which treated giant robots or space battleships as "real" military hardware used by governments or corporations to fight wars or combat terrorism. Instead of comic book heroes and villains, the characters were often young and talented soldiers facing combat and death for the first time, fighting opponents much like themselves. If you suspend disbelief in the robots or spaceships themselves, the mecha anime genre offers quality space opera or cyberpunk drama (with a dash of soap opera) that often matches or exceeds the best of Western cinematic science fiction television. Be sure to check out Guardians Of Order's d20 mecha creation system supplement, *d20 Mecha* (Product #02-601), and the far-future hard SF setting, *Centaury Knights d20* (Product # 02-602), if you plan to add mecha to your games.

MAGICAL GIRL

If the mecha show is the classic *shonen* (young boy) anime series, the magical girl show epitomises *shojo* anime. These series usually feature an elementary or high school-aged girl who is granted the power to transform into a costumed magical superheroine to fight evil. Often the magical girl will discover other magical girls who become her allies. Common elements in these anime are cute talking animal companions, mysterious male allies, evil monsters bent on world domination (a different set each season), high school romance, and the value of friendship. Many magical girl anime also include strong dramatic elements with characters encountering heartbreak, tragedy, and occasionally death in their struggle to win love for themselves and protect the world from evil.

HERO TEAM (SENTAI)

A more generic cousin to the magical girl show, *Sentai* team shows features groups of characters who battle evil, often in tight-fitting technological or magical armour. These often draw inspiration from live-action hero team shows such as *Ultra Man* or *Power Rangers*. An occasionally popular sub-genre is the “boys in armour” series, featuring a team of buff, angst-ridden teenage boys whose pretty boy features are designed to appeal to female fans while the action typically draws male viewers.

MARTIAL ARTS

Featuring battles inspired by *manga*, video games, and Hong Kong *wuxia* (“wire fu”) movies, anime martial artist shows regularly transcend the limitations of reality to produce incredibly *ki*-powered special attacks such as fireballs or geysers of energy. Characters in martial arts anime are often obsessed with proving themselves and discovering new techniques, much like fantasy RPG characters want to “go up in level.” Martial arts stories may be set in the real world or in exotic landscapes such as post-apocalyptic wastelands or medieval China. Often the martial arts genre crosses over with the supernatural as heroes battle magicians or labour under strange curses.

SPORTS ANIME

The characters may be tennis pros, baseball or basketball players, tag-team wrestlers, race car drivers, or some other type of athlete. Some sports anime are even set in the future, with science fiction sports that do not exist today. The plots in sports anime focus as much on their characters’ emotional development as on the actual training, matches, or tournaments. The hero often starts out lacking self-confidence and skill, but with the help of a best friend or coach pulls through, wins the respect of fellow team members, and leads them to victory in the final competition. Sequels often feature greater challenges or travel (“on to the Olympics!”). The mix of intense rivalry and close friendship between the different team members is important, as is the relationship with their manager/coach/sensei. This genre can cross over with the martial arts or even mecha genres, depending on the kind of sports involved.

EXOTIC GIRLFRIEND

These shows are situation comedies or comedy-drama where a seemingly ordinary boy finds himself in a relationship with one or more exotic girls that fall madly in love with him. The guy may be an ordinary teenager, or he may be more than he seems. The girls are aliens, goddesses, martial artists, robots, fighter pilots, etc., and all jealously compete for the hero’s affection. Often the hero would like nothing more than to dump the lot of them and just date a “normal” girl next door, but the plot (alien invaders, the world needs saving, etc.) gets in the way. Since the girls have special powers or big guns, this offers a combination of love triangle and action-comedy that appeals to both boys and girls. The genre has spun off into “Dating Simulation” console games, many of which spawn their own anime. There are rare variations that feature a bunch of guys and one girl.

INTERDIMENSIONAL EXILES

Cousins to *Through the Looking Glass*, *John Carter of Mars* or *The Wizard of Oz*, these science fantasy anime begin with one or more characters in modern Japan. Something weird happens, and the characters are magically summoned or otherwise sucked into another dimension — a fantasy world where magic, alien races or lost super technologies exist, and an epic battle rages between rival forces. In this world, the exiled Earthlings often possess special abilities, allowing them to become mecha pilots, magicians, leaders, or warriors in the earth-shaking struggle taking place — if they pick the right side with which to join. Often the battle lines are not so clear cut, and the group of castaways ends up split between both sides.



SUPERNATURAL ACTION

These shows are superficially “horror” series in that they feature demons, spirits, ghosts, vampires, out-of-control psionic teenagers, or other terrors that are menacing the world. The big difference is that instead of being ineffectual, the heroes often have access to high technology, cybernetics, martial arts, magical powers, or supernatural abilities of their own and can battle the monsters on an even basis. Thus, these anime are really action-adventure shows with a supernatural twist. Sometimes the horror is purely supernatural, or it may have a science-fiction rationale with psychic powers or sinister parasitic or shape-shifting aliens. Magical girls can be considered one unique sub-set of this genre, as are the “naughty tentacle” shows where the horrific demons are interested in more than just their victim’s blood and souls.

SAMURAI OR NINJA ACTION

These historical anime take place in ancient or medieval Japan, a world of *katana*-wielding samurai warriors, ninja assassins, magical Buddhist monks, warring clans, and blood-soaked revenge. A heroic samurai or ninja can dispatch a dozen enemies with his blade, and a ninja’s bag of tricks range from explosive bombs to literal invisibility. These shows are generally “historical fantasies” playing fast and loose with Japanese history in the same way that westerns do with the Old West. Variations are shows that take place in pseudo-historical China or India.

SWORDS AND SORCERY

These Western-style anime shows draw most of their inspiration from computer and console RPGs and fantasy role-playing games, but add their own unique twist. This includes visual elements (anime elves often have huge ears), insanely destructive magical spells (mostly powered-up variations of fireballs) and often a blend of magic and technology. The latter consists of techno-magical robots, androids, or flying ships, and the relics of ancient civilisations whose secrets are now lost.

WEIRD CONSPIRACY

These anime usually focus on government plots or secret corporate experiments. Often an innocent school boy or girl is a pawn in some sinister project to create or control a super weapon designed to fight a hidden enemy, or discovers a clue (like a mecha suit) that leads him or her into its midst. Neither side is what it seems, and there are wheels within wheels, and even the character’s own identity may be a lie. This sort of show often crosses over with the supernatural action or mecha genres, with artificial intelligence, psychic powers, or advanced mecha as part of the experiment.

PET MONSTER

Inspired by virtual pets and console games, these insanely popular kids anime feature wandering children who collect or train “pet monsters” either as gladiators or as partners in a battle against evil. They are the most recent anime genre, and amongst the most popular (and profitable) in North America.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the “mature” version 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 (usually dice) to add an unpredictable element to the game. A game requires a handful of players 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 d20 (BESM d20)*, players assume the role of an anime character suitable to the time period and setting of the adventure the GM will be using. 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, hobbies, and interests are not covered by the rules and are described by each player according to his or her choice of character personality.

As a player, you control your character’s actions in the game. He or she can be likened to one of the major characters in an anime movie, working through the unexpected twists and turns of the plot with the help of other major characters. 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 return to haunt your character in a future session. Role-playing is a group effort, however, 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. NPCs are similar to the background characters in a movie — few are given quality screen time with the major characters unless they are good buddies, or central to the plot. 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 can be almost euphoric.

Each role-playing adventure or episode will require one or two 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 upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered tremendously successful. More advice on choosing an anime genre and on Game Mastering in general can be found in Chapter 13: Role-Playing.

PLAYING BESM d20

BESM d20 is a multi-genre anime game that accommodates nearly any setting or time period. The rules are simple to use and thus do not afford a high level of detail, although the resolution system and combat system have been designed to capture the fast-moving nature of anime action. This element is one of the central strengths of the game, making *BESM d20* ideal for either the novice or experienced role-player. Nevertheless, the role-playing interactions between the GM and the players, as well as between the players themselves, is the primary focus of *Big Eyes, Small Mouth: d20 System RPG*, and, to this end, the core mechanisms of the game have remained straightforward.



BESM d20 — FOR FREE!

BESM d20 is part of an unstoppable force known as Open Source Gaming, which generates a plethora of d20 System game rules and text that can be distributed freely with very few restrictions. GUARDIANS OF ORDER supports this movement and has made a System Reference Document (SRD) containing all primary Open Game Content from *BESM d20* available on our website to everyone — free of charge!

Download the BESM d20 SRD at:
<http://www.guardiansorder.com/d20>

We also make it easy for companies to publish and market products compatible with *BESM d20* through a low-cost trademark license. You can even have GUARDIANS OF ORDER distribute and sell your *BESM d20* product for you through our creator-owned publishing imprint, Magnum Opus — and you keep most of the profits!

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CHARACTER CREATION BASICS

The design of a new character for *BESM d20* should involve a thoughtful collaboration between the player and the GM. Your objective is to create a character who is fun to play, has plenty of reason to adventure, and who fits into the GM's campaign. In *BESM d20*, you can choose to spend as little as ten minutes designing a character or upwards of an hour. The difference lies in the amount of detail and individuality given to your character. At no time during an RPG campaign do you have more control over the destiny of your character than during the creation process. If you have any questions about game mechanics or specific character abilities, talk to the GM before you begin character creation.

DICE AND NOTATIONS

Like all d20 System games, *BESM d20* uses polyhedral (multi-sided) dice at various points in the game. This typically includes dice with the following number of sides: 4, 6, 8, 10, 12, and 20. When a random number needs to be generated through a dice roll, the exact dice to be rolled will be indicated by the formula $XdY+Z$, where:

- X is the number of dice rolled
- d represents the word "dice"
- Y is the type of die rolled (number of sides)
- Z is a fixed value added to the roll (omitted for a zero)

For example, $2d8+4$ indicates you should roll two eight-sided dice and add 4 to the generated value. Similarly, $5d6$ indicates a roll of five six-sided dice, while $2d10-2$ means roll two 10-sided dice and subtract two from the result.



STEP 1: GM DISCUSSION

You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. A variety of game genres are discussed in Chapter 13: Role-Playing. As a player, you should listen

Character Creation Summary

STEP 1: GM DISCUSSION

Talk to the GM about the upcoming game. Issues that should be addressed include duration, scheduled playtime, the setting and related time line, and the thematic intensity level. Based on this, the GM should set the experience level of the campaign, which will determine your character's level and number of discretionary Character Points.

STEP 2: CHARACTER OUTLINE

Use the game boundaries established through your talk with the GM to develop a rough character outline. See page 10.

STEP 3: GENERATE ABILITY SCORES

Following the guidelines in the *Player's Handbook*, generate your character's six Ability Scores. These generated values may be modified to fit your character concept. See page 11.

STEP 4: SELECT RACE

Use either an existing race or create a new one with permission of the GM. See page 13.

STEP 5: SELECT CLASS

BESM d20 introduces 15 new classes for use within the d20 system. See page 14.

STEP 6: ASSIGN ATTRIBUTES

Any remaining Character Points may be used to acquire Attributes, usually rated in Ranks from 1 to 10. See page 37.

STEP 7: SELECT SKILLS

Following the guidelines in the *Player's Handbook*, determine your character's Skill Ranks. If you assigned the Highly Skilled Attribute to your character, you may have more Skill Points, or fewer if you will assign the Unskilled Defect (Step 9). See page 74.

STEP 8: SELECT FEATS

Following the guidelines in the *Player's Handbook*, determine your character's Feats. See page 81.

STEP 9: SELECT DEFECTS

You are encouraged to take Defects appropriate to your character outline. These Defects will provide you with more role-playing opportunities and give you bonus Character Points you can use to further increase your character's Ability Scores or acquire additional Attributes. See page 87.

STEP 10: DETERMINE CALCULATED VALUES

Once finished, you can determine your character's Calculated Values. See page 96.

STEP 11: EARN BACKGROUND POINTS

You can earn 1-3 extra Character Points by giving the GM a background history of your character, an important character story, a character drawing, or other approved contribution. See page 97.

closely to the GM's descriptions since it will impact directly on the character you wish to create. It is not useful if you decide to create a computer hacker character should the GM set the game in late Seventh Century Japan.

Ask for clarification of any rule modifications the GM plans to use as well as any background restrictions on your character. If you have any game preferences involving issues such as combat intensity, maturity level, or drama versus comedy ratio, let the GM know about them. Help the GM create the game that you all want to play.

CHARACTER LEVEL VS. CLASS LEVEL

Players and GMs should remember the difference between Character Level and Class Level when using BESM d20.

CLASS LEVEL

Class Level is a reflection of the character's experience. As a character successfully overcomes challenges and adventures, he or she gains experience and knowledge. His or her Class Level increases to represent of that increased experience. A character may have several Class Levels if he or she is advancing in multiple classes. For example, a 4th Level Mecha Pilot/7th Level Sentai Member has a Class Level of 4 as a Mecha Pilot and 7 as a Sentai Member.

CHARACTER LEVEL

Character Level measures the character's overall power and ability. It is a combination of several factors including the character's combined experience (the total of his or her Class Levels) and the character's base, natural power. For example, the 4th Level Mecha Pilot/7th Level Sentai Member has a total Character Level of 11.

STARTING CHARACTER LEVEL

One of the most important things that the Game Master should discuss with his or her players is the starting character Level. While characters traditionally start at 1st Level in most d20 System games, the GM and players may want to adventure with more experienced — and thus more powerful and capable — characters. Table 2-1 shows the relationship between starting character Level and power level.

Characters that begin higher than 1st Level gain all the benefits and special abilities granted from 1st Level to their current Level and begin the game with an appropriate number of Experience Points (see the *Player's Handbook* for more information on Experience Points). This includes the additional Feats and Ability Score increases presented in Table 5-3: Level-Dependent Benefits (page 15).

DISCRETIONARY CHARACTER POINTS

The characters' starting Level also determines the number of discretionary Character Points assigned. These discretionary Character Points are used to pay for his or her Ability Score Values, Race, Attributes, Skills, and Feats. The GM can either assign all players an equal number of Character Points, or ask each player to roll dice to generate a random number (see Table 2-1: Starting Character Level)

TABLE 2-1: STARTING CHARACTER LEVEL

Power Level	Starting Character Level	Discretionary Character Points
Low-powered game	1st to 4th	40 (or 34 + 1d10)
Average-powered game	5th to 8th	42 (or 36 + 1d10)
High-powered game	9th to 12th	44 (or 38 + 1d10)
Very high-powered game	13th to 16th	46 (or 40 + 1d10)
Extremely high-powered game	17th to 20th	48 (or 42 + 1d10)
Epic-powered game	Above 20th	50 (or 44 + 1d10)

CHARACTER POINTS DURING LEVEL PROGRESSION

If the characters start higher than 1st Level, they may also start with extra Character Points gained from the Special Ability Level progression of their Class (or Classes). In these instances, the additional Character Points are added to the discretionary Character Point total. See the Class Progression charts (pages 16-30) for more information.

STEP 2: CHARACTER OUTLINE

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 for you to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign. Here are some issues to consider.

IS THE CHARACTER HUMAN?

There are settings where everyone will be a human being, such as a modern day "cars and guns" game or one set in the historical past. In other settings, it is possible that non-human or part-human characters may exist, or that a setting might not include any human characters at all. The kinds of non-human or superhuman entities that exist will depend on the GM's choice of setting. Examples of non-human and partly-human characters appropriate for some anime settings are aliens, androids, cyborgs, fantasy races (for example, elves, ogres, or centaurs), genetic constructs (clones, genetically-enhanced people, or human-animal hybrids), ghosts and spirits, gods and goddesses, monsters (for example, demons, shapechangers, or vampires), robots, and talking animals.

WHAT ARE THE CHARACTER'S STRENGTHS?

In some campaigns, the players may want to create complimentary 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 or medium 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 his or her 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 characters, but often this "supporting cast" is best filled by NPCs created and run by the GM. These characters may become the characters' friends, colleagues, love interests, or rivals as the game progresses, but they also free all of the characters to take on roles that let them share in the same action.

WHAT HELPS DEFINE THE CHARACTER?

You should decide on the character's age and sex, determine a broad archetype for his or her personality, and sketch a rough outline of ethnic and social background. On the other hand, 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 his or her actions. At some point during the game, your pacifistic martial artist may be driven to an act of vengeance, or your angst-ridden mecha ace 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.

WHAT IS THE CHARACTER'S 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. For example, your character should probably have a Japanese name if the campaign is set in Japan. 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, motorcycles, or rock stars, making them sound suitably exotic without being totally unfamiliar. Unless your campaign is a comedy, however, try to avoid a silly name since it may ruin the suspension of disbelief for the other players.



STEP 3: GENERATE ABILITY SCORES

A character's core, base abilities are determined by six values known as Ability Scores. These values describe the character's innate, natural aptitude at interacting with the world. The six Ability Scores are:

Strength (Str)
Dexterity (Dex)
Constitution (Con)
Intelligence (Int)
Wisdom (Wis)
Charisma (Cha)

The values of these abilities range from 0 to infinity, with a normal human range from 3 to 18. The normal human maximum is 24, but superhuman or supernatural characters may have higher ratings. A value of none for an Ability Score, which is different from 0, is a special case appropriate for specific character ideas (discussed below).

ESTABLISHING ABILITY SCORES

Determine your character's Ability Scores as outlined in the *Player's Handbook*.

ABILITY SCORE COST

Abilities cost a number of Character Points equal to half the value of the Ability Score (round up), which are paid for by the character's starting discretionary Character Points. Players may choose to modify the character's generated Ability Scores up or down by increasing or decreasing the number of Character Points assigned to the Ability Score, on a 1 for 2 basis (1 Character Point equals 2 Ability Scores; GM discretion). If the power level of the campaign (see page 9) provides insufficient discretionary Character Points to pay for the Ability Scores generated by the players for their characters, players must reduce the Ability Scores to (or below) a value that they can afford with Character Points available.

EXAMPLE

Frank is given 40 discretionary Character Points to create a 1st Level character. He generates the following Ability Scores: Str 10, Dex 9, Con 15, Int 11, Wis 10, and Cha 13. These values add up to 68, which equals 34 Character Points ($68 \div 2 = 34$). Frank's character now has 6 discretionary Character Points remaining for race, class, and special abilities (Attributes).

ZERO RATING AND "NONE" ABILITY SCORES

It is possible for some constructs (including the Giant Robot class, page 18) or alien creatures to have a score of "none." None is not the same as a score of 0. A score of none means that the creature does not possess the Ability at all. The modifier for a score of none is +0.

A character's Ability Score can never drop below 0.

Str 0 means that the character cannot move at all. He or she lies helpless on the ground.

Dex 0 means that the character cannot move at all. He or she is motionless and helpless.

Con 0 means that the character is dead.

Int 0 means that the character cannot think and is in a coma-like stupor, helpless.

Wis 0 means that the character is withdrawn in a deep sleep filled with nightmares, helpless.

Cha 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

ABILITY MODIFIERS

Each Ability has a modifier that is the number you add to or subtract from the die roll when your character tries to accomplish something related to that Ability. A positive modifier is called a bonus, and a negative modifier is called a penalty.

DEFINITION OF ABILITY SCORES

STRENGTH

Strength is a measure of the character's physical power. Strength provides a modifier to:

- Damage rolls in melee or unarmed combat or when using weapons that are Muscle Powered (see page 65).
- Strength-based Skill checks.
- Strength checks.

Any creature that can physically manipulate other objects has at least 1 Point of Strength. A character with no Strength score can't exert force, usually because it has no physical body or because it doesn't move. Such a creature automatically fails Strength checks. Note: since armour is handled differently in *BESM d20* than in other d20 games, Strength always provides a +0 modifier to melee attack rolls (the "to hit" roll), regardless of the character's Strength rating.

DEXTERITY

Dexterity is a measure of the character's hand-eye co-ordination, agility, reflexes, and balance. Dexterity provides modifiers to:

- The character's Armour Class (see page 96).
- Dexterity-based Skill checks.
- Initiative rolls.
- Reflex saving throws.
- Dexterity checks.

Any creature that can move has at least 1 Point of Dexterity. A creature with no Dexterity score can't move, but if it can act, it applies its Intelligence modifier to Initiative checks instead of a Dexterity modifier (for example, an artificially intelligent computer that has no moving body adds its Intelligence modifier to Initiative rolls). A creature with no Dexterity fails all Reflex saves and Dexterity checks. Dexterity always provides a +0 modifier to ranged attack rolls, regardless of the character's Dexterity rating.

CONSTITUTION

Constitution determines your character's health and stamina. Constitution provides modifiers to:

- Hit Points earned per Level (though the value can never be reduced below 1 — a character always gains at least one Hit Point per Level).
- Fortitude saving throws.
- Constitution-based Skill checks.
- Constitution checks.

Any living creature has at least 1 Point of Constitution. A creature with no Constitution has no body or no metabolism. It is immune to any effect that requires a Fortitude save unless the effect works on objects. The creature is also immune to Ability damage, Ability drain, and energy drain, and always fails Constitution checks.

INTELLIGENCE

Intelligence is a measure of the character's reason and ability to learn. Intelligence provides modifiers to:

- The number of Skill Points gained at each Level (though the value can never be reduced below 1 — a character always gains at least one Skill Point per Level).
- Intelligence-based Skill checks.
- Intelligence checks.

Any creature that can think, learn, or remember has at least 1 Point of Intelligence. A creature with no Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects) and automatically fails Intelligence checks.

WISDOM

Wisdom is a reflection of the character's willpower, common sense, intuition, perception, and life experience. Wisdom provides modifiers to:

- Will saving throws.
- Wisdom-based Skill checks.
- Wisdom checks.

Any creature that can perceive its environment in any fashion has at least 1 Point of Wisdom. Anything without a Wisdom score is an object, not a creature. Additionally, anything without a Wisdom score also has no Charisma score, and vice versa.

CHARISMA

Charisma describes the character's strength of persuasion, personality, and the character's appearance. Charisma provides modifiers to:

- Charisma-based Skill checks.
- Charisma checks.

Any creature capable of telling the difference between itself and things that are not itself has at least 1 Point of Charisma.



TABLE 3-1: ABILITY SCORE VALUE DESCRIPTIONS

Ability Score	Modifier	Description
1	-5	Inept
2-3	-4	Infant
4-5	-3	Child
6-7	-2	Significantly below adult human average; youth
8-9	-1	Below adult human average; teenager
10-11	0	Adult human average
12-13	+1	Above human average
14-15	+2	Significantly above human average
16-17	+3	Highly capable
18-19	+4	Extremely capable
20-21	+5	Best in the region
22-23	+6	Best in the country
24-25	+7	World-class ability; maximum human potential
26-27	+8	Above human achievement
28-29	+9	Significantly above human achievement
30+	+10 (and up)	Legendary ability

BESM d20 Without Points

Our redefinition of the d20 System uses Character Points to balance aspects of character creation and advancement. If you have never played a point-based RPG before, though, the use of points may seem daunting or complex. If you prefer to make BESM d20 more similar to the standard d20 System, getting rid of points is an easy process:

Basics

First, generate your Ability Scores, select your race, and select your class as normal (see the upcoming chapters for more information). Ignore all references to discretionary Character Points and Point cost for Abilities and races.

Attributes

When looking at the class progression charts, think of the Attributes as special abilities similar to the Monk's "Quivering Palm," the Paladin's "Lay on Hands," or the Rogue's "Sneak Attack." Don't worry about the Attributes' Point values, since we have already balanced the classes for you. Keep the Attribute effects simple, and don't try to customise them with Restrictions or Reductions — use them as they are written.

Bonus Character Points

When a class progression indicates that your character gains additional Character Points, he or she simply gains a new special ability of your choice from a specific list. For example, upon reaching Level 3, your Samurai character will gain +2 Character Points. Think of this as selecting a special ability from the "Rank 2 list," which contains all Attributes with a cost 2 Points/rank. Your character can either gain one Rank 2 special ability (+1 Attribute Rank that costs 2 Points/Rank) or two Rank 1 special abilities (+1 Ranks in two Attributes that cost 1 Point/Rank). Similarly, your Student character gains +5 Character Points upon reaching Level 6. At this time, you can select one ability from the Rank 5 list, five abilities from the Rank 1 list, or any combination in between that adds up to a total of 5 Ranks.

Defects

If you want to get rid of points in BESM d20, it is best not to use Defects. Alternatively, for each "medium rank" Defect assigned to your character (the middle Defect of three options), he or she gains one additional Feat.

STEP 4: SELECT RACE

At this stage in the creation process you should select a race as outlined in the *Player's Handbook*, paying the appropriate Character Point cost as listed in Table 4-1 (using the discretionary Character Points granted in Step 1, page 9). With your GM's permission, you may design your own racial package and pay the appropriate cost out of your starting Character Points. Included herein is a Character Point break down of the races found in the *Player's Handbook*, as well as for an artificial construct (such as the Giant Robot class, page 18).

RACIAL COST DETERMINATION

When the special abilities were being assigned Points, each talent was examined closely. If the ability had a direct comparison to an Attribute in *BESM d20*, that value was used (for example, 4 Skill Points are worth 1 Point; acute vision is worth 1 Point; +1 to a Will save is worth 1 Point; etc.). Other abilities were modified depending on whether it was applicable in a wide variety of situations, or only useful in limited circumstances. Occasionally, an ability was valued at a half Point (if its utility seemed to be worth less than a full Point), and sometimes the final total was rounded appropriately. The Game Master may alter the Point cost assigned to each race as desired. See the *Player's Handbook* for more information about racial abilities.

In *BESM d20*, the default race for a character is human (normally worth 6 Character Points). Consequently, the final number of Character Points assigned to a race equals the calculated value minus 6. This adjustment means being a human is "free;" no Points must be assigned for this race. Other races are adjusted accordingly. As a result, half-orc characters have 5 Character Points return to them to compensate for their lack of abilities (when compared to humans and other races

TABLE 4-1: RACE COSTS

Artificial Construct	Point Cost
Base movement	0
No Constitution	0
Immune to poison, sleep, paralysis, stun	4
Immune to disease, death, necromantic effects	3
Cannot heal (must be repaired)	-4
Not subject to critical hits or subdual damage	2
Not subject to Ability damage, Ability drain, or energy drain	2
Automatic Fortitude saves unless effect can target objects	3
Total Value	10
Final Cost	4

Dwarf	Point Cost
Slow movement	-1
+2 Constitution	1
-2 Charisma	-1
Darkvision	1
Stonemasonry	1
+2 save vs. poison	1
+2 save vs. spells	2
+1 attack vs. orcs/goblinoids	1
+4 dodge defence vs. giants	1
+2 Knowledge: Cultural Arts (Appraise) Skill checks	0.5
+2 Craft Skill checks	0.5
Total Value	7
Final Cost	1

Elf	Point Cost
Base movement	0
+2 Dexterity	1
-2 Constitution	-1
Immunity to magical sleep spells	1
+2 save vs. enchantment	1
Low-light vision	1
+2 Listen, Search, and Spot Skill checks	1.5
Detect secret doors	1
Total Value	6
Final Cost	0
Gnome	Point Cost
Small Size (Table 10-2; page 97)	3
Base movement	0
-2 Dexterity	-1
+2 Strength	1
+4 Constitution	2
Low-light vision	1
+2 save vs. illusions	1
+1 attack vs. kobolds/goblinoids	1
+4 dodge defence vs. giants	1
+2 Listen Skill checks	0.5
+2 Craft (Alchemy) Skill checks	0.5
Free 0th Level spells (cantrips)	1
Total Value	11
Final Cost	5
Half-Elf	Point Cost
Base movement	0
Immunity to sleep	1
+2 save vs. enchantment	1
Low-light vision	1
+1 Listen, Search, and Spot Skill checks	0.5
Elven blood	1
Any favoured class (when multiclassing; an optional cost)	1
Total Value	6
Final Cost	0
Half-Orc	Point Cost
Base movement	0
+2 Strength	1
-2 Intelligence	-1
-2 Charisma	-1
Darkvision	1
Orc blood	1
Total Value	1
Final Cost	-5
Halfling	Point Cost
Small Size (Table 10-2; Page 97)	3
Base movement	0
+2 Strength	1
+2 Con	1
+2 Climb, Jump, and Move Silently Skill checks	1
+1 all saving throws	3
+2 save vs. fear	1
+1 attack with thrown weapons	1
+2 Listen Skill checks	0.5
Total Value	12
Final Cost	6
Human	Point Cost
Base movement	0
+1 Feat at 1st Level	2
+4 Skill Points at 1st Level	1
+1 Skill Point each Level	2
Any favoured class (when multiclassing; an optional cost)	1
Total Value	6
Final Cost	0

STEP 5: SELECT CLASS

A class is an archetype that helps you define the baseline capabilities of your character, a template from which you build your anime hero. It is also a label of convenience that tells the Game Master and other players your character's strengths and abilities (the class name) as well as his or her rank of achievement (the class Level). Each class presents its own progression chart that indicates what new Skills, abilities, Feats, Attributes, and bonus Character Points your character gains as he or she advances in Level. Players should select a class (or possibly classes, if starting at higher than 1st Level) for their characters as outlined in the *Player's Handbook*.

THE MULTICLASS CHARACTER

As your character acquires experience and advances in Level (or if your character starts above 1st Level), he or she may choose to gain Levels in one or more new classes instead of only advancing in a single class.

TABLE 5-1: BESM d20 CLASSES

Adventurer	Magical Girl	Samurai
Dynamic Sorcerer	Martial Artist	Sentai Member
Giant Robot	Mecha Pilot	Shapechanger
Gun Bunny	Ninja	Student
Hot Rod	Pet Monster Trainer	Tech Genius

Adding secondary or tertiary classes gives the character different advantages, but progression in the new classes occur at the expense of advancement in the character's other classes.

For example, if your character is the lone Magical Girl in her adventuring group, she may decide to advance in that class only. If a new Magical Girl also joins the team, the two characters may decide to gain several Levels in the Sentai Member class to compliment each other's abilities before progressing in the Magical Girl class once again. While your character continues gaining Sentai Member Levels, her current Magical Girl Level remains the same and does not increase. When she decides to start advancing in the Magical Girl class again, the Sentai Member Level remains constant. Your character can only advance a single Level in one class at a time.

For more information on the multiclass character, see the *Player's Handbook*. Though *BESM d20* characters do not usually suffer Experience Point (XP) penalties for multiclassing, the Game Master may decide otherwise.

LEVEL BONUSES

All classes gain various character bonuses at each Level, the exact type and when depends on the specific class. The bonuses granted to each class are presented in a chart in their respective sections.

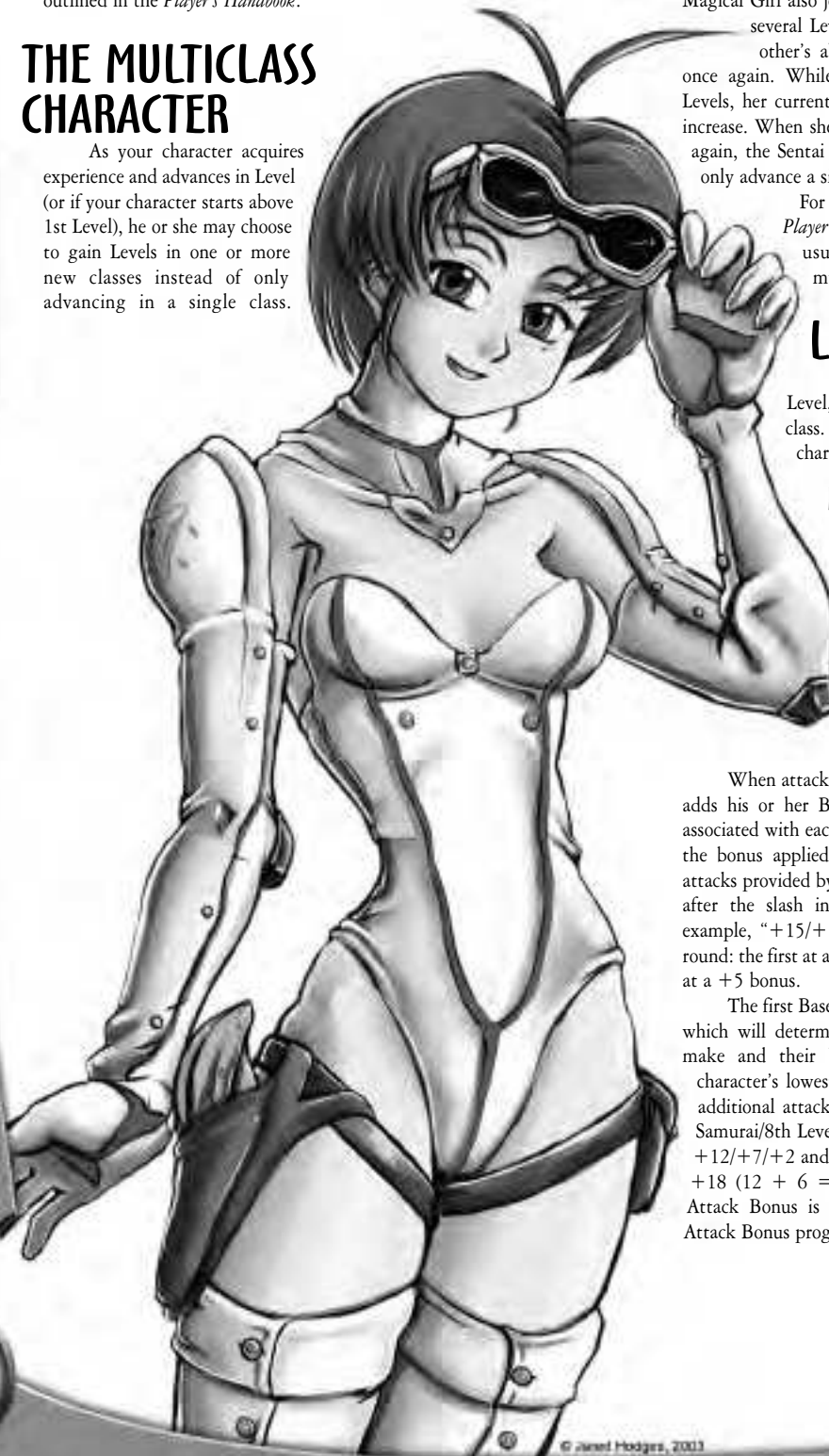
BASE SAVE BONUS

The two numbers listed under Base Save Bonus in Table 5-2 are added to your character's saving throws — Fortitude (Fort) Save, Reflex (Ref) Save, and Willpower (Will) Save. To determine whether the lower or higher bonus applies to each specific saving throw, see the appropriate class progression chart for your character. These bonuses are cumulative for multiclass characters.

BASE ATTACK BONUS

When attacking in combat (see Combat, page 114), your character adds his or her Base Attack Bonus to the attack check. The bonus associated with each class is listed in Table 5-2. The first number reflects the bonus applied to the character's first attack, and any additional attacks provided by the Extra Attacks Attribute (see page 47). Numbers after the slash indicate additional attacks at reduced bonuses. For example, "+15/+10/+5" means the character has three attacks each round: the first at a +15 bonus, the second at a +10 bonus, and the third at a +5 bonus.

The first Base Attack Bonus is cumulative for multiclass characters, which will determine how many additional attacks the character can make and their bonuses. Additional attacks are gained once the character's lowest Base Attack Bonus reaches +6, +11, or +16; an additional attack is then gained at a +1. For example, a 12th Level Samurai/8th Level Giant Robot has individual Base Attack Bonuses of +12/+7/+2 and +6/+1. The character's combined first bonus equals +18 (12 + 6 = 18). Consequently, the character's combined Base Attack Bonus is +18/+13/+8/+3. See Table 5-2 for sample Base Attack Bonus progression.



GAINING ATTRIBUTE RANKS

When an Attribute is listed in the Special section of each specific class progression chart, your character gains a Rank in that Attribute upon achieving that class Level. If the character already possesses one or more Ranks in that Attribute, his or her Rank is increased by one. If the Attribute is new for the character, he or she gains the Attribute at Rank 1. You can determine specific details regarding the Attribute with GM approval. For example, if your character gains the Special Attack Attribute (page 61), you should add Attack Abilities and Disabilities as appropriate for your character, and then discuss your ideas with your Game Master. With the Game Master's approval, any Attribute Ranks gained through Level progression can be exchanged for a number of Character Points equivalent to the cost of the Attribute through the Incomplete Training Defect (page 91).

Unless specified otherwise, abilities listed in the Special section refer to Attributes (page 37).

CHARACTER POINT BONUSES

When Character Points are listed as a Level progression Special bonus, you can spend them to: increase Ability Scores, increase Attribute Ranks, obtain new Attributes, add new Feats, acquire new or raise existing Skills (through the Highly Skilled Attribute), or eliminate current Defects. The Character Point cost for these modifications is the same as it is during character creation. If you prefer, Character Points can be saved for future allocation (with GM permission).

LEVEL BENEFITS

See Table 5-3: Level-Dependent Benefits and the *Player's Handbook* for information regarding Level advancement.

MAXIMUM SKILL RANKS (OPTIONAL)

The maximum number of Skill Ranks your character can have in a class Skill, if your Game Master uses this optional rule, is equal to his or her character Level + 3. For cross-class Skills, the maximum is one-half the maximum for a class Skill. Class and cross-class Skills are listed with the descriptions for each class.

FEATS

In addition to specific class benefits, your character gain one Feat at 1st Level (two if he or she is a human) and an additional Feat at 3rd, 6th, 9th, 12th, 15th, and 18th character (not class) Level, as listed in Table 5-3.

ABILITY SCORE INCREASE

At 4th, 8th, 12th, 16th, and 20th character (not class) Level, your character increases one of his or her Ability Scores (your choice which Score) by one Point.

CLASS DESCRIPTIONS

BESM d20 presents 15 new character classes appropriate for a wide range of anime adventures. The classes are presented in alphabetical order, and outline important information you need to better understand the nature and game mechanics of the class.

Alternatively, you may select a class from the *Player's Handbook* for your character (with GM approval). Details on how *BESM d20* converts the standard fantasy classes to a point-based system are presented at the end of this chapter.

SIZE NOTES

The default size for all classes (including Giant Robots) is medium, unless the GM decides otherwise. Characters may be created at an alternate size, however, using the Character Point costs given in Table 10-1: Size Categories (page 97). The GM may modify these size costs as appropriate (see Table 10-3: Size Cost Modifiers; page 97).

TABLE 5-2: BASE ATTACK BONUSES

Class Level	Base Save Bonus	Gun Bunny Martial Artist Samurai	Giant Robot		Adventurer Dynamic Sorcerer
			Hot Rod Magical Girl Mecha Pilot	Ninja Sentai Member	
			Shapechanger	Pet Monster Trainer Student Tech Genius	
1	+0/+2	+1	+0	+0	+0
2	+0/+3	+2	+1	+1	+1
3	+1/+3	+3	+2	+1	+1
4	+1/+4	+4	+3	+2	+2
5	+1/+4	+5	+3	+2	+2
6	+2/+5	+6/+1	+4	+3	+3
7	+2/+5	+7/+2	+5	+3	+3
8	+2/+6	+8/+3	+6/+1	+4	+4
9	+3/+6	+9/+4	+6/+1	+4	+4
10	+3/+7	+10/+5	+7/+2	+5	+5
11	+3/+7	+11/+6/+1	+8/+3	+5	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	+8/+3
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3	+8/+3
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4	+9/+4
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4	+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	+10/+5

TABLE 5-3: LEVEL-DEPENDENT BENEFITS

Character Level	Experience (XP)	Maximum Skill Ranks (Optional)		Feats	Ability Score Increases
		Class	Cross-Class		
1	0	4	2	+1	-
2	1,000	5	2	-	-
3	3,000	6	3	+1	-
4	6,000	7	3	-	+1
5	10,000	8	4	-	-
6	15,000	9	4	+1	-
7	21,000	10	5	-	-
8	28,000	11	5	-	+1
9	36,000	12	6	+1	-
10	45,000	13	6	-	-
11	55,000	14	7	-	-
12	66,000	15	7	+1	+1
13	78,000	16	8	-	-
14	91,000	17	8	-	-
15	105,000	18	9	+1	-
16	120,000	19	9	-	+1
17	136,000	20	10	-	-
18	153,000	21	10	+1	-
19	171,000	22	11	-	-
20	190,000	23	11	-	+1

Beyond 20th Level

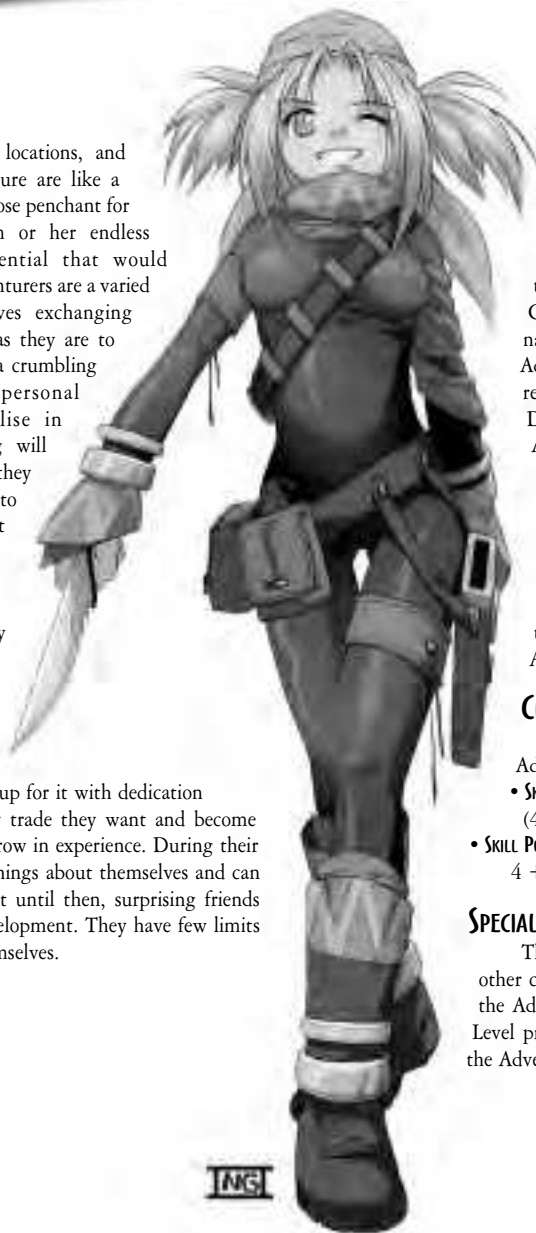
Once a character reaches 20th Level, advancing beyond is handled a little differently. While the XP needed to achieve higher Levels follows a logical progression [XP needed for Level Y = (Level Y-1) x 1,000], the character no longer receives anything automatically at reaching a higher Level: no Base Attack Bonus increase, no save increase, no extra Hit Points, no additional Skills, etc. Instead, the character gains +10 Character Points at each new Level, which can be used to acquire Attributes, Feats, and Ability Scores the character desires.

ADVENTURER

Abandoned ruins, secured locations, and tales of lost or hard-to-get treasure are like a siren's call for the Adventurer, whose penchant for getting into trouble gives him or her endless opportunities to develop potential that would otherwise remain untapped. Adventurers are a varied lot, as likely to find themselves exchanging witticisms in a social gathering as they are to swing from a dangling chain in a crumbling tomb. Depending on their personal preferences, they can specialise in particular areas, but one thing will always remain true: wherever they are, they can expect to run into trouble ... even if they are not actively seeking it out.

CHARACTERISTICS

Adventurers are flexibility personified. With no particular feature to distinguish them, they have the freedom to become whatever they want to be. They are not particularly strong or innately talented, but they make up for it with dedication and courage. They can learn any trade they want and become increasingly better at it as they grow in experience. During their adventures, they discover many things about themselves and can awaken abilities that lay dormant until then, surprising friends and foes alike with each new development. They have few limits except those that they set for themselves.



TMG

OTHER CLASSES

The adaptability that characterises an Adventurer helps him or her get along well with almost everybody, although this does not exempt personality clashes and romantic rivalries with other people without regard to their callings. Their insatiable thirst for excitement brings them closer to Hot Rods and Gun Bunnies. Sentai Members and Magical Girls are natural trouble magnets and "trouble" may be the Adventurer's presence itself. They have no particular relationship with Giant Robots, Tech Geniuses, or Dynamic Sorcerers, but their oddities attract an Adventurer's curiosity. They adapt easily to the rest of the classes if they have a common interest, complicating each other's existence just by being close.

HIT DICE AND ABILITY SCORES

The Adventurer uses d4 Hit Dice.

Any Ability can be useful to the Adventurer — the "classless" class of *BESM d20*. The most important Ability depends on the character concept.

CLASS SKILLS AND SKILL POINTS

All non-combat Skills are class Skills for the Adventurer.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

SPECIAL NOTE

The power level of an Adventurer is lower than that for all other classes (6% fewer Character Points over 20 Levels), but the Adventurer's unrestricted gain of 5 Character Points each Level provides the greatest degree of flexibility. Consequently, the Adventurer class balances well with other classes.

TABLE 5-4: ADVENTURER

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+0	+5 Character Points
2	+1	+0	+0	+0	+5 Character Points
3	+1	+1	+1	+1	+5 Character Points
4	+2	+1	+1	+1	+5 Character Points
5	+2	+1	+1	+1	+5 Character Points
6	+3	+2	+2	+2	+5 Character Points
7	+3	+2	+2	+2	+5 Character Points
8	+4	+2	+2	+2	+5 Character Points
9	+4	+3	+3	+3	+5 Character Points
10	+5	+3	+3	+3	+5 Character Points
11	+5	+3	+3	+3	+5 Character Points
12	+6/+1	+4	+4	+4	+5 Character Points
13	+6/+1	+4	+4	+4	+5 Character Points
14	+7/+2	+4	+4	+4	+5 Character Points
15	+7/+2	+5	+5	+5	+5 Character Points
16	+8/+3	+5	+5	+5	+5 Character Points
17	+8/+3	+5	+5	+5	+5 Character Points
18	+9/+4	+6	+6	+6	+5 Character Points
19	+9/+4	+6	+6	+6	+5 Character Points
20	+10/+5	+6	+6	+6	+5 Character Points

DYNAMIC SORCERER

Magic is a very real force and there is no one better to prove it than the Dynamic Sorcerer. A being of power incarnate, the Dynamic Sorcerer knows how to harness the hidden energies that move the world and shape them into whatever form he or she desires. Such mystical knowledge can come from a variety of sources, whether wrenched from the secrets of an ancient civilisation, inherited from an occult tradition, or granted by powerful entities. Sometimes, the Dynamic Sorcerer may not even be human, but an otherworldly being whose very nature allows it to use magic at will.

CHARACTERISTICS

The main feature that distinguishes Dynamic Sorcerers from other people is their ability to use magic. This power develops slowly over time, manifesting in the spells they can cast and in the deepening of their understanding. The Dynamic Sorcerer's stores of energy also expand to fuel his or her increasing mystical might. The path of magic requires that the sorcerer be knowledgeable in order to understand what he or she is doing and, more importantly, how. Magic offers insight as well, and Dynamic Sorcerers grow as people at the same time that they grow in power.

OTHER CLASSES

Dynamic Sorcerers feel more comfortable with other classes that have a relationship with the occult, such as Magical Girls, Shapechangers, and some Pet Monster Trainers. Martial Artists and Ninja, with their limited command of mystical forces, sometimes associate cautiously with these magicians. Dynamic Sorcerers feel



out of place when dealing with a Tech Genius or Giant Robot and try to keep their distance from them, as they do with the violent approach of Hot Rods, Gun Bunnies, Mecha Pilots, and Sentai Members. Samurai distrust the Dynamic Sorcerers unless their power comes from a traditional source, while Students and Adventurers feel the pull of the sorcerer's enigmatic nature.

HIT DICE AND ABILITY SCORES

The Dynamic Sorcerer uses d4 Hit Dice.

At first Level, the Dynamic Sorcerer must choose one of Intelligence, Wisdom, or Charisma. This choice will determine the Ability used to determine how powerful his or her spells are. To cast a spell, the Dynamic Sorcerer must have their chosen Ability Score equal to or greater than 10 + the spell's Level. The Difficulty Class of a saving throw against a Dynamic Sorcerer's spell is 10 + the spell's Level + the modifier for the Dynamic Sorcerer's chosen Ability. Both a high Dexterity and a high Constitution are useful to a Dynamic Sorcerer since he or she lacks heavy combat abilities and Hit Points.

CLASS SKILLS AND SKILL POINTS

The Dynamic Sorcerer's class Skills (and the key Ability for each) are: Concentration (Con), Diplomacy (Cha), Knowledge: Arcane (Int), Knowledge: Foreign Culture (Int), Knowledge: Occult (Int), Knowledge: Religion (Int), Knowledge: Streetwise (Int), Profession (Int), Research (Int), Sleight of Hand (Dex), Speak Languages (Int), Spot (Wis), and Special Ranged Attack.

- SKILL POINTS AT 1ST LEVEL
(4 + Int Modifier) x 4
- SKILL POINTS AT EACH ADDITIONAL LEVEL
4 + Int modifier

TABLE 5-5: DYNAMIC SORCERER

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Dynamic Sorcery +1
2	+1	+0	+3	+0	+2 Character Points
3	+1	+1	+3	+1	Dynamic Sorcery +1
4	+2	+1	+4	+1	+2 Character Points
5	+2	+1	+4	+1	Dynamic Sorcery +1
6	+3	+2	+5	+2	+2 Character Points
7	+3	+2	+5	+2	Dynamic Sorcery +1
8	+4	+2	+6	+2	+2 Character Points
9	+4	+3	+6	+3	Dynamic Sorcery +1
10	+5	+3	+7	+3	+2 Character Points
11	+5	+3	+7	+3	Dynamic Sorcery +1
12	+6/+1	+4	+8	+4	+2 Character Points, Energy Bonus +1
13	+6/+1	+4	+8	+4	Dynamic Sorcery +1
14	+7/+2	+4	+9	+4	+2 Character Points
15	+7/+2	+5	+9	+5	Dynamic Sorcery +1
16	+8/+3	+5	+10	+5	+2 Character Points
17	+8/+3	+5	+10	+5	Dynamic Sorcery +1
18	+9/+4	+6	+11	+6	+2 Character Points, Energy Bonus +1
19	+9/+4	+6	+11	+6	Dynamic Sorcery +1
20	+10/+5	+6	+12	+6	+2 Character Points

GIANT ROBOT

An observer should not be fooled by the unchanging expression of the Giant Robot's electronic eyes, because there is surely something deep going on behind them. Giant Robots are the last step in technological evolution, scientific wonders that astound everyone by their lifelike movements and, above all, their free will. Giant Robots range in temperament from the angst-ridden soul-searchers and psychopathic war machines to the naïve innocents and the stalwart protectors ... just like other beings, but with rocket thrusters and deadly weapons. A Giant Robot is certainly more than meets the eye.

CHARACTERISTICS

Despite appearances, Giant Robots are not really alive; they are machines that do not get sick, do not need food, and do not even need to breathe. As machines, they have certain advantages over living organisms: they can customise their bodies. Under thick metal armour, Giant Robots can hide all sorts of equipment and can keep adding and changing parts as desired. Further tinkering gives them the power to fly, adds even tougher armour, increases their size, and gives them the power to destroy buildings ... and their opponents.



OTHER CLASSES

A Tech Genius is the Giant Robot's best friend, with the Sentai Member the most trusted companion. Mecha Pilots relate strangely with Giant Robots, mostly because they keep looking for the cockpit.

There are tales of Giant Robots that can interface with the mystical forces of Dynamic Sorcerers and Magical Girls, but such models are extremely rare. Martial Artists, Samurai, and Ninja do not hold mechanical power in high esteem, and Pet Monster Trainers, Hot Rods, and Gun Bunnies prefer their own "mascots." Students and Adventurers regularly befriend Giant Robots.

HIT DICE AND ABILITY SCORES

The Giant Robot uses d10 Hit Dice. Dexterity is important to a Giant Robot because of its lack of Constitution. Avoiding attacks means damage will make it through the Armour less frequently. Strength is important for any Giant Robot engaging in melee combat and a high Intelligence will help with its Skills.

A Giant Robot must acquire the Construct race (costs 4 Character Points) to represent its mechanical body (see page 13).

CLASS SKILLS AND SKILL POINTS

The Giant Robot's class Skills (and the key Ability for each) are: Computer Use (Int), Drive (Int or Dex), Knowledge: Electronics (Int), Knowledge: Mechanics (Int), Knowledge: Military Sciences (Int), Knowledge: Police Sciences (Int), Powerlifting (Str), Repair (Int), Speak Languages (Int), Heavy Weapons, Melee Attack, Special Ranged Attack, and Unarmed Defence.

- SKILL POINTS AT 1ST LEVEL
(2 + Int Modifier) x 4
- SKILL POINTS AT EACH ADDITIONAL LEVEL
2 + Int modifier

TABLE 5-6: GIANT ROBOT

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Features +1
2	+1	+0	+0	+3	Armour +1
3	+2	+1	+1	+3	+2 Character Points
4	+3	+1	+1	+4	Flight +1
5	+3	+1	+1	+4	+3 Character Points
6	+4	+2	+2	+5	Massive Damage +1
7	+5	+2	+2	+5	Armour +1, Features +1
8	+6/+1	+2	+2	+6	+2 Character Points
9	+6/+1	+3	+3	+6	Flight +1
10	+7/+2	+3	+3	+7	Size Change (Growth) +1
11	+8/+3	+3	+3	+7	Features +1, Flight +1
12	+9/+4	+4	+4	+8	Armour +1
13	+9/+4	+4	+4	+8	+2 Character Points
14	+10/+5	+4	+4	+9	Massive Damage +1
15	+11/+6/+1	+5	+5	+9	+3 Character Points
16	+12/+7/+2	+5	+5	+10	Features +1
17	+12/+7/+2	+5	+5	+10	Armour +1
18	+13/+8/+3	+6	+6	+11	Flight +1
19	+14/+9/+4	+6	+6	+11	+2 Character Points
20	+15/+10/+5	+6	+6	+12	+4 Character Points

GUN BUNNY

The smell of smoking gunpowder is the perfect drug for a Gun Bunny — male or female. Those who walk technology's razor edge will prefer burning ozone, but the effect is the same. Gun Bunnies are all about their personal weapons, sharp-shooting, and blasting their way through any obstacle. Although many people see the Gun Bunny as a crazed force of destruction, there are as many cool, silent, and dark strangers as there are trigger-happy psychos. Snipers, law enforcement, outlaws, bounty hunters (and bounty hunted) are amongst the most common careers for the Gun Bunnies, where their talent is appreciated and they can get easy permit to carry their beloved guns.

CHARACTERISTICS

When a Gun Bunny enters combat, he or she enters it with style. Gun Bunnies' reflexes and cool hands are almost superhuman and they can draw a gun at an opponent's head before anyone can blink. As they become better, they learn to carry more weapons than physically possible, not to mention the variety of trick shots they master, such as shooting with their eyes closed and doing the damage of a mortar shell with a simple submachine gun. People think that there must be a higher power looking out for the Gun Bunny for all the gunfights he or she walks away from.

OTHER CLASSES

Hot Rods give wheels to Gun Bunnies' firepower. A Gun Bunny grins with glee when facing the challenge of a Giant Robot, and scoffs at the antiquated (and in their opinion, obsolete) fighting styles of Martial Artists, Samurai, and Ninja. They like Mecha Pilots if only because they

are good bragging buddies. To their eyes, a Tech Genius is the techie version of a Dynamic Sorcerer — both nerds that rely on huge power sources to do their thing. Pet Monster Trainers fall under the same wimpy category along with Students. Sentai Members and Adventurers can gain the Gun Bunny's friendship and respect with their deeds, not their words.

HIT DICE AND ABILITY SCORES

The Gun Bunny uses d8 Hit Dice.

Dexterity is the most important Ability for a Gun Bunny. Most combat is ranged, and a Gun Bunny is more focused on avoiding damage than enduring it. Strength and Constitution are also important since a Gun Bunny does engage in many battles. Finally, a high Charisma is useful as well; several vital class Skills depend on it.

CLASS SKILLS AND SKILL POINTS

The Gun Bunny's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Demolitions (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge: Police Sciences (Int), Listen (Wis), Powerlifting (Str), Read Lips (Int), Seduction (Cha), Sense Motive (Wis), Speak Languages (Int), Sports (Str, Dex, or Con), Spot (Wis), Archery, Gun Combat, and Ranged Defence.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

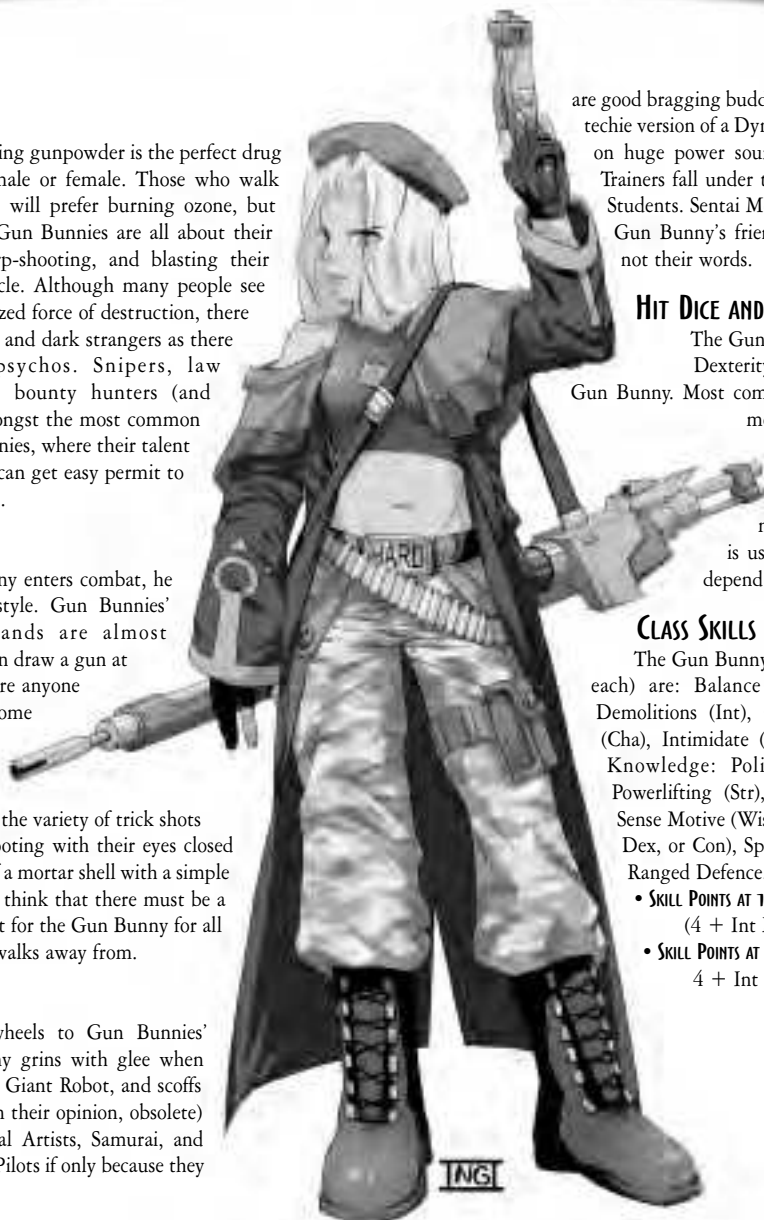


TABLE 5-7: GUN BUNNY

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+0	+0	Improved Initiative Feat
2	+2	+3	+0	+0	Divine Relationship +1
3	+3	+3	+1	+1	Massive Damage +1
4	+4	+4	+1	+1	Blind-Shoot Feat
5	+5	+4	+1	+1	Portable Armoury Feat
6	+6/+1	+5	+2	+2	Weapons Encyclopaedia Feat
7	+7/+2	+5	+2	+2	Divine Relationship +1
8	+8/+3	+6	+2	+2	Judge Opponent Feat, Massive Damage +1
9	+9/+4	+6	+3	+3	+2 Character Points
10	+10/+5	+7	+3	+3	Defensive Combat Mastery +1
11	+11/+6/+1	+7	+3	+3	+2 Character Points
12	+12/+7/+2	+8	+4	+4	Steady Hand Feat
13	+13/+8/+3	+8	+4	+4	Divine Relationship +1, Massive Damage +1
14	+14/+9/+4	+9	+4	+4	Defensive Combat Mastery +1
15	+15/+10/+5	+9	+5	+5	+2 Character Points, Accuracy Feat
16	+16/+11/+6/+1	+10	+5	+5	Two-Weapon Fighting Feat
17	+17/+12/+7/+2	+10	+5	+5	Divine Relationship +1
18	+18/+13/+8/+3	+11	+6	+6	Massive Damage +1
19	+19/+14/+9/+4	+11	+6	+6	Defensive Combat Mastery +1
20	+20/+15/+10/+5	+12	+6	+6	+2 Character Points, Improved Initiative Feat

HOT ROD

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 (no self-respecting Hot Rod will drive an automatic!). Cocky and self-assured, Hot Rods have a certain magnetism that they carry with them even when they get out of their cars and off their motorcycles. They are damn proud of their vehicle and will do anything to make sure it is always in top condition, going so far as to risk their lives for a part they want or mouthing off to the fool who dares to sit on the chromed bumper.

CHARACTERISTICS

The telltale sign of a Hot Rod is his or her 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 skills to fix and enhance it. Since top-notch parts cost money, however, the Hot Rod often develops ties with an organisation that funds his expenses or gives him work to pay for them. Their natural charisma attracts followers in the form of pit crews, gear heads, co-pilots, and navigators. They can keep their cool under the most harrowing circumstances, never losing their grip on the wheel and the stick shift.



OTHER CLASSES

Hot Rods and Mecha Pilots have a lot in common and therefore share a friendly rivalry. They understand the spiritual connection of the Samurai with their *katana*, as well as the Gun Bunnies' attachment to their guns. Magical Girls, Pet Monster Trainers, and Sentai Members are targets to be run over more often than they are friends. Martial Artists and Ninja get grouped under the "crazy kung-fu" banner, but Hot Rods can respect their fighting prowess. A Tech Genius is a highly useful mechanic by his or her standards, while Students and Adventurers make for good flunkies. Dynamic Sorcerers and Giant Robots are two questions that a Hot Rod prefers to leave unanswered.

HIT DICE AND ABILITY SCORES

The Hot Rod uses d8 Hit Dice. Intelligence and Dexterity are the two key Abilities for a Hot Rod. Dexterity helps with his or her reflexes and agility and Intelligence helps with Skills and Attributes. Charisma is also important, since many activities of this class involve social situations.

CLASS SKILLS AND SKILL POINTS

The Hot Rod's class Skills (and the key Ability for each) are: Bluff (Cha), Disable Device (Int), Drive (Int or Dex), Gamble (Wis), Investigate (Int), Knowledge: Area (Int), Knowledge: Mechanics (Int), Knowledge: Police Sciences (Int), Navigate (Int), Pilot (Int or Dex), Read Lips (Int), Repair (Int), Ride (Dex), Seduction (Cha), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Gun Combat, Melee Attack, Unarmed Attack, and Unarmed Defence.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

TABLE 5-8: HOT ROD

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Personal Gear (Car) +1
2	+1	+3	+0	+0	Mechanical Genius +1
3	+2	+3	+1	+1	Flunkies +1, Item of Power (Car-related) +1
4	+3	+4	+1	+1	Organisational Ties +1, Personal Gear (Car) +1
5	+3	+4	+1	+1	+5 Character Points, Divine Relationship +1
6	+4	+5	+2	+2	Steady Hand Feat
7	+5	+5	+2	+2	Personal Gear (Car) +1
8	+6/+1	+6	+2	+2	Aura of Command +1, Wealth +1
9	+6/+1	+6	+3	+3	Item of Power (Car-related) +1
10	+7/+2	+7	+3	+3	+5 Character Points, Personal Gear (Car) +1
11	+8/+3	+7	+3	+3	Flunkies +1, Organisational Ties +1
12	+9/+4	+8	+4	+4	Mechanical Genius +1
13	+9/+4	+8	+4	+4	Personal Gear (Car) +1
14	+10/+5	+9	+4	+4	Improved Initiative Feat, Item of Power (Car-related) +1
15	+11/+6/+1	+9	+5	+5	+3 Character Points, Divine Relationship +1
16	+12/+7/+2	+10	+5	+5	Aura of Command +1, Personal Gear (Car) +1
17	+12/+7/+2	+10	+5	+5	Defensive Combat Mastery +1, Wealth +1
18	+13/+8/+3	+11	+6	+6	Flunkies +1, Organisational Ties +1
19	+14/+9/+4	+11	+6	+6	Defensive Combat Mastery +1
20	+15/+10/+5	+12	+6	+6	+5 Character Points, Divine Relationship +1

MAGICAL GIRL

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 boyfriend (or girlfriend, as the case may be), preparing for exams, or just eating the right food. With the appearance of a strange little creature, 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 enough, nobody seems to recognise her (or him) under the costume.

CHARACTERISTICS

All Magical Girls have mentor friends, creatures that guide and advise them about their new role as protectors. The mentors try to teach them about magical powers as well, often with mixed results. Depending on the source of their powers, Magical Girls display special attacks that varies greatly for each individual, usually linked to a relic or special tool that unlocked their magical abilities. Battling against monsters much uglier than their worst nightmare, Magical Girls learn to jump very high, and with time to even fly as they learn new special attacks and unlock more power from their Items of Power.



OTHER CLASSES

Pet Monster Trainers understand Magical Girls' plights with their servant/mentor and the two get along well. Dynamic Sorcerers are also good companions, since they usually share the same goals and methods. Students and Adventurers will often be objects of the Magical Girls' affection or trusted allies. They admire the abilities of the Martial Artists, Samurai, and Ninja and wish they could fight just as well. They tend to dislike Hot Rods and Gun Bunnies, although they too, can become a romantic focus for a Magical Girl.

HIT DICE AND ABILITY SCORES

The Magical Girl uses d8 Hit Dice

A Magical Girl usually has a high Dexterity; she does not typically wear armour preferring to use a variety of flips and tumbles during combat. Wisdom is also important since the Magical Girl is usually on a path of higher understanding. A Magical Girl will often have a higher-than-average Charisma as well.

CLASS SKILLS AND SKILL POINTS

The Magical Girl's class Skills (and the key Ability for

each) are: Balance (Dex), Jump (Str), Knowledge: Arcane (Int), Knowledge: Cultural Arts (Int), Knowledge: Occult (Int), Perform (Cha), Power Usage (Varies), Profession (Int), Speak Languages (Int), Sports (Str, Dex, or Con), Spot (Wis), Swim (Str), Tumble (Dex), Archery, Ranged Defence, Special Ranged Attack, and Thrown Weapons.

- **SKILL POINTS AT 1ST LEVEL**
(2 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
2 + Int modifier

TABLE 5-9: MAGICAL GIRL

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Servant +4
2	+1	+3	+0	+0	Special Attack +1
3	+2	+3	+1	+1	Item of Power +1
4	+3	+4	+1	+1	Jumping +1, Rejuvenation +1
5	+3	+4	+1	+1	+2 Character Points, Flight +1
6	+4	+5	+2	+2	Item of Power +1
7	+5	+5	+2	+2	Special Attack +1
8	+6/+1	+6	+2	+2	+1 Character Point, Rejuvenation +1
9	+6/+1	+6	+3	+3	Item of Power +1
10	+7/+2	+7	+3	+3	+2 Character Points
11	+8/+3	+7	+3	+3	Flight +1
12	+9/+4	+8	+4	+4	Special Attack +1
13	+9/+4	+8	+4	+4	Item of Power +1
14	+10/+5	+9	+4	+4	+1 Character Point, Rejuvenation +1
15	+11/+6/+1	+9	+5	+5	+3 Character Points, Item of Power +1
16	+12/+7/+2	+10	+5	+5	Flight +1
17	+12/+7/+2	+10	+5	+5	Special Attack +1
18	+13/+8/+3	+11	+6	+6	Item of Power +1
19	+14/+9/+4	+11	+6	+6	Special Attack +1
20	+15/+10/+5	+12	+6	+6	+3 Character Points, Rejuvenation +1

MARTIAL ARTIST

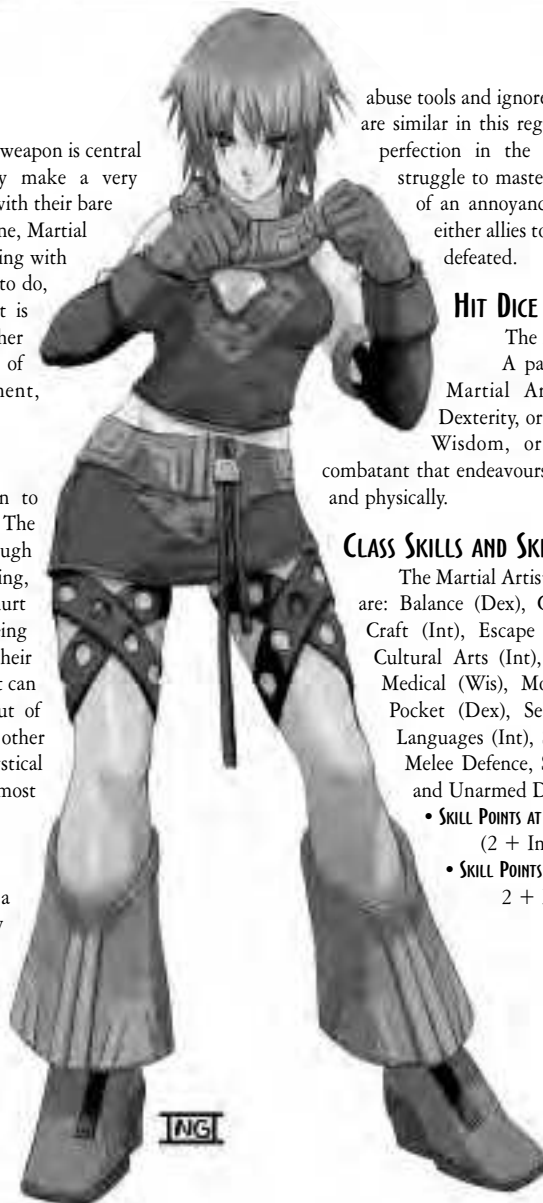
The idea that one's own body is the best weapon is central to the martial artist's philosophy — they make a very convincing argument when they break a wall with their bare fists. Products of rigorous training and discipline, Martial Artists are masters of unarmed combat, achieving with punches and kicks what others need weapons to do, and they are much flashier. A Martial Artist is protective of his abilities, treasuring his or her master's teachings and upholding the honour of their fighting school against any opponent, particularly against other Martial Artists.

CHARACTERISTICS

Martial Artists do not need a weapon to inflict grievous bodily harm on their enemies. The best Martial Artists can even punch holes through armour. Coupled with such talent for hurting, Martial Artists also learn to avoid being hurt either by deflecting attacks or simply by not being there. As they become skilled at harnessing their inner energies, they acquire special attacks that can strike foes at a distance, suck the breath out of opponents, ignite flammable materials, and other effects that border on the magical. Their mystical awareness also allows them to fight under the most adverse conditions.

OTHER CLASSES

Although Martial Artists respect a Samurai's discipline and a Ninja's prowess, they still see their methods as inferior. Gun Bunnies, Hot Rods, Mecha Pilots, and Tech Geniuses are beneath their notice, since they



abuse tools and ignore their inner strength. Pet Monster Trainers are similar in this regard. They see an echo of their pursuit of perfection in the Magical Girl's and Dynamic Sorcerer's struggle to master their powers. Adventurers are somewhat of an annoyance, while Students and Shapechangers are either allies to be protected or bullies and monsters to be defeated.

HIT DICE AND ABILITY SCORES

The Martial Artist uses d10 Hit Dice.

A pairing of high Abilities is important for a Martial Artist: at least one physical (Strength, Dexterity, or Constitution) and one social (Intelligence, Wisdom, or Charisma). The Martial Artist is a combatant that endeavours to balance him or herself both spiritually and physically.

CLASS SKILLS AND SKILL POINTS

The Martial Artist's class Skills (and the key Ability for each) are: Balance (Dex), Climb (Str), Controlled Breathing (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge: Cultural Arts (Int), Knowledge: Occult (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Tumble (Dex). Melee Attack, Melee Defence, Special Ranged Attack, Unarmed Attack, and Unarmed Defence.

- **SKILL POINTS AT 1ST LEVEL**
(2 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
2 + Int modifier

TABLE 5-10: MARTIAL ARTIST

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+2	+2	+0	Unarmed Attack Skill +2, Unarmed Defence Skill +2
2	+2	+3	+3	+0	Massive Damage (Unarmed Strikes) +1
3	+3	+3	+3	+1	Improved Initiative Feat
4	+4	+4	+4	+1	Judge Opponent Feat
5	+5	+4	+4	+1	Speed +1
6	+6/+1	+5	+5	+2	Special Attack +1
7	+7/+2	+5	+5	+2	Massive Damage (Unarmed Strikes) +1
8	+8/+3	+6	+6	+2	Defence Combat Mastery +1
9	+9/+4	+6	+6	+3	Special Attack +1
10	+10/+5	+7	+7	+3	Improved Initiative Feat
11	+11/+6/+1	+7	+7	+3	+2 Character Points
12	+12/+7/+2	+8	+8	+4	Speed +1
13	+13/+8/+3	+8	+8	+4	Massive Damage (Unarmed Strikes) +1
14	+14/+9/+4	+9	+9	+4	Special Attack +1
15	+15/+10/+5	+9	+9	+5	Blind-Fight Feat
16	+16/+11/+6/+1	+10	+10	+5	+2 Character Points
17	+17/+12/+7/+2	+10	+10	+5	Special Attack +1
18	+18/+13/+8/+3	+11	+11	+6	+2 Character Points
19	+19/+14/+9/+4	+11	+11	+6	Massive Damage (Unarmed Strikes) +1
20	+20/+15/+10/+5	+12	+12	+6	+1 Character Point, Defence Combat Mastery +1

MECHA PILOT

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 his or her 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, he or she must learn that real life starts once they leave their cockpits.

CHARACTERISTICS

The mecha dominates the Mecha Pilot's life. They can own more equipment depending on their affiliations, but eventually they return to their great machine. They have a skill that precious few people have, and they develop an aura of mystique even if they hate themselves for it. Paramount to the mecha's maintenance is the Mecha Pilot's dependency on an organisation, which is often a country's or planet's military, but might even be a private concern bent on protecting the planet from outside threats.

OTHER CLASSES

Hot Rods and Mecha Pilots engage in friendly rivalries over their respective vehicles, and Sentai Members will often have mecha of their own. Giant Robots are a big and attractive enigma to the Mecha Pilot, and they make

friends with Tech Geniuses in order to get improvements to their machine. Since they may have been Students earlier in their lives, Mecha Pilots have many friends amongst them and may know one or two Magical Girls without even realising it. Shapechangers and Dynamic Sorcerers belong to an unexplainable world, and Martial Artists, Samurai, and Ninja to a bygone era.

HIT DICE AND ABILITY SCORES

The Mecha Pilot uses d8 Hit Dice.

A high Dexterity is essential for a Mecha Pilot since many Skills are derived from manual dexterity and reaction speed. A high Charisma and Intelligence are also important; the Mecha Pilots must make informed decisions and rally the troops to carry on the good fight.

CLASS SKILLS AND SKILL POINTS

The Mecha Pilot's class Skills (and the key Ability for each) are: Computer Use (Int), Demolitions (Int), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Law (Int), Knowledge: Mechanics (Int), Knowledge: Military Sciences (Int), Knowledge: Police Sciences (Int), Navigate (Int), Pilot (Dex or Int), Repair (Int), Speak Languages (Int), Spot (Wis), Heavy Weapons, Ranged Defence, and Special Ranged Attack.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

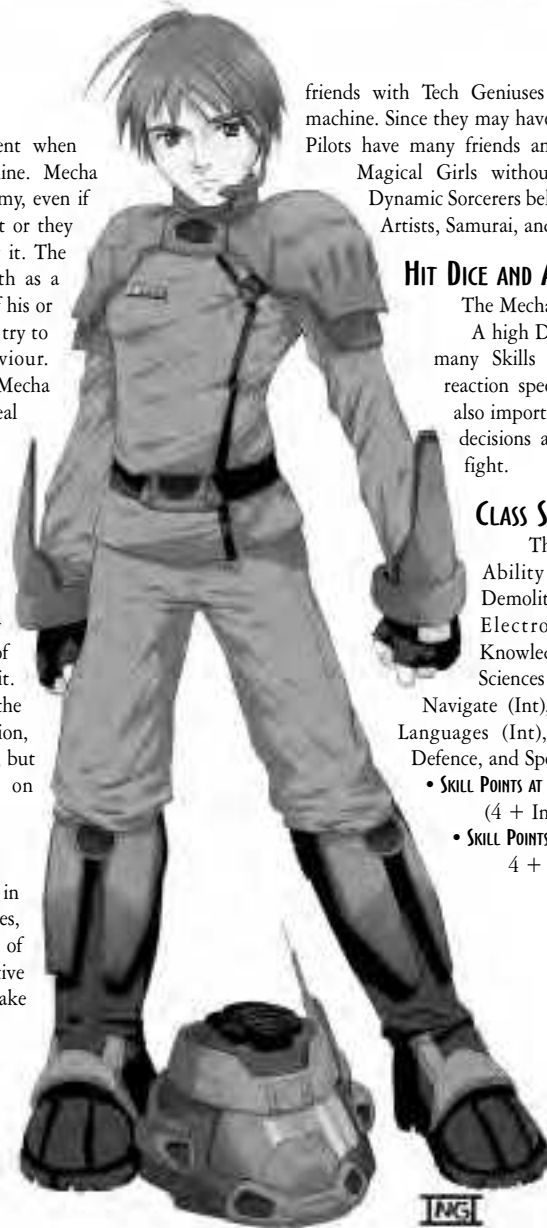


TABLE 5-11: MECHA PILOT

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Own a Big Mecha +1
2	+1	+3	+0	+0	Personal Gear +1
3	+2	+3	+1	+1	Aura of Command +1
4	+3	+4	+1	+1	Own a Big Mecha +1
5	+3	+4	+1	+1	Organisational Ties +1
6	+4	+5	+2	+2	Aura of Command +1
7	+5	+5	+2	+2	+2 Character Points
8	+6/+1	+6	+2	+2	Own a Big Mecha +1
9	+6/+1	+6	+3	+3	Aura of Command +1
10	+7/+2	+7	+3	+3	Organisational Ties +1
11	+8/+3	+7	+3	+3	+2 Character Points
12	+9/+4	+8	+4	+4	Own a Big Mecha +1
13	+9/+4	+8	+4	+4	+2 Character Points
14	+10/+5	+9	+4	+4	+2 Character Points
15	+11/+6/+1	+9	+5	+5	Aura of Command +1, Organisational Ties +1
16	+12/+7/+2	+10	+5	+5	Own a Big Mecha +1
17	+12/+7/+2	+10	+5	+5	+2 Character Points
18	+13/+8/+3	+11	+6	+6	Organisational Ties +1
19	+14/+9/+4	+11	+6	+6	Aura of Command +1
20	+15/+10/+5	+12	+6	+6	+2 Character Points, Own a Big Mecha +1

NINJA

Wrapped in mystery and shadow, Ninja have haunted the sleep of the powerful for centuries. Heirs to an ancestral tradition, the Ninja know a great variety of mystical secrets and guard them with great zeal from outsiders. The veil of secrecy they foster makes ordinary people believe them to be legends, and they would not have it any other way. A fearful reality clothed in myth, Ninja fight for many purposes; some are ruthless assassins for hire while, at the other extreme, they can also be like knights-errant, serving justice against tyrants, striking from anonymity.

CHARACTERISTICS

As masters of the shadow arts, Ninja learn various techniques dealing with agility and stealth. With practice, they can become as light as air and just as fast, capable of jumping to great heights, balancing on impossibly narrow surfaces, and always landing on their feet. They eventually learn to bend shadows and silence around them by sheer force of will, giving rise to the many legends about their powers. A vast array of exotic weaponry is another of their trademarks, along with the ability to disappear. A Ninja's awareness does not stop with enhanced senses, but extend to mystical forces and even to the spirit world.

OTHER CLASSES

Ninja do not often associate with other classes except by necessity or by virtue of their normal lives. Their respect for Samurai and Martial Artists tends to be one-sided, and they enjoy besting Gun Bunnies in trickery vs. firepower combats. They share the Dynamic Sorcerer's interest in the mystical arts and the Shapechanger's aura of mystery. Some Ninja can be a close ally with a Magical Girl or a Sentai Member, but prefer to maintain a



distance from the technological focus of Mecha Pilots, Giant Robots, Hot Rods, and Tech Geniuses. Students, Adventurers, and Pet Monster Trainers are treated on a case-by-case basis.

HIT DICE AND ABILITY SCORES

The Ninja uses d8 Hit Dice.

Dexterity is the key for a Ninja. This nimble and fast assassin needs agility for acrobatics and stealth. Wisdom and Intelligence are also important since it is important to know when and how to strike at an opponent.

CLASS SKILLS AND SKILL POINTS

The Ninja's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha),

Climb (Str), Controlled Breathing (Con), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge: Area (Int), Knowledge: Architecture (Int), Knowledge: Occult (Int), Knowledge: Streetwise (Int), Listen (Wis), Move Silently (Dex),

Open Lock (Dex), Pick Pocket (Dex), Poisons (Int), Read Lips (Int), Search (Int), Sense Motive

(Wis), Sleight of Hand (Dex), Speak Languages (Int), Spot (Wis), Survival (Wis), Tumble (Dex), Use Rope (Dex), Wilderness Lore (Wis), Wilderness Tracking (Int or Wis), Archery, Melee Attack, Thrown Weapons, Unarmed Attack, and Unarmed Defence.

• SKILL POINTS AT 1ST LEVEL

(4 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

4 + Int modifier

SPECIAL NOTE

Ninja may only use the Teleport Attribute up to the maximum safe distance (see page 70 for details).

TABLE 5-12: NINJA

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+0	Jumping +1, Personal Gear +1
2	+1	+3	+3	+0	Improved Initiative Feat
3	+2	+3	+3	+1	Heightened Senses (Hearing) +1, Sneak Attack Feat
4	+3	+4	+4	+1	Special Movement (Light-Footed) +1
5	+3	+4	+4	+1	+4 Character Points, Personal Gear +1
6	+4	+5	+5	+2	Jumping +1
7	+5	+5	+5	+2	Teleport +1, Sixth Sense (Sense Ki-Energy) +1
8	+6/+1	+6	+6	+2	Sneak Attack Feat, Environmental Control (Darkness) +1
9	+6/+1	+6	+6	+3	Speed +1, Heightened Sense (Sight) +1
10	+7/+2	+7	+7	+3	+3 Character Points, Improved Initiative Feat
11	+8/+3	+7	+7	+3	Jumping +1, Blind-Fight Feat
12	+9/+4	+8	+8	+4	Defensive Combat Mastery, Special Movement (Untrackable)
13	+9/+4	+8	+8	+4	Sneak Attack Feat
14	+10/+5	+9	+9	+4	Sixth Sense (Sense Spirits) +1, Teleport +1
15	+11/+6/+1	+9	+9	+5	+2 Character Points, Environmental Control (Silence) +1
16	+12/+7/+2	+10	+10	+5	Jumping +1, Special Movement (Cat-Like) +1
17	+12/+7/+2	+10	+10	+5	Invisibility +1, Defensive Combat Mastery +1
18	+13/+8/+3	+11	+11	+6	Speed +1, Sneak Attack Feat
19	+14/+9/+4	+11	+11	+6	Heightened Senses (Smell) +1
20	+15/+10/+5	+12	+12	+6	+2 Character Points, Special Movement (Wall-Crawling) +1

PET MONSTER TRAINER

Born of magic, technology, or simply part of the natural order of things, there are monsters roaming around. Some of them 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 natural weapons towards some particular goal — perhaps as silly as gladiatorial badge collecting. A few Pet Monster Trainers organise tournaments to see who can work better with their pet and cultivate its innate abilities. Others prefer to pursue personal gain, but are opposed by the rest who wish to defend their friends.

CHARACTERISTICS

Pet Monster Trainers gain a powerful ally in the form of their monster, befriending it readily and learning about its abilities, which they develop through training, exercise, and fights against other monsters or even other kinds of opponents. The bond between master and pet monster is so strong that the Pet Monster Trainer perceives his or her monster's thoughts, increasing their co-ordination and teamwork. As part of a fighting ring, the Pet Monster Trainer gains a measure of wealth that he uses to treat both him or herself and the pet too.



OTHER CLASSES

Pet Monster Trainers get along with Magical Girls, but sometimes wonder why their own monster keeps all the power to itself. If the pet monster is a product of science or technology, the Pet Monster Trainer will befriend Tech Geniuses and Giant Robots but, if it is a magical creature, then his or her attention shifts to Dynamic Sorcerers and Shapechangers. They keep many Student and Adventurer friends, but do not move in the same circles as Hot Rods, Gun Bunnies, and Mecha Pilots to form an opinion. Trainers often avoid the snobbish Samurai, Martial Artists, and Ninja.

HIT DICE AND ABILITY SCORES

The Pet Monster Trainer uses d4 Hit Dice.

A Pet Monster Trainer must be aware and empathic in order to raise and care for their pets, and thus Intelligence and Wisdom are key Abilities. Charisma can also be useful to exude a calming influence on nearby people and animals.

CLASS SKILLS AND SKILL POINTS

The Pet Monster Trainer's class Skills (and the key Ability for each) are: Disable Device (Int), Gamble (Wis), Handle Animal (Cha), Knowledge: Biological Sciences (Int), Knowledge: Nature (Int), Medical (Wis), and Speak Languages (Int).

- SKILL POINTS AT 1ST LEVEL
(4 + Int Modifier) x 4
- SKILL POINTS AT EACH ADDITIONAL LEVEL
4 + Int modifier

TABLE 5-13: PET MONSTER TRAINER

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Pet Monster +1, Animal Friendship +1
2	+1	+0	+3	+0	+3 Character Points, Train a Cute Monster +1
3	+1	+1	+3	+1	Pet Monster +1
4	+2	+1	+4	+1	+3 Character Points
5	+2	+1	+4	+1	Pet Monster +1, Train a Cute Monster +1
6	+3	+2	+5	+2	Animal Friendship +1, Telepathy (With Pet Monster) +1
7	+3	+2	+5	+2	Pet Monster +1
8	+4	+2	+6	+2	+3 Character Points, Train a Cute Monster +1
9	+4	+3	+6	+3	Pet Monster +1
10	+5	+3	+7	+3	+3 Character Points, Animal Friendship +1
11	+5	+3	+7	+3	Pet Monster +1, Train a Cute Monster +1
12	+6/+1	+4	+8	+4	Telepathy (With Pet Monster) +1
13	+6/+1	+4	+8	+4	Pet Monster +1
14	+7/+2	+4	+9	+4	+4 Character Points, Train a Cute Monster +1
15	+7/+2	+5	+9	+5	Pet Monster +1, Wealth +1
16	+8/+3	+5	+10	+5	+4 Character Points, Animal Friendship +1
17	+8/+3	+5	+10	+5	Pet Monster +1, Train a Cute Monster +1
18	+9/+4	+6	+11	+6	+4 Character Points, Telepathy (With Pet Monster) +1
19	+9/+4	+6	+11	+6	Pet Monster +1
20	+10/+5	+6	+12	+6	+5 Character Points, Train a Cute Monster +1

SAMURAI

The code of *Bushido* demands that the Samurai hold him or herself to the ideals of Justice, Courage, Benevolence, Politeness, Veracity, Honour, and Loyalty. They are virtuous warriors that seek perfection at the edge of their blades, tempering their spirits in the heat of combat and honing their values at the same time that they sharpen their swords. They enter combat with aplomb and deadly calm, hesitating to unsheathe their katana because once they do, they are honour-bound to finish a battle for good or ill. The most experienced Samurai can infuse their souls into their weapons and cut through steel and stone as if they were paper.

CHARACTERISTICS

Walking the Way of the Sword bestows upon the Samurai a great power and responsibility. They can strike like lightning and move like a hurricane, sometimes cutting down their enemies in a single stroke. Despite their tremendous skill, Samurai are careful to take an opponent's measure before engaging in combat, cutting off any escape with their speed and agility. They feel the flow of combat in their veins and gain a superhuman awareness of their surroundings to the point that they can fight without seeing. Wielding a *katana* in one hand, a *wakizashi* in the other, and their strong personality at the fore, Samurai are a perfect match for almost anything.

OTHER CLASSES

Valuing honour and discipline, Samurai feel a kinship with Martial Artists. Dynamic Sorcerers and Pet Monster Trainers are seen as cheaters who use outside forces to serve them.



They wait to see a Shapechanger's deeds before passing judgement, but are held in as much distrust as the loathed Ninja. They recognise the mission of Magical Girls and Sentai Members and see Gun Bunnies and Hot Rods as modern reflections of their own bond with their weapons. They have no particular attitude towards Mecha Pilots, Giant Robots, and Tech Geniuses, and judge Students and Adventurers by their potential.

HIT DICE AND ABILITY SCORES

The Samurai uses d10 Hit Dice.

A Samurai is very physical, with a high Strength and often higher Constitution. A Samurai also refines him or herself culturally, reflected by his or her respectable Wisdom and Charisma Scores.

CLASS SKILLS AND SKILL POINTS

The Samurai's class Skills (and the key Ability for each) are: Controlled Breathing (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge: Cultural Arts (Int), Knowledge: Domestic Arts, Knowledge: Foreign Culture (Int), Knowledge: Religion (Int), Knowledge: Social Sciences (Int), Knowledge: Streetwise (Int), Listen (Wis), Perform (Cha), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Survival (Wis), Wilderness Tracking (Int or Wis), Archery, Melee Attack, and Melee Defence.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

TABLE 5-14: SAMURAI

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Improved Initiative Feat
2	+2	+0	+0	+3	Personal Gear +1, Speed +1
3	+3	+1	+1	+3	+2 Character Points
4	+4	+1	+1	+4	Judge Opponent Feat
5	+5	+1	+1	+4	+3 Character Points, Aura of Command +1
6	+6/+1	+2	+2	+5	Massive Damage (Sword) +1
7	+7/+2	+2	+2	+5	Jumping +1, Leap Attack Feat
8	+8/+3	+2	+2	+6	Heightened Awareness +1
9	+9/+4	+3	+3	+6	+2 Character Points
10	+10/+5	+3	+3	+7	Aura of Command +1, Blind-Fight Feat
11	+11/+6/+1	+3	+3	+7	Special Attack +1
12	+12/+7/+2	+4	+4	+8	Massive Damage (Sword) +1
13	+13/+8/+3	+4	+4	+8	Two-Weapon Fighting Feat
14	+14/+9/+4	+4	+4	+9	Jumping +1, Divine Relationship +1
15	+15/+10/+5	+5	+5	+9	Aura of Command +1
16	+16/+11/+6/+1	+5	+5	+10	Heightened Awareness +1
17	+17/+12/+7/+2	+5	+5	+10	+3 Character Points
18	+18/+13/+8/+3	+6	+6	+11	Massive Damage (Sword) +1
19	+19/+14/+9/+4	+6	+6	+11	Aura of Command +1
20	+20/+15/+10/+5	+6	+6	+12	+4 Character Points

SENTAI MEMBER

The Sentai Member cannot conceive fighting for truth and justice without a group of companions. Assuming the role of follower or teammate, the Sentai Member charges into combat trusting the strength of the group and using all of his or her skill and power towards the good of all. Some people believe that Sentai Members lack intelligence and need to colour-code their uniforms to tell each other apart, but Sentai Members wear their colours with pride as a mark of their own individuality, at the same time that they identify their allegiance to their team.

CHARACTERISTICS

Sentai Members are team players to the core. When they gain their personal equipment as members of the group, they also form a bond with their companions that becomes stronger with time. A Sentai Member knows if one of his friends is in danger and can quickly arrive for a rescue. They learn their own personal attacks that can be very devastating on their own, but increase in power when combined with those of their friends. Sentai Members appear to lead a charmed life, rarely failing in any task they set for themselves.

OTHER CLASSES

The Sentai Member's sense of teamwork translates easily to any ally with whom they work, although Magical Girls and Mecha Pilots are favourites, since they too can be team players. They do not understand the



lone ranger mentality of Samurai, Ninja, or Gun Bunnies, and must be restrained before they attack a Dynamic Sorcerer or a Shapechanger out of habit. They struggle to gain the respect of Martial Artists but bask in the admiration of Students. Hot Rods and Adventurers make for ideal rivals, and Tech Geniuses and Pet Monster Trainers are good friends and supporters. Giant Robots are highly prized.

HIT DICE AND ABILITY SCORES

The Sentai Member uses d6 Hit Dice.

A Sentai Member focuses on teamwork and tactics, and thus usually has a high Wisdom and Dexterity. A high Charisma is also common, reflecting his or her flamboyant attitude.

CLASS SKILLS AND SKILL POINTS

The Sentai Member's class

Skills (and the key Ability for each) are: Balance (Dex), Diplomacy (Cha), Jump (Str), Knowledge: Occult (Int), Perform (Cha), Power Usage (Varies), Speak Languages (Int), Spot (Wis), Tumble (Dex), Melee Attack, and Melee Defence.

- **SKILL POINTS AT 1ST LEVEL**
(4 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
4 + Int modifier

SPECIAL NOTE

Attributes marked with an asterisk (*) are only useable when working with another character with at least one Level of Sentai Member. Close proximity is also required (the exact distance depends on the task and situation). This restriction is a Defect, which returns a total of 6 Character Points over 20 Levels (already calculated into the Level progression).

TABLE 5-15: SENTAI MEMBER

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+2	Sixth Sense (Danger to team members) +1, Personal Gear +1
2	+1	+0	+3	+3	Massive Damage* (Specific Attack) +1
3	+2	+1	+3	+3	Divine Relationship* +1
4	+3	+1	+4	+4	Combined Attack +1, Rejuvenation +1
5	+3	+1	+4	+4	+3 Character Points, Attack Combat Mastery* +1
6	+4	+2	+5	+5	Art of Distraction* +1
7	+5	+2	+5	+5	Telepathy (Other Sentai Members) +1
8	+6/+1	+2	+6	+6	+4 Character Points, Divine Relationship* +1
9	+6/+1	+3	+6	+6	Attack Combat Mastery* +1, Rejuvenation +1
10	+7/+2	+3	+7	+7	+3 Character Points, Extra Attacks* +1
11	+8/+3	+3	+7	+7	Combined Attack +1, Heightened Awareness* +1
12	+9/+4	+4	+8	+8	Massive Damage* (Specific Attack) +1, Personal Gear +1
13	+9/+4	+4	+8	+8	Attack Combat Mastery* +1, Divine Relationship* +1
14	+10/+5	+4	+9	+9	Telepathy (Other Sentai Members) +1
15	+11/+6/+1	+5	+9	+9	+3 Character Points, Rejuvenation +1
16	+12/+7/+2	+5	+10	+10	+3 Character Points, Special Movement* +1
17	+12/+7/+2	+5	+10	+10	+3 Character Points, Attack Combat Mastery* +1
18	+13/+8/+3	+6	+11	+11	Combined Attack +1, Divine Relationship* +1
19	+14/+9/+4	+6	+11	+11	+3 Character Points, Rejuvenation +1
20	+15/+10/+5	+6	+12	+12	+4 Character Points

SHAPECHANGER

Form is fluid and appearances are transient. That is the lesson every Shapechanger learns upon gaining his or her powers. It is redundant to say that Shapechangers are not what they appear, but it is true in more than one way. They can be aliens, suffer from a curse, or may be inherently supernatural creatures. Unless they know and explain the source of their powers, it is nearly impossible to tell just what they are. The power to assume many forms can create great heroes or heinous villains. No enemy base, or locker room either, will ever be safe again.

CHARACTERISTICS

The Shapechanger starts with the ability to perform only minor changes to his or her form, but it does not take long to determine the techniques of shapeshifting and learn to transform into entirely different beings. Shapechangers' bodies are flexible by necessity, and they can stretch or compress at will to accommodate new shapes or simply to reach for the remote. Soon enough, their complete mastery over their bodies lets them heal wounds at a much faster pace and even mimic the precise appearance of another person or creature. As they grow in experience, Shapechangers can turn into more powerful forms to meet any challenge.

OTHER CLASSES

Shapechangers' knack for impersonating others can grate on everybody's nerves but, unless they make a point of being obnoxious, Shapechangers can get along with anyone. They prefer the company of Students



and Adventurers, but enjoy teasing Pet Monster Trainers and Magical Girls by turning into copies of their companions. Dynamic Sorcerers, Martial Artists, and Ninja are good allies if the Shapechanger is a supernatural creature, but Tech Geniuses, Giant Robots, and Mecha Pilots are a better choice if they are aliens. They have little contact with Hot Rods, Gun Bunnies, or Samurai.

HIT DICE AND ABILITY SCORES

The Shapechanger uses d8 Hit Dice.

As a being that mimics others constantly, Charisma is the most important Ability for a Shapechanger. Dexterity and Intelligence also help with the disguises, and escaping capture if discovered.

CLASS SKILLS AND SKILL POINTS

The Shapechanger's class Skills (and the key Ability for each) are: Balance (Dex), Bluff (Cha), Controlled Breathing (Con), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge: Cultural Arts (Int), Knowledge: Foreign Culture (Int), Move Silently (Dex), Powerlifting (Str), Seduction (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Speak Languages (Int) and Spot (Wis).

- **SKILL POINTS AT 1ST LEVEL**
(2 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
2 + Int modifier

TABLE 5-16: SHAPECHANGER

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+0	+2	Alternate Form (Cosmetic Changes) Level 0
2	+1	+0	+0	+3	Elasticity +1
3	+2	+1	+1	+3	Alternate Form (Full-Powered) +1
4	+3	+1	+1	+4	+1 Character Point
5	+3	+1	+1	+4	Regeneration +1
6	+4	+2	+2	+5	Alternate Form (Full-Powered) +1
7	+5	+2	+2	+5	+1 Character Point
8	+6/+1	+2	+2	+6	Elasticity +1
9	+6/+1	+3	+3	+6	Mimic (All) +1
10	+7/+2	+3	+3	+7	Regeneration +1
11	+8/+3	+3	+3	+7	+1 Character Point
12	+9/+4	+4	+4	+8	Alternate Form (Full-Powered) +1
13	+9/+4	+4	+4	+8	Elasticity +1
14	+10/+5	+4	+4	+9	Regeneration +1
15	+11/+6/+1	+5	+5	+9	Mimic (All) +1
16	+12/+7/+2	+5	+5	+10	+1 Character Point
17	+12/+7/+2	+5	+5	+10	Elasticity +1
18	+13/+8/+3	+6	+6	+11	+1 Character Point
19	+14/+9/+4	+6	+6	+11	Alternate Form (Full-Powered) +1
20	+15/+10/+5	+6	+6	+12	+2 Character Points

STUDENT

Normal life is adventure enough without the need to go gallivanting after lost treasures or joining armies at the unlikely age of 14. A Student's life is full of little challenges like weird teachers, romantic rivals, and cultural festivals. The best prospect of adventure being is school trip, but some Students hardly have such an idyllic life. The friends they make tend to get them into trouble with gangs, psychopathic fiancées, and crazy relatives, not to mention obnoxious aliens, ancient awakened demons, or erstwhile goddesses. Moreover, they must still make some time to prepare for finals and the dreaded college entrance exams.

CHARACTERISTICS

For all their normality, Students seem surrounded by a special aura. They make friends easily and not only because of the cool uniforms and eerily attractive pleated skirts. Their utter normality seems to have the secondary effect of shielding them from all the weirdness they might encounter. Most students are insanely lucky as they dodge and duck during fights or have divine flashes of inspiration. Students can count on their friends to lend a hand, and adventures force them to learn skills they did not know they needed, such as fixing things and befriending bizarre creatures.

OTHER CLASSES

The rest of the classes are the bane of a Student's dreams of a normal life. His or her friendliness has a special appeal for all of them with no particular preference. They play aspirant Mecha Pilot with equal ease as becoming Dynamic

Sorcerers' apprentices, 'Tech Genius' test subjects, Magical Girls' romantic interests, or sidekicks to Adventurers, Hot Rods, Gun Bunnies, and Giant Robots. They are valuable friends to Martial Artists, Pet Monster Trainers, and Sentai Members, and can be the moral compass to Samurai and Ninja. They are everybody's friends, and they have the luck to live to regret it.

HIT DICE AND ABILITY SCORES

A Student uses d4 Hit Dice.

A Student (at least a successful Student) has a high Intelligence and Dexterity, necessary to earn good grades and avoid the local bully.

CLASS SKILLS AND SKILL POINTS

The Student's class Skills (and the key Ability for each) are: Computer Use (Int), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gamble (Wis), Knowledge: Area (Int), Knowledge: Architecture (Int), Knowledge: Biological Sciences (Int), Knowledge: Business (Int), Knowledge: Cultural Arts (Int), Knowledge: Domestic Arts (Int), Knowledge: Foreign Culture (Int), Knowledge: Law (Int), Knowledge: Nature (Int), Knowledge: Physical Sciences (Int), Knowledge: Religion (Int), Knowledge: Social Sciences (Int), Perform (Cha), Profession (Int), Research (Int), Speak Languages (Int), Sports (Str, Dex, or Con), and Swim (Str).

• SKILL POINTS AT 1ST LEVEL

(8 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

8 + Int modifier



TABLE 5-17: STUDENT

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Divine Relationship +1, Sixth Sense +1
2	+1	+3	+0	+0	Flunkies +1, Mind Shield +1
3	+1	+3	+1	+1	+3 Character Points, Art of Distraction +1, Personal Gear +1
4	+2	+4	+1	+1	+3 Character Points, Aura of Command +1
5	+2	+4	+1	+1	Animal Friendship +1, Divine Relationship +1, Flunkies +1
6	+3	+5	+2	+2	+5 Character Points, Organisational Ties +1
7	+3	+5	+2	+2	Art of Distraction +1, Personal Gear +1
8	+4	+6	+2	+2	+5 Character Points, Flunkies +1, Aura of Command +1
9	+4	+6	+3	+3	Animal Friendship +1, Divine Relationship +1
10	+5	+7	+3	+3	+5 Character Points, Special Movement +1
11	+5	+7	+3	+3	Flunkies +1, Item of Power +1
12	+6/+1	+8	+4	+4	+3 Character Points, Organisational Ties +1
13	+6/+1	+8	+4	+4	+4 Character Points, Divine Relationship +1
14	+7/+2	+9	+4	+4	Flunkies +1, Mechanical Genius +1
15	+7/+2	+9	+5	+5	+3 Character Points, Special Attack +1
16	+8/+3	+10	+5	+5	+3 Character Points, Mind Shield +1
17	+8/+3	+10	+5	+5	Divine Relationship +1, Flunkies +1
18	+9/+4	+11	+6	+6	+4 Character Points, Organisational Ties +1
19	+9/+4	+11	+6	+6	+4 Character Points, Mind Shield +1
20	+10/+5	+12	+6	+6	+5 Character Points

TECH GENIUS

There are people who enjoy the blessings of technology, but it is the Tech Genius who creates his or her own. Gifted with an innate understanding of the science behind technology, the Tech Genius can assemble the most astounding machines known to the world ... and a lot of the unknown ones, too. His or her focus on the world of machines distances a Tech Genius from others, often creating odd personality quirks. The most creative Tech Geniuses are unjustly labelled as “mad scientists” by everyone around them, but they know they can be patient. Praise will come when their next invention starts working.

CHARACTERISTICS

There is no machine that can hide from the attentions of the Tech Genius. He or she can take anything apart and put it together better than it was before — with parts to spare! They apply their talent to one pet project after another, building amazing gizmos and gadgets for their own use. Of course, no mad scientist is complete without assistants, and every Tech Genius tends to attract them, no matter how much he or she denies being mad. Research and development is not cheap, but fortunately the Tech Genius usually has access to wealth to pay for all of his or her projects.



OTHER CLASSES

The Tech Genius cannot keep away from Giant Robots and may even be the creator of one. He or she also loves to tinker with the Hot Rod's car, the Mecha Pilot's vehicle, the Gun Bunny's weapons, and the Student's life. His or her relationships with others depend on how much they use gadgets, with Sentai Members and Adventurers being frequent clients, and Pet Monster Trainers and Magical Girls as protégés. They find the powers of Dynamic Sorcerers and Shapechangers utterly fascinating, possibly even being the source of that power themselves. They could improve the abilities of Martial Artists, Samurai, and Ninja if only they were allowed.

HIT DICE AND ABILITY SCORES

The Tech Genius uses d4 Hit Dice.

The Tech Genius is knowledgeable and insightful, usually possessing a high Intelligence. Additionally, high Dexterity reflects his or her fine motor control and construction agility.

CLASS SKILLS AND SKILL POINTS

The Tech Genius's class Skills (and the key Ability for each) are: Computer Use (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Mechanics (Int), Knowledge: Physical Sciences (Int), Profession (Int), Repair (Int), Research (Int), and Speak Languages (Int).

- **SKILL POINTS AT 1ST LEVEL**
(8 + Int Modifier) x 4
- **SKILL POINTS AT EACH ADDITIONAL LEVEL**
8 + Int modifier

TABLE 5-18: TECH GENIUS

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Mechanical Genius +1, Personal Gear +1
2	+1	+0	+3	+0	Flunkies +1
3	+1	+1	+3	+1	Computer Scanning +1
4	+2	+1	+4	+1	Item of Power +1, Personal Gear +1
5	+2	+1	+4	+1	+5 Character Points, Mechanical Genius +1
6	+3	+2	+5	+2	Flunkies +1, Wealth +1
7	+3	+2	+5	+2	Personal Gear +1
8	+4	+2	+6	+2	Item of Power +1, Mechanical Genius +1
9	+4	+3	+6	+3	Computer Scanning +1
10	+5	+3	+7	+3	+3 Character Points, Flunkies +1, Personal Gear +1
11	+5	+3	+7	+3	+3 Character Points, Mechanical Genius +1
12	+6/+1	+4	+8	+4	Item of Power +1, Wealth +1
13	+6/+1	+4	+8	+4	Personal Gear +1
14	+7/+2	+4	+9	+4	Flunkies +1, Mechanical Genius +1
15	+7/+2	+5	+9	+5	+5 Character Points, Computer Scanning +1
16	+8/+3	+5	+10	+5	Item of Power +1, Personal Gear +1
17	+8/+3	+5	+10	+5	Mechanical Genius +1
18	+9/+4	+6	+11	+6	Flunkies +1, Wealth +1
19	+9/+4	+6	+11	+6	+2 Character Points, Item of Power +1
20	+10/+5	+6	+12	+6	+4 Character Points



DECONSTRUCTION OF THE d20 SYSTEM FANTASY CLASSES

The *BESM d20* classes are ideal for a wide range of anime campaign adventures, but some players may want to use a standard d20 System fantasy class from the *Player's Handbook*. Unfortunately, not all the classes have balanced Level progression when compared to the Point totals for the new *BESM d20* classes.

THE PROBLEM

Although some d20 System advocates may disagree, we do not believe that the standard fantasy classes are balanced well. In particular, the spellcasting classes are more powerful and versatile than the others. That's not to say that a Fighter or Rogue can't take down a Wizard of the same Level in specific circumstances. Indeed, in their respective areas of expertise, the classes have their own unique advantages. When examining the entire range of character activity, though, spellcasters clearly have the upper hand.

THE SOLUTION

We needed to assign every talent, effect, and power listed in the class Level progressions a Character Point value before we could balance the classes. By comparing the class abilities with Attributes that exhibit similar effects, we could better understand the relative power levels of each class. Over 20 Levels, the more powerful classes (Wizard, Sorcerer, etc.) were on par with the new *BESM d20* classes. For the other classes, additional Character Points were built into their progression to increase their breadth and depth and achieve balance.

THE APPROACH

Over 20 Levels, the abilities and talents granted through the class progression charts needed to add up to 200 Character Points (+/- 4%) — the same as the new *BESM d20* classes. The Points assigned to the various standard advantages (Save bonuses, Base Attack Bonuses, etc.) are listed in Table 5-19: Point Costs Assigned to d20 Classes. Unique advantages (such as Barbarian Rage, Quivering Palm, or Special Mount) are assigned an appropriate number of Points.

Although the number of Character Points assigned to each class to reflect Skill knowledge is usually not affected by the character's potential Intelligence score, Wizards are the exception. Since they are the only class with Intelligence as the primary Ability Score — and thus will usually have a high Intelligence — the number of Skill Points they gain each level more closely represents the (4 + Int modifier) progression than the (2 + Int modifier) at which they are rated. As a result, their level progression includes an additional 0.5 Character Points/Level associated with their high Intelligence bonus for Skills.

Assigning Character Points proved to be an interesting exercise. The capability of casting a spell costs a base of 0.5 Points times the spell Level (0.25 Points for 0 Level spells; one-half value for all Cleric domain spells), but this is only the base cost. Since some classes have a much wider range of spells from which to choose, all casting classes needed an "accessible spells multiplication factor" to provide appropriate balance (see Table 5-20: Accessible Spells Factor for Casting Classes). This factor is equal to the number of potential of spells available to the class divided by the number available to the Wizard class — resulting in a factor between 0 and 1. To determine the total number of Character Points assigned to spellcasting ability, the base Point cost total is multiplied by the spells factor for each class.

For example, Wizards can potentially access more spells than any other class, and thus were assigned a multiplication factor of 1.00. Using the Point costs from Table 5-19, Wizards have a base of 91 Points assigned to spellcasting. This base is multiplied by the factor of 1.00, to give a final Character Point total of 91 for spellcasting. Similarly, Clerics have a base of 110 Points assigned to spellcasting. This base is multiplied by the 0.62 (a Cleric's multiplication factor) to give a final Character Points total of 68 for spellcasting.

Although Sorcerers have the same potential spell access as Wizards, and thus could have the same multiplication factor of 1, Sorcerers have two aspects that set them apart from Wizards. Sorcerers do not need to prepare their spells in advance each day — a powerful advantage — and Sorcerers know far fewer spells than Wizards at each level — a severe disadvantage. Consequently, the Sorcerer's multiplication factor of 0.85 is derived more from these two differences than the potential spell access that is considered for all other spellcasting classes.

TABLE 5-19: POINT COSTS ASSIGNED TO d20 CLASSES

Class Advantage	Character Point Cost
+1 to Fort, Ref, or Will Save	1
+1 to first Base Attack Bonus	3
(2 + Int modifier) Skills gained each Level	0.5 each Level
(4 + Int modifier) Skills gained each Level	1 each Level
(6 + Int modifier) Skills gained each Level	1.5 each Level
(8 + Int modifier) Skills gained each Level	2 each Level
Wizard Class Skill bonus each Level	0.5 each Level
d4 Hit Dice	1 each Level
d6 Hit Dice	1.5 each Level
d8 Hit Dice	2 each Level
d10 Hit Dice	2.5 each Level
d12 Hit Dice	3 each Level
0th Level spells (further modified by spell breadth)	0.25 each
1st-9th Level spells (modified by spell breadth)	0.5 times spell Level
Cleric domain spells	0.5 times normal value
Special class talents and abilities	Variable

TABLE 5-20: ACCESSIBLE SPELLS FACTOR FOR CASTING CLASSES

Class	Multiplication Factor
Bard	0.43
Cleric	0.62
Druid	0.44
Paladin	0.10
Ranger	0.12
Sorcerer	0.85
Wizard	1.00

THE RESULT

The Point-based rebuilding of the d20 System standard classes is presented in Tables 5-23 through 5-33. Although *BESM d20* only presents the alternate class progression charts for the 11 classes in the *Player's Handbook*, GM and players can use the guidelines presented in this chapter to deconstruct and rebuild any other d20 System class or prestige class as well.

For more information the special abilities for each class, consult the *Player's Handbook*.

Player's Handbook 3.5

By the time *BESM d20* is first published, an updated version of the *Player's Handbook* (version 3.5) is only a few month's away from release. Although we cannot include updated information regarding the new class progressions in this book, you can download revisions and supplementary material from our website (<http://www.guardiansorder.com>).

9th Level Spell for 4.5 Points?

Looking at the Character Point costs we assigned to spells directly, a 9th Level spell is worth 4.5 Points. Seem too cheap? Perhaps it is, if you only look at the 9th Level spell in isolation. The balancing factor, though, are the implied pre-requisites needed to obtain high-level spells: many, many levels of class (not character) progression. By the time a Wizard, for example, can access 9th Level spells, he or she has already allocated over 70 Character Points to spellcasting ability and has achieved a minimum of 17 class Levels. Quite an accomplishment!

If you want to gauge the appropriate cost of each spell Level by itself, use this formula as a guideline to determine the Character Point cost of each spell: (spell Level) x (spell Level) x 0.5. For example, 1st Level spells are worth 0.5 Points ($1 \times 1 \times 0.5 = 0.5$), 4th Level spells are worth 8 Points ($4 \times 4 \times 0.5 = 8$), and 9th class Level spells are each worth 40.5 ($9 \times 9 \times 0.5 = 40.5$). This cost applies to the first spell at each Level only; additional spells at the same or lower Level cost usually substantially less. Thus, the first 9th Level spell costs 40.5 Points, but adding a second 9th Level spell, or perhaps an 8th Level spell, may only be worth 5, 10, or 15 Points — much less than the first 40.5 Points. If necessary, the Game Master will determine the exact cost of each spell-like ability.

EXAMINING d20 MODERN CLASSES

The character classes in d20 Modern have less variation in their design compared to the fantasy classes, which makes assigning appropriate Character Point values to them easier. Table 5-21: d20 Modern Classes Point Costs gives the value for each class ability. Smart Heroes, like Wizards, include an additional 0.5 Character Points/Level in their progression associated with their high Intelligence bonus for Skills.

Table 5-22: Balancing d20 Modern Classes shows the Character Points totals associated with each class over 10 Levels (rounded down), plus the number of discretionary Character Points that should be added to the class by Level 10 to more closely balance them when using BESM d20.

TABLE 5-21: d20 MODERN CLASSES POINT COSTS

Class Advantage	Character Point Cost
(3 + Int modifier) Skills gained each Level	0.75 each Level
(5 + Int modifier) Skills gained each Level	1.25 each Level
(7 + Int modifier) Skills gained each Level	1.75 each Level
(9 + Int modifier) Skills gained each Level	2.25 each Level
Smart Hero Class Skill bonus each Level	0.5 each Level
+1 Defence Bonus	2
+1 Reputation Bonus	1
+1 Talent	2

TABLE 5-22: BALANCING d20 MODERN CLASSES

Class	Initial Points	Discretionary Points	Final Point Total
Strong Hero	100	0	100
Fast Hero	103	0	103
Tough Hero	97	3	100
Smart Hero	98	2	100
Dedicated Hero	95	5	100
Charismatic Hero	91	9	100

TABLE 5-23: BARBARIAN

Hit Dice: d12 Skill Points per Level: 4 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Rage 1/day, +10 move, 2 Armour Proficiency Feats
2	+2	+0	+0	+3	Uncanny dodge (Dex)
3	+3	+1	+1	+3	+1 Character Point
4	+4	+1	+1	+4	Rage 2/day
5	+5	+1	+1	+4	Uncanny dodge (Flanking)
6	+6/+1	+2	+2	+5	+1 Character Point
7	+7/+2	+2	+2	+5	+1 Character Point
8	+8/+3	+2	+2	+6	Rage 3/day
9	+9/+4	+3	+3	+6	+1 Character Point
10	+10/+5	+3	+3	+7	Uncanny dodge (+1 Traps)
11	+11/+6/+1	+3	+3	+7	Damage reduction 1/-
12	+12/+7/+2	+4	+4	+8	Rage 4/day
13	+13/+8/+3	+4	+4	+8	Uncanny dodge (+2 Traps)
14	+14/+9/+4	+4	+4	+9	Damage reduction 2/-
15	+15/+10/+5	+5	+5	+9	Greater rage, 2 Points
16	+16/+11/+6/+1	+5	+5	+10	Rage 5/day, Uncanny dodge (+3 traps)
17	+17/+12/+7/+2	+5	+5	+10	Damage reduction 3/-
18	+18/+13/+8/+3	+6	+6	+11	+2 Character Points
19	+19/+14/+9/+4	+6	+6	+11	Uncanny dodge (+4 traps)
20	+20/+15/+10/+5	+6	+6	+12	Rage 6/day, No longer winded, Damage reduction 4/-

TABLE 5-24: BARD

Hit Dice: d6 Skill Points per Level: 4 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+0	Bardic knowledge, Bardic music (3 songs), +2 0th Level spells, 2 Armour Proficiency Feats
2	+1	+3	+3	+0	+1 0th Level spell
3	+2	+3	+3	+1	Bardic Music, +1 1st Level spell
4	+3	+4	+4	+1	+4 Character Points, +1 1st Level spell
5	+3	+4	+4	+1	+1 1st, +1 2nd Level spell
6	+4	+5	+5	+2	Bardic music, +1 2nd Level spell
7	+5	+5	+5	+2	+5 Character Points
8	+6/+1	+6	+6	+2	+4 Character Points, +1 2nd, +1 3rd Level spell
9	+6/+1	+6	+6	+3	Bardic music, +1 3rd Level spell
10	+7/+2	+7	+7	+3	+5 Character Points
11	+8/+3	+7	+7	+3	+1 3rd, +1 4th Level spell
12	+9/+4	+8	+8	+4	+5 Character Points, +1 4th Level spell
13	+9/+4	+8	+8	+4	+5 Character Points
14	+10/+5	+9	+9	+4	+1 0th, +1 4th, +1 5th Level spell
15	+11/+6/+1	+9	+9	+5	+5 Character Points, +1 1st, +1 5th Level spell
16	+12/+7/+2	+10	+10	+5	+5 Character Points, +1 2nd Level spell
17	+12/+7/+2	+10	+10	+5	+1 3rd, +1 6th Level spell
18	+13/+8/+3	+11	+11	+6	+3 Character Points, +1 4th, +1 6th Level spell
19	+14/+9/+4	+11	+11	+6	+1 5th, +1 6th Level spell
20	+15/+10/+5	+12	+12	+6	+3 Character Points, +1 6th Level spell

TABLE 5-25: CLERIC

Hit Dice: d8

Skill Points per Level: 2 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+2	Turn undead, 2 Domains, Spontaneous casting, +3 0th, +1 1st, +1 domain 1st Level spell, 3 Armour Proficiency Feats
2	+1	+0	+3	+3	+1 0th, +1 1st Level spell
3	+2	+1	+3	+3	+1 2nd, +1 domain 2nd Level spell
4	+3	+1	+4	+4	+1 0th, +1 1st, +1 2nd Level spell
5	+3	+1	+4	+4	+1 3rd, +1 domain 3rd Level spell
6	+4	+2	+5	+5	+1 2nd, +1 3rd Level spell
7	+5	+2	+5	+5	+1 0th, +1 1st, +1 4th, +1 domain 4th Level spell
8	+6/+1	+2	+6	+6	+1 3rd, +1 4th Level spell
9	+6/+1	+3	+6	+6	+1 2nd, +1 5th, +1 domain 5th Level spell
10	+7/+2	+3	+7	+7	+1 4th, +1 5th Level spell
11	+8/+3	+3	+7	+7	+1 1st, +1 3rd, +1 6th, +1 domain 6th Level spell
12	+9/+4	+4	+8	+8	+1 5th, +1 6th Level spell
13	+9/+4	+4	+8	+8	+1 2nd, +1 4th, +1 7th, +1 domain 7th Level spell
14	+10/+5	+4	+9	+9	+1 6th, +1 7th Level spell
15	+11/+6/+1	+5	+9	+9	+1 3rd, +1 5th, +1 8th, +1 domain 8th Level spell
16	+12/+7/+2	+5	+10	+10	+1 7th, +1 8th Level spell
17	+12/+7/+2	+5	+10	+10	+1 4th, +1 6th, +1 9th, +1 domain 9th Level spell
18	+13/+8/+3	+6	+11	+11	+1 8th, +1 9th Level spell
19	+14/+9/+4	+6	+11	+11	+1 5th, +1 7th, +1 9th Level spell
20	+15/+10/+5	+6	+12	+12	+1 8th, +1 9th Level spell

TABLE 5-27: FIGHTER

Hit Dice: d10

Skill Points per Level: 2 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Bonus Feat, 3 Armour Proficiency Feats
2	+2	+0	+0	+3	Bonus Feat
3	+3	+1	+1	+3	+1 Character Point
4	+4	+1	+1	+4	Bonus Feat
5	+5	+1	+1	+4	+1 Character Point
6	+6/+1	+2	+2	+5	Bonus Feat
7	+7/+2	+2	+2	+5	+3 Character Points
8	+8/+3	+2	+2	+6	Bonus Feat
9	+9/+4	+3	+3	+6	+4 Character Points
10	+10/+5	+3	+3	+7	Bonus Feat
11	+11/+6/+1	+3	+3	+7	+4 Character Points
12	+12/+7/+2	+4	+4	+8	Bonus Feat
13	+13/+8/+3	+4	+4	+8	+4 Character Points
14	+14/+9/+4	+4	+4	+9	Bonus Feat
15	+15/+10/+5	+5	+5	+9	+4 Character Points
16	+16/+11/+6/+1	+5	+5	+10	Bonus Feat
17	+17/+12/+7/+2	+5	+5	+10	+4 Character Points
18	+18/+13/+8/+3	+6	+6	+11	Bonus Feat
19	+19/+14/+9/+4	+6	+6	+11	+3 Character Points
20	+20/+15/+10/+5	+6	+6	+12	Bonus Feat

TABLE 5-26: DRUID

Hit Dice: d8

Skill Points per Level: 4 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+2	Nature sense, Animal companion, +3 0th, +1 1st Level spell, 2 Armour Proficiency Feats
2	+1	+0	+3	+3	Woodland stride, +1 0th, +1 1st Level spell
3	+2	+1	+3	+3	Trackless step, +1 2nd Level spell
4	+3	+1	+4	+4	Resist nature's lure, +1 0th, +1 1st, +1 2nd Level spell
5	+3	+1	+4	+4	Wild shape 1/day, +1 3rd Level spell
6	+4	+2	+5	+5	Wild shape 2/day, +1 2nd, +1 3rd Level spell
7	+5	+2	+5	+5	Wild shape 3/day, +1 0th, +1 1st, +1 4th Level spell
8	+6/+1	+2	+6	+6	Wild shape (Large), +1 3rd, +1 4th Level spell
9	+6/+1	+3	+6	+6	Venom immunity, +1 2nd, +1 5th Level spell
10	+7/+2	+3	+7	+7	Wild shape 4/day, +1 4th, +1 5th Level spell
11	+8/+3	+3	+7	+7	Wild shape (Tiny), +1 1st, +1 3rd, +1 6th Level spell
12	+9/+4	+4	+8	+8	Wild shape (Dire), +1 5th, +1 6th Level spell
13	+9/+4	+4	+8	+8	A thousand faces, +1 2nd, +1 4th, +1 7th Level spell
14	+10/+5	+4	+9	+9	Wild shape 5/day, +1 6th, +1 7th Level spell
15	+11/+6/+1	+5	+9	+9	Wild shape (Huge), Timeless Body, +1 5th, +1 8th Level spell
16	+12/+7/+2	+5	+10	+10	Wild shape (Elemental) 1/day, +1 3rd, +1 7th, +1 8th Level spell
17	+12/+7/+2	+5	+10	+10	+1 4th, +1 6th, +1 9th Level spell
18	+13/+8/+3	+6	+11	+11	Wild shape 6/day, Elemental wild shape 3/day, +1 8th, +1 9th Level spell
19	+14/+9/+4	+6	+11	+11	+1 5th, +1 7th, +1 9th Level spell
20	+15/+10/+5	+6	+12	+12	+1 8th, +1 9th Level spell

TABLE 5-28: MONK

Hit Dice: d8 Skill Points per Level: 4 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+2	Unarmed strike, Stunning attack, Evasion, d6 Damage, AC +0
2	+1	+3	+3	+3	Deflect Arrows Feat
3	+2	+3	+3	+3	Still mind, +10 ft. Move
4	+3	+4	+4	+4	Slow fall (20 ft.), d8 Damage
5	+3	+4	+4	+4	Purity of body, AC +1
6	+4	+5	+5	+5	Slow fall (30 ft.), Improved Trip Feat, +10 ft. Move
7	+5	+5	+5	+5	Wholeness of body, Leap of clouds
8	+6/+1	+6	+6	+6	Slow fall (50 ft.), d10 Damage
9	+6/+1	+6	+6	+6	Improved evasion, +10 ft. Move
10	+7/+2	+7	+7	+7	Ki strike +1, AC +2
11	+8/+3	+7	+7	+7	Diamond body
12	+9/+4	+8	+8	+8	Abundant step, d12 Damage, +10 ft. Move
13	+9/+4	+8	+8	+8	Diamond Soul, Ki strike +2
14	+10/+5	+9	+9	+9	+3 Character Points
15	+11/+6/+1	+9	+9	+9	Quivering Palm, AC +3, +10 ft. Move
16	+12/+7/+2	+10	+10	+10	Ki strike +3, d20 Damage
17	+12/+7/+2	+10	+10	+10	Timeless body, Tongue of sun and moon
18	+13/+8/+3	+11	+11	+11	Slow fall (any distance), +10 ft. Move
19	+14/+9/+4	+11	+11	+11	Empty body
20	+15/+10/+5	+12	+12	+12	Perfect self, AC +4

TABLE 5-29: PALADIN

Hit Dice: d10 Skill Points per Level: 2 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Detect evil, Divine grace, Lay on hands, Divine health, 3 Armour Proficiency Feats
2	+2	+0	+0	+3	Aura of courage, Smite evil
3	+3	+1	+1	+3	Remove disease 1/week, Turn undead
4	+4	+1	+1	+4	+1 Character Point
5	+5	+1	+1	+4	Special Mount
6	+6/+1	+2	+2	+5	Remove Disease 2/week, +1 1st Level spell
7	+7/+2	+2	+2	+5	+1 Character Point
8	+8/+3	+2	+2	+6	+2 Character Points
9	+9/+4	+3	+3	+6	Remove Disease 3/week
10	+10/+5	+3	+3	+7	+3 Character Points, +1 2nd Level spell
11	+11/+6/+1	+3	+3	+7	+3 Character Points
12	+12/+7/+2	+4	+4	+8	Remove Disease 4/week, +1 3rd Level spell
13	+13/+8/+3	+4	+4	+8	+4 Character Points
14	+14/+9/+4	+4	+4	+9	+3 Character Points, +1 1st Level spell
15	+15/+10/+5	+5	+5	+9	Remove Disease 5/week, +1 4th Level spell
16	+16/+11/+6/+1	+5	+5	+10	+3 Character Points, +1 2nd Level spell
17	+17/+12/+7/+2	+5	+5	+10	+3 Character Points, +1 3rd Level spell
18	+18/+13/+8/+3	+6	+6	+11	Remove Disease 6/week, +1 1st Level spell
19	+19/+14/+9/+4	+6	+6	+11	+1 2nd, +1 3rd, +1 4th Level spell
20	+20/+15/+10/+5	+6	+6	+12	+4 Character Points, +1 4th Level spell

TABLE 5-34: CLASS AND CROSS CLASS COMBAT SKILLS FOR FANTASY 20 CLASSES

	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Wizard
Archery	●	●	x	x	●	x	x	●	●	x	x
Gun Combat	x	x	x	x	x	x	x	x	x	x	x
Heavy Weapons	x	x	x	x	●	x	●	x	x	x	x
Melee Attack	●	x	x	x	●	x	●	●	●	x	x
Melee Defence	●	●	●	x	●	x	●	●	x	x	x
Ranged Defence	x	●	●	●	●	●	●	x	●	x	x
Special Ranged Attack	x	x	●	x	x	x	●	x	x	●	●
Thrown Weapons	●	●	x	●	x	●	x	●	●	x	x
Unarmed Attack	●	x	x	x	x	●	x	x	x	x	x
Unarmed Defence	x	x	x	x	x	●	x	x	x	x	x

● Class Skill x Cross Class Skill

TABLE 5-30: RANGER

Hit Dice: d8

Skill Points per Level: 6 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Ambidexterity, Two Weapon Fighting Feat, Track, Favoured Enemy, 2 Armour Proficiency Feats
2	+2	+0	+0	+3	+1 Character Point
3	+3	+1	+1	+3	+1 Character Point
4	+4	+1	+1	+4	+1 Character Point
5	+5	+1	+1	+4	Favoured Enemy
6	+6/+1	+2	+2	+5	+1 Character Point, +1 1st Level spell
7	+7/+2	+2	+2	+5	+2 Character Points
8	+8/+3	+2	+2	+6	+2 Character Points
9	+9/+4	+3	+3	+6	+2 Character Points
10	+10/+5	+3	+3	+7	Favoured Enemy, +1 2nd Level spell
11	+11/+6/+1	+3	+3	+7	+3 Character Points
12	+12/+7/+2	+4	+4	+8	+2 Character Points, +1 3rd Level spell
13	+13/+8/+3	+4	+4	+8	+2 Character Points
14	+14/+9/+4	+4	+4	+9	+2 Character Points, +1 1st Level spell
15	+15/+10/+5	+5	+5	+9	Favoured Enemy, +1 4th Level spell
16	+16/+11/+6/+1	+5	+5	+10	+2 Character Points, +1 2nd Level spell
17	+17/+12/+7/+2	+5	+5	+10	+3 Character Points, +1 3rd Level spell
18	+18/+13/+8/+3	+6	+6	+11	+2 Character Points, +1 1st Level spell
19	+19/+14/+9/+4	+6	+6	+11	+1 2nd, +1 3rd, +1 4th Level spell
20	+20/+15/+10/+5	+6	+6	+12	Favoured Enemy, +1 4th Level spell

TABLE 5-32: SORCERER

Hit Dice: d4

Skill Points per Level: 2 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Summon familiar +5 0th, +3 1st Level spell
2	+1	+0	+3	+0	+1 0th, +1 1st Level spell
3	+1	+1	+3	+1	+1 1st Level spell
4	+2	+1	+4	+1	+1 1st, +3 2nd Level spell
5	+2	+1	+4	+1	+1 2nd Level spell
6	+3	+2	+5	+2	+1 2nd, +3 3rd Level spell
7	+3	+2	+5	+2	+1 2nd, +1 3rd Level spell
8	+4	+2	+6	+2	+1 3rd, +3 4th Level spell
9	+4	+3	+6	+3	+1 3rd, +1 4th Level spell
10	+5	+3	+7	+3	+1 4th, +3 5th Level spell
11	+5	+3	+7	+3	+1 4th, +1 5th Level spell
12	+6/+1	+4	+8	+4	+1 5th, +3 6th Level spell
13	+6/+1	+4	+8	+4	+1 5th, +1 6th Level spell
14	+7/+2	+4	+9	+4	+1 6th, +3 7th Level spell
15	+7/+2	+5	+9	+5	+1 6th, +1 7th Level spell
16	+8/+3	+5	+10	+5	+1 7th, +3 8th Level spell
17	+8/+3	+5	+10	+5	+1 7th, +1 8th Level spell
18	+9/+4	+6	+11	+6	+1 8th, +3 9th Level spell
19	+9/+4	+6	+11	+6	+1 8th, +1 9th Level spell
20	+10/+5	+6	+12	+6	+2 9th Level spell

TABLE 5-31: ROGUE

Hit Dice: d6

Skill Points per Level: 8 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+0	+0	Sneak attack +1d6, 2 Armour Proficiency Feats
2	+1	+3	+0	+0	Evasion
3	+2	+3	+1	+1	Uncanny dodge (Dex), Sneak attack +2d6
4	+3	+4	+1	+1	+1 Character Point
5	+3	+4	+1	+1	+1 Character Point, Sneak attack +3d6
6	+4	+5	+2	+2	Uncanny dodge (Flanking)
7	+5	+5	+2	+2	Sneak attack +4d6
8	+6/+1	+6	+2	+2	+3 Character Points
9	+6/+1	+6	+3	+3	Sneak Attack +5d6
10	+7/+2	+7	+3	+3	+3 Character Points, Special Ability
11	+8/+3	+7	+3	+3	Uncanny dodge (+1 traps), Sneak attack +6d6
12	+9/+4	+8	+4	+4	+3 Character Points
13	+9/+4	+8	+4	+4	Sneak attack +7d6, Special ability
14	+10/+5	+9	+4	+4	Uncanny dodge (+2 traps)
15	+11/+6/+1	+9	+5	+5	+3 Character Points, Sneak attack +8d6
16	+12/+7/+2	+10	+5	+5	Special ability
17	+12/+7/+2	+10	+5	+5	Uncanny dodge (+3 traps), Sneak attack +9d6
18	+13/+8/+3	+11	+6	+6	+3 Character Points
19	+14/+9/+4	+11	+6	+6	Sneak Attack +10d6, Special ability
20	+15/+10/+5	+12	+6	+6	+4 Character Points, Uncanny dodge (+4 traps)

TABLE 5-33: WIZARD

Hit Dice: d4

Skill Points per Level: 2 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+0	+2	+0	Summon familiar, Scribe scroll, +3 0th, +1 1st Level spell
2	+1	+0	+3	+0	+1 0th, +1 1st Level spell
3	+1	+1	+3	+1	+1 2nd Level spell
4	+2	+1	+4	+1	+1 1st, +1 2nd Level spell
5	+2	+1	+4	+1	Bonus Feat, +1 3rd Level spell
6	+3	+2	+5	+2	+1 2nd, +1 3rd Level spell
7	+3	+2	+5	+2	+1 1st, +1 4th Level spell
8	+4	+2	+6	+2	+1 3rd, +1 4th Level spell
9	+4	+3	+6	+3	+1 2nd, +1 5th Level spell
10	+5	+3	+7	+3	Bonus Feat, +1 4th, +1 5th Level spell
11	+5	+3	+7	+3	+1 3rd, +1 6th Level spell
12	+6/+1	+4	+8	+4	+1 5th, +1 6th Level spell
13	+6/+1	+4	+8	+4	+1 4th, +1 7th Level spell
14	+7/+2	+4	+9	+4	+1 6th, +1 7th Level spell
15	+7/+2	+5	+9	+5	Bonus Feat, +1 5th, +1 8th Level spell
16	+8/+3	+5	+10	+5	+1 7th, +1 8th Level spell
17	+8/+3	+5	+10	+5	+1 6th, +1 9th Level spell
18	+9/+4	+6	+11	+6	+1 8th, +1 9th Level spell
19	+9/+4	+6	+11	+6	+1 7th, +1 9th Level spell
20	+10/+5	+6	+12	+6	Bonus Feat, +1 8th, +1 9th Level spell

STEP 6: ASSIGN ATTRIBUTES

The six core Ability Scores represent your character's basic abilities, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased your character's Abilities, Race, and Class are available to acquire Attributes.

Character Points may be used to acquire Attributes, but since some represent exotic abilities (such as magical or superhuman powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

There are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Rank from 1-6 (or in a few cases, 1-10), but you can extend it beyond Rank 6 with GM permission. Acquiring an Attribute or increasing it in Rank requires the expenditure of one or more Character Points depending on the Attribute's Character Point cost per Rank. The Attribute descriptions indicate the Character Point cost, its game effects and limitations, and the Ability most relevant to the Attribute's use should a Ability check dice roll be needed (see page 110 of Chapter 12: Combat).

The selection of Attributes is one of the most important steps during character creation. Through Attributes, you define your character's unique capabilities compared to other individuals. Think carefully about the balance between a few high-rank Attributes and a large number of low-rank Attributes.

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (Step 9: Select Character Defects, page 87). Each Defect can provide you with an additional Character Point or two, which can be used to acquire more Character Attributes or further increase your character's Ability Scores.

MODIFYING ATTRIBUTES AND ADJUSTING POINT COSTS

Players may occasionally find that an Attribute does not exactly match their concept of how a particular power or capability should function. The GM (and, with GM permission, the players) may redefine the effects of existing Attributes to better suit particular character concepts. If the GM feels a changed effect makes the Attribute significantly more or less powerful, he or she may alter its Point cost to reflect this.

Additionally, the value of Attributes assumes the setting of the game gives them a good chance of actually being useful in play. If a character is

TABLE 6-1: CHARACTER ATTRIBUTES

ATTRIBUTES	POINT COST	ABILITY SCORE	PAGE	ATTRIBUTES	POINT COST	ABILITY SCORE	PAGE
Adaptation	1 / Rank	Constitution	38	Massive Damage	2 or 5 / Rank	None	52
Alternate Form	2, 3, or 9 / Rank	Constitution	39	Mechanical Genius	2 / Rank	Intelligence	52
Animal Friendship	1 / Rank	Charisma	40	Metamorphosis	5 / Rank	None	52
Armour	2 or 4 / Rank	Constitution	40	Mimic	7 or 10 / Rank	Intelligence	53
Art of Distraction	1 / Rank	Charisma	41	Mind Control	3-6 / Rank	Wisdom	53
Attack Combat Mastery	3 / Rank	None	42	Mind Shield	1 / Rank	Wisdom	54
Aura of Command	1 / Rank	Charisma	42	Natural Weapons	1 / Rank	None	54
Combination Attack	3 / Rank	None	42	Organisational Ties	1-3 / Rank	Charisma	55
Computer Scanning	2 / Rank	Intelligence	42	Own a Big Mecha	8 / Rank	None	56
Contamination	2 or 4 / Rank	None	43	Personal Gear	2 / Rank	None	57
Damn Healthy!	2 / Rank	None	43	Pet Monster	6 / Rank	None	57
Defence Combat Mastery	2 / Rank	None	43	Place of Power	1 / Rank	None	58
Divine Relationship	1 / Rank	None	43	Pocket Dimension	2-4 / Rank	Wisdom	58
Duplicate	6 or 8 / Rank	Constitution	43	Power Defence	1 / Rank	Variable	59
Dynamic Sorcery	8 / Rank	Variable	44	Projection	1-4 / Rank	Intelligence	59
Elasticity	2 / Rank	Constitution	45	Regeneration	4 / Rank	None	60
Energy Bonus	3 / Rank	None	45	Reincarnation	2 or 4 / Rank	None	60
Enhanced [Ability]	1 / Rank	None	46	Rejuvenation	1 / Rank	Wisdom	60
Environmental Control	1-2 / Rank	Wisdom	46	Sensory Block	1 / Rank	Intelligence	60
Exorcism	1 / Rank	Wisdom	46	Servant	2 or 5 / Rank	None	60
Extra Arms	1 / Rank	None	47	Sixth Sense	1 / Rank	Wisdom	61
Extra Attacks	8 / Rank	None	47	Size Change	1, 5, or 6 / Rank	Constitution	61
Extra Defences	3 / Rank	None	47	Special Attack	1 or 4 / Rank	None	61
Features	1 / Rank	None	47	Special Defence	1 / Rank	None	67
Flight	2-4 / Rank	Dexterity	47	Special Movement	1 / Rank	Dexterity	67
Flunkies	1-2 / Rank	Charisma	48	Speed	2 / Rank	Dexterity	68
Force Field	2-4 / Rank	Wisdom	48	Spirit Ward	1 / Rank	Wisdom	68
Healing	4 / Rank	Wisdom	49	Superstrength	4 / Rank	Strength	68
Heightened Awareness	1 / Rank	Wisdom	49	Swarm	2 / Rank	Constitution	68
Heightened Senses	1 / Rank	Wisdom	49	Telekinesis	2 or 4 / Rank	None	69
Highly Skilled	1 / Rank	Variable	49	Telepathy	1-3 / Rank	Intelligence	70
Hyperflight	1 / Rank	Constitution	49	Teleport	5 / Rank	Intelligence	70
Immunity	10 / Rank	Constitution	50	Train a Cute Monster	1 / Rank	Wisdom	70
Insubstantial	5 / Rank	None	50	Transmutation	3-5 / Rank	Intelligence	72
Invisibility	3 / Rank	None	50	Tunnelling	2 / Rank	None	72
Item of Power	3-4 / Rank	None	50	Unique Attribute	1-5 / Rank	Variable	72
Jumping	1 / Rank	Strength	51	Unknown Superhuman Power	Variable	Variable	73
Magic	4 / Rank	None	51	Water Speed	2 / Rank	None	73
				Wealth	3 / Rank	None	73

given an Attribute that the GM decides is unlikely to have much, if any, utility in the campaign, he or she can reduce its Character Point Cost or even give the Attribute away for free. If circumstances change and the Attribute becomes useful on a regular basis, the character should pay for the Attribute with Character Points granted through Level progression.

Trading Experience Points for Character Points

In most other d20 System games, Character Points and Attributes do not exist. If you would like to add BESM d20 Attributes to your character from a different d20 System game, your Game Master may allow you to trade Experience Points (XP) for Character Points. Since the number of XP required to obtain the next Level is equal to your character's current character Level multiplied by 1,000 XP, adding 1 Character Point to your character reduces his or her XP total by 100 x current character Level.

For example, if you want to add one Rank of the Regeneration Attribute (4 Points) to your 4th Level crafty spy character from another d20 System game, your character's current Experience Point total would be reduced by 1,600 XP (4 Points x 100 x 4th Level = 1,600 XP). Similarly, adding one Rank of the Own A Big Mecha Attribute (8 Points) to your 10th Level ever-questing knight d20 character reduces his or her XP total by 8,000 XP (8 Points x 100 x 10th Level = 8,000 XP).

Of course, this Point exchange also applies for Defects (see page 87). Each Defect Bonus Point added to your other d20 System character increases his or her XP total by 100 x current character Level.

Using this conversion guideline, any BESM d20 Attribute or Defect can be added to the d20 System game of your choice!

ADAPTATION

Cost: 1 Point/Rank

Relevant Ability: Constitution

Progression: The character is adapted to 1 environment/Rank

The character can adapt to survive in a number of environments hostile to ordinary humans equal to his or her Adaptation Rank. Examples of hostile environments include: acidic/basic liquids, extra dimensional, extreme pressure, intense cold, intense heat, noxious gases, radiation, underwater (the ability to "breathe" water), and vacuum (low pressure, not the absence of air). Adaptation does not apply to non-human characters whose natural environment is not the Earth's atmosphere (such as a mermaid living in the ocean). In these cases, the character must assign Adaptation (Earth Atmosphere) to survive in normal human environments. Surviving in low- or no-oxygen environments is a Special Defence Attribute (page 67), not Adaptation.

The Attribute also provides 2 Points of Armour against environmental conditions and attacks similar to the adapted environment. For example, Adaptation (Heat) provides Armour while in the desert heat and against fiery blasts, while Adaptation (Pressure) provides Armour while deep-sea diving and against a crushing gravity attack. In most natural Earth environments, this Armour provides complete protection against the elements. Adaptation can thus be viewed as a very limited form of the Armour Attribute in many situations. A character with even Rank 1 Armour gains the benefits of Adaptation against normal environmental conditions. Armour does not protect against specific hostile environments that have less tangible damaging effects, such as extra dimensional, noxious gases, and underwater.



ALTERNATE FORM

Costs: 2, 3, or 9 Points/Rank

Relevant Ability: Constitution

Progression: The character's alternate form is built from 10 Character Points/Rank

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 form cannot be altered. Alternate Form allows the character to possess a radically different body shape than his or her normal human form, and exhibit exotic physical features as well.

If a character only has a single, permanent, non-human form, this Attribute should not be applied. Instead, the character must acquire the relevant Attributes and Defects that best represent the form's capabilities. A character with several different Alternate Forms should assign this Attribute multiple times. The Attributes gained in the character's Alternate Form obviously cannot be Dependent (see page 88) upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Ranks as well.

PARTIAL-POWERED FORM (3 POINTS/RANK)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Abilities, Attributes, and Defects. The character's Abilities all drop to zero and thus must be raised with the Alternate Form's new Character Points; Calculated Values also must be recalculated. Additionally, the character's regular Attributes, Skills, and Defects no longer function in the Alternate Form, though the GM may decide that some Attributes (such as Personal Gear, Flunkies, Organisational Ties, Wealth, and others) and some Defects still retain their effects. Defects can also be assigned to the new Form to provide additional Character Points. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

FULL-POWERED FORM (9 POINTS/RANK)

The form is built from 10 Character Points for each Alternate Form Rank, which can be used to acquire Attributes, and Defects. The character retains all the Abilities, Attribute Ranks, Skill Ranks, and Defect Bonus Points associated with his or her regular form. The newly acquired Attributes and Defects add to the character's normal form. If the character's Abilities are modified by the Enhanced [Ability] Attribute, the Calculated Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well.

COSMETIC CHANGES (2 POINTS)

A "Rank 0" option of the Alternate Form Attribute is also available at the cost of 2 Character Points. This Rank allows a character to undergo cosmetic changes that confer no additional abilities on the target. This includes: a 10% size increase or decrease, change of gender, 50% age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

d20 MONSTERS

If using other d20 source material containing monster write-ups, GMs may simply allow characters to adopt the form and abilities of a given monster using its Challenge Rating as a measure of its Character Point cost. Multiply the monster's Challenge Rating by 10 and add 40 to determine the Character Point value of the given creature. For example, a CR 5 creature is roughly equal to 90 Points ($5 \times 10 = 50$; $50 + 40 = 90$). Thus, a character with Rank 9 Alternate Form could assume the form of a CR 5 creature. GMs must remember that *BESM d20* and other d20 products are not 100% compatible and consequently some abilities must be translated to use other d20 source material for *BESM d20* (such as natural armour bonuses for Armour Class; see page 96).

Sample Alternate Form using a d20 Monster

A character has Alternate Form at Rank 11. He wishes to change shape into a giant so the player pulls out a d20 sourcebook and looks up a Hill Giant. The giant has the following d20 System stat block:

Hill Giant

Hit Dice: 12d8 + 48 (102 hp)
Initiative: -1 (Dex)
Speed: 30 ft. (hide armor); base 40 ft.
AC: 20 (-1 size, -1 Dex, +9 natural, +3 hide)
Attacks: Huge greatclub +16/+11 melee;
 or rock +8/+3 ranged
Damage: Huge greatclub 2d6 + 10; or rock 2d6 + 7
Special Attacks: Rock throwing
Special Qualities: Rock catching
Saves: Fort +12, Ref +3, Will +4
Abilities: Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7
Skills: Climb +9, Jump +9, Spot +4
Feats: Cleave, Power Attack, Weapon Focus (greatclub)
Challenge Rating: 7

Adjusting the Stat Block

As a CR 7 creature, the Hill Giant equals approximately 110 Points ($CR \times 10 = 70$; $70 + 40 = 110$). Thus, with Alternate Form at Rank 11, the character is able to assume the form of the giant.

The player does not need to rebuild the Hill Giant for use with *BESM d20*. The game mechanics of the creature largely remain the same with very minor changes. For example, if a monster has a breath weapon that allows it to breath fire once every 1d4 rounds for 12d10 damage in a cone extending out 50 feet, it is unnecessary to rebuild the breath weapon as a Special Attack (page 61). Simply use the mechanics presented under the monster's write-up. The exact Rank of the attack is not important — the cost of the attack is already roughly calculated into the creature's CR.

Some elements of the stat block must be adjusted, however. The first aspect that requires adjustment is Armour Class (see page 96), which is handled differently in *BESM d20*. Remove all naturally derived modifiers from AC and subtract the base 10 to determine the monster's AC. The naturally occurring armour that was removed is treated as the Armour Attribute (page 40), which is handled similar to damage reduction.

Thus, the Hill Giant has the following modified AC:

AC: -2 (-1 size, -1 Dex)
Armour: 12 (9 natural, 3 hide armour)

Next, remove all Ability Score modifiers from the monsters Attack Bonuses to hit since Strength and Dexterity modifiers all provide a +0 modifier to attack rolls, regardless of the Ability Score's modifier (see page 11). Thus, the Giant's Attacks are:

Attacks: Huge greatclub +9/+4 melee;
 or rock +9/+4 ranged

All other stat aspects are handled the same way. While *BESM d20* does not utilize certain Feats (see page 81), it is unnecessary to remove them from existing d20 characters/monsters — simply use the mechanics of the Feat, unchanged. While *BESM d20* may handle it differently, the point value of the benefit remains the same in most instances.

Using this method allows a player or GM to quickly use existing d20 characters/monsters with a minimum of conversion and calculation.

SAMPLE ALTERNATE FORMS

The examples given below suggest some Attributes that may be appropriate for the Alternate Forms, but the GM can modify them if desired. Other types of alternate forms can include electricity, radiation, light, emotion, data, dream, sound, and many others.

- **ANIMAL FORMS**

Many nature-based shapeshifters (and cursed martial artists) have one or more Partial-Powered animal forms. Suggested Attributes: any that are relevant to the specific animal form, such as Armour, Attack Combat Mastery, Damn Healthy!, Features, Flight, Heightened Senses, Jumping, Natural Weapons, Special Movement, Tunnelling, etc.

- **ELEMENTAL/CHEMICAL FORMS**

This option covers a wide range of possible forms, including: acid, base, gold, granite, ice, mercury, water, sulphur, synthetic drugs, etc. Suggested Attributes: Adaptation, Armour, Duplicate, Damn Healthy!, Elasticity, Enhanced [Ability], Extra Arms, Insubstantial, Massive Damage, Regeneration, Special Attack, Special Defence, Special Movement, Superstrength, Swarm, Water Speed.

- **FLAME FORM**

The character is composed of fire, and can ignite flammable objects on contact. Any person near the character may suffer burn damage as well. Suggested Attributes: Adaptation (Heat), Armour (Optimised to heat), Environmental Influence (Heat), Flight, Force Field, Special Attack (Aura).

- **GASEOUS FORM**

This form is less substantial than a liquid form. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Suggested Attributes: Adaptation, Extra Attacks, Flight, Heightened Awareness, Invisibility, Insubstantial, Projection, Regeneration, Sixth Sense, Size Change, Special Attack, Special Defence, Speed.

- **INCORPOREAL FORM**

An Incorporeal form is without physical substance (for example, a ghost or living shadow). The character can pass through walls, walk on air or water, and perform similar ghost-like feats. Suggested Attributes: Adaptation, Flight, Invisibility, Insubstantial, Special Defence.

- **MELDING FORM**

The character can meld into any inanimate object, and still perceive nearby events as though he or she is still human. Once merged, the character cannot be harmed unless the object is damaged. Suggested Attributes: Adaptation, Insubstantial, Teleport (Within melded object), Tunnelling.

- **TWO-DIMENSIONAL FORM**

A 2-D character has height and width, but not depth. He or she can squeeze through the spaces between atoms, and is completely invisible when viewed from the side. An entire new two-dimensional universe may be waiting to be explored by such a character. Suggested Attributes: Adaptation, Insubstantial, Pocket Dimension, Special Defence, Special Movement, Speed.

ANIMAL FRIENDSHIP

Cost: 1 Point/Rank

Relevant Ability: Charisma

Progression: Descriptive; see below

A character with this Attribute has an unusual, instinctive empathy towards animals. On a successful Charisma check, the character can befriend an otherwise hostile or even ferocious animal. For example, this would allow a character to get past a police dog or guard dog. Utilising this ability requires behaving in a calm and friendly manner; a friendship cannot be made if the character or his or her friends have already attacked the animal. An "animal" is defined as a natural creature with Intelligence of 1-2 that lacks the ability to communicate via a structured language (that is, it cannot speak).

The GM can apply difficulty penalties or bonuses to the Charisma check based on the character's actions and the situation. For example, the dice roll modifier could be -4 if the animal is especially fierce or very loyal to its current owner, or +4 if the characters just saved the animal from

some nasty fate. When befriendng a pack of animals, a dice roll penalty of -2 is assigned for two animals, -4 for 3-4 animals, -6 for 5-8 animals, -8 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its pack or family are threatened. At the GM's option, it may be affectionate enough to want to follow behind the character or somehow assist him or her.

An animal that has been befriended simply likes the character. Actual training of the animal takes time and requires the application of Handle Animal Skill (page 76). The character's Rank in this Attribute is added to his or her Handle Animal Skill.

RANK 1 +1 to the Handle Animal Skill.

RANK 2 An additional +1 modifier is applied to the Charisma check. +2 to the Handle Animal Skill.

RANK 3 An additional +2 modifier is applied to the Charisma check. +3 to the Handle Animal Skill.

RANK 4 An additional +3 modifier is applied to the Charisma check. +4 to the Handle Animal Skill.

RANK 5 An additional +4 modifier is applied to the Charisma check. +5 to the Handle Animal Skill.

RANK 6 An additional +5 modifier is applied to the Charisma check. +6 to the Handle Animal Skill.

ARMOUR

Cost: 2 or 4 Points/Rank

Relevant Ability: Constitution

Progression: All attack damage the character receives is reduced by 4 points/Rank

The Armour Attribute represents actual armoured plates, or simply skin or clothing that is highly resistant to damage. It is most often found on combat vehicles, cyborgs, androids, giant monsters, and powerful magical beings.

Armour reduces the damage that is inflicted on the character or structure (see Chapter 12: Combat for how damage works). Armour reduces the damage of each attack by 4 per Rank. The base cost for Armour is 4 Points/Rank.

A number of options are available for the Armour Attribute, which alter the Attribute's Point cost or modify the Armour's effectiveness. The minimum Point cost of Armour, regardless of options, is 1 Character Point.

PARTIAL

The Armour has a small thin area (half Armour value, -1 to Point cost) or an unarmoured area (no Armour value, -2 to Point cost) that can be targeted using a Called Shot (see page 116). Point cost reductions apply to the total cost of Armour, not the cost per Rank.

OPTIMISED ARMOUR

The Armour is focused against a particular uncommon attack form. Eligible attack forms include electricity, cold, laser beams, fire/heat, energy blasts, etc. Armour cannot be optimised against broad categories such as blunt impacts or piercing weapons, however. Optimised Armour provides doubled protection against the chosen attack form only, and no protection against other forms. A character can acquire both Optimised Armour and ordinary Armour by assigning the Armour Attribute twice.

SHIELD ONLY

The Armour does not cover the character's entire body. Instead, it is a shield that the user must deliberately interpose in front of a melee or unarmed attack using a Block Defence (see page 120). The character must also possess the Block Ranged Attacks Feat to use the shield in a Block Defence against ranged attacks. If the character successfully defends, the shield's Armour can protect against damage associated with the Attribute Rank. This option reduces the cost of Armour to 2

Points/Rank (rather than 4 Points/Rank), and increases the protection provided from 4 Points/Rank to 8 Points/Rank.

Armour and Force Fields in other d20 Games

If converting a BESM d20 character to another d20 System game, or vice versa, Armour (and Force Fields) is handled very simply. BESM d20 Armour is treated as Damage Reduction of an amount equal to its protective value. In most traditional d20 games, Damage Reduction is vulnerable to a specific type of attack (such as "magic," "good," "chaotic," etc.). When converting BESM d20 characters to other d20 games, the character's Damage Reduction is not vulnerable to a specific attack unless the character assigned a Restriction in BESM d20 (typically a 1 to 3 BP Restriction, depending on how common the specific attack form is).

For example, a character with Rank 6 Armour, which provides 24 points of protection, would have Damage Reduction 24/- in other d20 System games. If the BESM d20 character also had a 2 BP Restriction (Armour provides no protection against evil attacks), the Damage Reduction would be 24/evil. This system will also work in reverse — a creature with Damage Reduction 8/magic would have Rank 2 Armour with a 3 BP Restriction (Armour provides no protection against magical attacks) in BESM d20.

Some portions of a character/creature's Armour Class in other d20 System games factor into its Armour rating, rather than Armour Class, in BESM d20. If a creature gains a "natural," "hide," "armour," or other naturally-occurring Armour Class bonus, that bonus is treated as protection provided via the Armour Attribute in BESM d20. For example, a creature from another d20 System game that has an AC of 28 (-2 size, +1 Dex, +19 natural) would, in BESM d20, have an Armour Class Modifier (see page 96) of -1 (28 less the +19 natural bonus minus the base of 10) but would have Armour that stops 19 damage (effectively equal to Rank 5 Armour with a 1 BP Restriction: -1 point of protection). Any attack that hit the creature would have its damage reduced by 19. Similarly, a character who was wearing chainmail armour, who had an Armour Class of 16 (+2 Dex, +4 armour) would have an Armour Class Modifier of +2 (16 - 4 for the chainmail armour - the base of 10) and 4 points of Armour in BESM d20.

ART OF DISTRACTION

Cost: 1 Point/Rank

Relevant Ability: Charisma

Progression: Descriptive; see below

Art of Distraction may represent oratorical ability, innate charisma, or even a beautiful or resonant voice. This Attribute allows a character to distract a number of people or animals at a critical moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of security guards, his or her Rank dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Rank determines the

- RANK 1** The character can distract one individuals, or 5% of an audience will be motivated.
- RANK 2** The character can distract up to two individuals, or 10% of an audience will be motivated.
- RANK 3** The character can distract a small crowd (1-10 individuals), or 20% of an audience will be motivated.
- RANK 4** The character can distract a medium crowd (11-50 individuals), or 50% of an audience will be motivated.
- RANK 5** The character can distract a large crowd (50-200 individuals), or 75% of an audience will be motivated.
- RANK 6** The character can distract a very large crowd (200-1000 individuals), or 95-100% of an audience will be motivated.

percentage of that audience that is distracted or moved enough to take action, whether that involves buying the character's next CD, donating money to a charity, or voting for the character in an election.

If multiple people with this Attribute work as a team, the total number of people distracted is added together. Charisma is used both when distracting people physically (for example, with sex appeal) and when distracting someone through emotion, rhetoric, or force of personality.



ATTACK COMBAT MASTERY

Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character's Base Attack Bonus is increased by 1 Point/Rank

Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons). Individual Combat Skills (page 80) let a character specialise with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be dangerously proficient. See page 96 of Step 10: Determine Calculated Values for more information on the Base Attack Bonus.

Each Rank in this Attribute raises the character's Base Attack Bonus by one. This may provide a character with additional, secondary attacks should it increase the character's Base Attack Bonus above +5, +10, or +15 (see page 14).

AURA OF COMMAND

Cost: 1 Point/Rank
Relevant Ability: Charisma
Progression: Descriptive; see below
 The character possesses a natural knack for leadership. This Attribute is similar to Art of Distraction, except it only works on allies or subordinates or possibly with leaderless individuals looking for guidance (such as ordinary people caught in an emergency). Instead of distracting them, the character is able to inspire allies or neutrals into following him or her into dangerous situations that they might otherwise avoid.

Simply because a character is in a position of authority over other people does not automatically imply that he or she possesses the Aura of Command Attribute. In a military structure, subordinates will usually follow most orders (even dangerous ones) without hesitation because it is part of their job. Aura of Command reflects a character's almost unnatural ability to inspire others to engage in actions that few people would ever consider undertaking. Note that few leaders have an Aura of Command sufficient to inspire their entire force at once. Commanders usually concentrate on key individuals (such as immediate subordinates) and hope the actions of these people will encourage others to follow them.

- RANK 1** The character can inspire one person.
- RANK 2** The character can inspire up to two people.
- RANK 3** The character can inspire a small team (1-10 people).
- RANK 4** The character can inspire a medium team (11-50 people).
- RANK 5** The character can inspire a large team (50-200 people).
- RANK 6** The character can inspire a very large team (200-1000 people).

COMBINATION ATTACK

Cost: 3 Points/Rank
Relevant Ability: None
Progression: The character can combine attacks with up to 2 other characters/Rank

With training, individual characters can learn to combine their Special Attack Attribute into awesome displays of power. In order to do this, all the characters must have both the Combination Attack Attribute and the Special Attack Attribute. The number of characters that can combine at once is dependant on the Rank of Combination Attack; a character can combine with up to 2 other characters for each Rank. There is also an Energy Point cost associated with Combination Attack: 2 Energy Points per person involved in the attack. Each character must pay this cost separately. For example, if four characters are combining, they each must pay 8 Energy Points.

The attack takes place on the Initiative of the character with the lowest Initiative and uses the character with the lowest attack modifier to determine if it hits. A single attack roll is made. The target has a defence penalty of -1 per character involved in the attack. If the attack succeeds, it inflicts double damage (for example, if two character combine, one with a 2d8 Special Attack and one with a 3d8 Special Attack, the total damage inflicted would be 10d8 — 5d8 doubled).

Note that characters with the Combination Attack Attribute are not subject to the same restrictions as normal characters that perform a similar action (see Combined Attacks, page 117).

COMPUTER SCANNING

Cost: 2 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

This Attribute allows a character to access, read, and understand data from all computers or "Silicon Age" technology in the Surrounding area. The DC for the check is determined by the complexity and security of the computer; most home computers are DC 10 while high-tech secure machines are DC 20 to 30. When trying to access a computer built as an Item of Power, the character suffers a penalty of -2 for each Rank of the Item of Power. The Attribute Rank determines the maximum distance in which scanning can take place. To read multiple computers over a network, the area must be sufficient to encompass the target computers. Since this Attribute can be a very powerful tool in a campaign, the GM and players should ensure it is used appropriately.

- RANK 1** Scanning can happen at the range of 1 foot.
- RANK 2** Scanning can happen at the range of 10 feet.
- RANK 3** Scanning can happen at the range of 100 feet.
- RANK 4** Scanning can happen at the range of 1 mile.
- RANK 5** Scanning can happen at the range of 10 miles.
- RANK 6** Scanning can happen at the range of 100 miles.



CONTAMINATION

Cost: 2 or 4 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

This Attribute represents the character's ability to transform other people (or animals, or objects) into entities like him or herself. Frequently, this victim can then contaminate even more people. The method should be specified when the character is created. It might be similar to myths behind the vampire legend — the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters the victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 2 Points/Rank, contamination is "difficult" — the victim must be willing, unconscious, or restrained for deliberate contagion to occur, or the target must perform an unusual activity (such as eating a morsel of the character's flesh).

For 4 Points/Rank contamination is "easy" — the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

The higher the Rank of Contamination, the faster the transformation occurs. There should always be some means of curing or delaying the eventual mutation, however. Possible cures include the death of the creature that inflicted the contaminant, radical surgery, blood transfusion, or a successful mystical healing.

The GM will decide whether a player character who is turned into a monster remains in the player's control or is reclassified as an NPC. Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated will usually gain a certain number of Attributes "paid for" with the Bonus Points acquired by assigning new character Defects (often including Cursed, Ism, Marked, Permanent, and Owned, the last one representing servitude to his or her new master). Usually the mutation will result in a monstrous form similar to that of the character responsible. Thus, a spider alien that laid an egg in its victim may produce another spider alien, the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf character infecting the entire group of characters, thereby creating an entire group of werewolves.

The Contamination Attribute usually allows the creator or mother some measure of control over the newly transformed character. In these instances, the Rank of Contamination is added as a favourable modifier to any Mind Control attempts performed against the subject.

A variation to Contamination inflicts the target with some sort of curse or disease, rather than transforming him or her into a different type of creature. Examples of these afflictions include rapid ageing, debilitating diseases, sensitivity to specific elements, etc.

- RANK 1** The transformation occurs over several months.
- RANK 2** The transformation occurs over several weeks.
- RANK 3** The transformation occurs over several days.
- RANK 4** The transformation occurs over several hours.
- RANK 5** The transformation occurs over several minutes.
- RANK 6** The transformation occurs over several rounds.

DAMN HEALTHY!

Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character's Hit Points are increased by 1d8/Rank (plus Constitution modifiers)

Possessing this Attribute increases the Hit Points of the character, allowing him or her to withstand more damage in combat. See page 96 of Step 10: Determine Calculated Values for more information on Hit Points. Note that characters with high Constitution scores may be very healthy even without this Attribute. A character with Damn Healthy! cannot also possess the Not So Tough Defect (page 93).

DEFENCE COMBAT MASTERY

Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character's Armour Class is increased by 1/Rank

Defence Combat Mastery denotes either an innate "danger instinct," or the character's intimate knowledge of a wide range of defensive combat techniques covering all aspects of armed and unarmed encounters (including Special Attacks and ranged weapons). Individual defence combat Skills (page 80) let a character specialise with particular weapons or specific styles, but Defence Combat Mastery allows character to defend him or herself proficiently at all times.

DIVINE RELATIONSHIP

Cost: 1 Point/Rank
Relevant Ability: None
Progression: The player may re-roll a number of dice rolls each game session equal to 1/Rank

A character possessing a Divine Relationship may have powerful forces acting as his or her guardian, which can beneficially influence the outcome of important events. Alternatively, the character may be really lucky, have great karma, or can subtly influence his or her surroundings with thought alone. This relationship is represented through the re-rolling of undesirable dice rolls (this includes undesirable re-rolls as well). The player may choose to use the original roll, or any of the re-rolls, when determining the success of the action. The Rank dictates the number of times dice can be re-rolled in a single role-playing session, though the GM can alter this time frame as desired.

DUPLICATE

Cost: 6 or 8 Points/Rank
Relevant Stat: Constitution
Progression: The duplicate is built from 10 Character Points/Rank

A character with this ability can create one or more independent, self-aware duplicates of him or herself, each of which have a maximum number of Character Points dictated by the Attribute Rank. The duplicate is not under the character's control, but will act in a manner consistent with the original character. Multiple duplicates can be in existence at any time, but creating a duplicate requires one non-combat action.

Duplicates only remain in existence for a limited time, usually for a single scene or long enough to complete a single task. Since this Attribute can have tremendous impact on a campaign if used too frequently, the GM should impose restrictions on its use as necessary. For example, the GM may limit the total number of simultaneously existing duplicates. The player should consider what consequences, if any, will arise should an enemy kill the duplicate.

There are two different types of Duplicate: Customised (8 Points/Rank) and Proportionate (6 Points/Rank).

CUSTOMISED DUPLICATE

The character can assign the duplicate's Character Points as desired when this Attribute is first acquired, provided the duplicate does not gain

any Attributes or Defects the original character does not possess. Additionally, Attributes and Defects cannot be raised to Ranks that would exceed the original character's Ranks. The GM may waive this restriction if it seems appropriate. Once the Character Points are allocated to the duplicate in a specific pattern during character creation, the distribution cannot be changed; all duplicates ever made will be identical.

PROPORTIONATE DUPLICATE

If the Duplicate Rank is not sufficiently high to create a duplicate with the exact same number of Character Points as the original, a less-powerful duplicate is created. In these cases, the reduced Character Points are distributed over the duplicate's Abilities, Attributes, Skills, and Defects proportionately with the original character. The one exception to this rule involves the Duplicate Attribute; the character may decide that his or her twin does not have the Duplicate Attribute.

Casting a spell requires the character to draw upon the power of his or her soul to reach a new Balance with Nature. This link with the mystical world allows reality to be altered to accommodate the existence of the spell. Such spell creation is quite exhausting, however, drawing on the character's Energy Points at a rate determined by the minimum Rank of the Attribute needed to produce a desired effect (whether the casting was a success or a failure) — see below. Should the spell effects target more than one person or object, the GM may choose to increase the effective Rank required by one if affecting two people, by two if affecting 3-6 people, by three if affecting 7-20 people, and by four if affecting 21-50 people. The GM will decide the Attribute Rank needed to cast a particular spell.

In addition, any spell that is an attack on another entity also requires an Attack dice roll to hit. If the spell inflicts direct damage, the target will normally be allowed a Defence roll to avoid its effects. If the spell is something that has a more indirect effect, an appropriate saving throw (usually Will or Fortitude) should be allowed to resist or see through the effects.



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DYNAMIC SORCERY

Cost: 8 Points/Rank

Relevant Ability: Variable

Progression: Descriptive; see below

This is the ability to use the mystical forces of Nature to alter reality. In anime, this can represent either the ability to improvise magical spells at a moment's notice or the reality-bending capabilities of powerful entities like gods, goddesses, or angels.

Dynamic Sorcery is a very powerful Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Dynamic Sorcery will not unbalance the game but can provide many opportunities for character innovation.

A character with this Attribute has the potential to cast spells from a vast variety of magical disciplines. Limiting the character's knowledge to just one discipline, however, reduces the Attribute cost to only 4 Points/Rank. Such specialisations can include protection spells, elemental spells, weather spells, charm spells, necromantic spells, spells involving animal spirits, etc., or spells restricted to one of the magical schools (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). A common variation on Dynamic Sorcery is magic whose effects are restricted to a particular reality different from the main reality of the campaign, such as the world of dreams, a cyberspace, or another pocket dimension. Such a heavy restriction may only cost 2 Points/Rank; the effects normally disappear when their subject leaves that reality (jacks out, wakes up, etc.).

The Level of a spell is determined by its application, power, usefulness, and duration. The spell Levels 0 through 9 are equivalent to those given in the *Player's Handbook* and other d20 System products. A character can cast a spell from one of these other d20 System books, or can create their own spell effect with power approximating other spells at a similar Level. Thus, a character with Rank 3 Dynamic Sorcery could use Energy Points to cast any number of 0th, 1st, or 2nd Level spells in the *Player's Handbook* (or other d20 System book), or spells of similar power, provided the character has sufficient Energy Points remaining.

RANK 1	The character can cast spells of no real power (0th Level d20 System spells or the equivalent). Spells cost 1 Energy Point to cast. The character rolls 1d2 to determine Energy Points gained each Level. Examples of 0th Level spells are Detect Magic, Know Direction, Light, Mending, and Open/Close.
RANK 2	The character can cast weak spells of little power (1st Level d20 System spells or the equivalent). Spells cost 4 Energy Points to cast. The character rolls 1d4 to determine Energy Points gained each Level. Examples of 1st Level spells are Change Self, Comprehend Languages, Endure Elements, Erase, and Sleep.
RANK 3	The character can cast spells of minor power (2nd Level d20 System spells or the equivalent). Spells cost 9 Energy Points to cast. The character rolls 1d6 to determine Energy Points gained each Level. Examples of 2nd Level spells are Darkness, Hold Person, Levitate, Speak with Animals, and Summon Swarm.
RANK 4	The character can cast spells of moderate power (3rd Level d20 System spells or the equivalent). Spells cost 16 Energy Points to cast. The character rolls 1d8 to determine Energy Points gained each Level. Examples of 3rd Level spells are Bestow Curse, Blink, Remove Disease, Speak with Plants, and Summon Nature's Ally III (summons one black bear or wolverine or 2 - 5 badgers).
RANK 5	The character can cast spells of major power (4th Level d20 System spells or the equivalent). Spells cost 25 Energy Points to cast. The character rolls 1d10 to determine Energy Points gained each Level. Examples of 4th Level spells are Cure Critical Wounds, Improved Invisibility, Sleet Storm, and Stoneskin.
RANK 6	The character can cast spells of great power (5th Level d20 System spells or the equivalent). Spells cost 36 Energy Points to cast. The character rolls 1d12 to determine Energy Points gained each Level. Examples of 5th Level spells are Raise Dead, Summon Nature's Ally V (summons one rhinoceros or tiger or 2 — 5 black bears), Teleport, and Wall of Stone.
RANK 7	The character can cast spells that are exceptionally powerful (6th Level d20 System spells or the equivalent). Spells cost 49 Energy Points to cast. The character rolls 2d8 to determine Energy Points gained each Level. Examples of 6th Level spells are Antilife Shell, Control Weather, Geas/Quest, and Heal.
RANK 8	The character can cast spells that are extraordinarily powerful (7th Level d20 System spells or the equivalent). Spells cost 64 Energy Points to cast. The character rolls 1d20 to determine Energy Points gained each Level. Examples of 7th Level spells are Greater Scrying, Resurrection, Reverse Gravity, and Summon Nature's Ally VII (summons one elephant or 2 — 5 tigers).
RANK 9	The character can cast spells that are of primal power (8th Level d20 System spells or the equivalent). Spells cost 81 Energy Points to cast. The character rolls 2d12 to determine Energy Points gained each Level. Examples of 8th Level spells are Discern Location, Earthquake, Finger of Death, and Sunburst.
RANK 10	The character can cast spells that are of godlike power (9th Level spells or the equivalent). Spells cost 100 Energy Points to cast. The character rolls 3d10 to determine Energy Points gained each Level. Examples of 9th Level spells are Soul Bind, Summon Nature's Ally IX (summons one elder elemental or 2 — 5 elephants), Time Stop, and True Resurrection.

All characters gain 1d2 Energy Point each Level (page 96), but characters with the Dynamic Sorcery Attribute gain additional Energy Points as they increase their Attribute Rank as well. The die type that these characters use to determine their Energy Point gain each Level increases from 1d2 at Rank 1 to 3d10 at Rank 10.

Dynamic Sorcery Without Energy Points

The Game Master may allow players to assign an even more powerful version of the Dynamic Sorcery Attribute as well, at the cost of 20 Points/Rank. This variation is similar to the original one, except the character does not burn Energy Points when casting spells. Consequently, the character can cast any number of spells (as appropriate for his or her Rank) without growing tired or running out of Energy. GMs and players should understand that this alternative is very powerful, and should only use it if they believe it will not unbalance their game.

ELASTICITY

Cost: 2 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

The character can stretch or contort his or her limbs and/or body to a superhuman degree. Increased Ranks 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). At high Ranks, characters can squeeze under doors and through small holes and cracks, as well as mimic crude shapes (an excellent way to represent a character who has a liquid-like form as well). While stretched, the character receives +1 Unarmed Attack/Defence (Grappling) Skill bonuses for each Rank of Elasticity. In anime, this is most appropriate for monsters (especially those with serpentine or tentacle limbs) or giant robots with extendable arms.

RANK 1	The character can stretch one body part up to 5x its regular dimensions and receives +1 to Unarmed Attack/Defence (Grappling) Skill checks.
RANK 2	The character can stretch two body parts up to 5x their regular dimensions and receives +2 to Unarmed Attack/Defence (Grappling) Skill checks.
RANK 3	The character can stretch three body parts up to 5x their regular dimensions and receives +3 to Unarmed Attack/Defence (Grappling) Skill checks.
RANK 4	The character can stretch his or her entire body up to 5x its regular dimensions and receives +4 to Unarmed Attack/Defence (Grappling) Skill checks.
RANK 5	The character can stretch his or her entire body up to 10x its regular dimensions and receives +5 to Unarmed Attack/Defence (Grappling) Skill checks.
RANK 6	The character can stretch his or her entire body up to 20x its regular dimensions and receives +6 to Unarmed Attack/Defence (Grappling) Skill checks.

ENERGY BONUS

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The characters' Energy Points are increased by 20 Points/Rank

Possessing this Attribute increases the Energy Points of the character, allowing him or her to draw on a greater pool of energy reserves in times of need. This Attribute is particularly important for characters with the Dynamic Sorcery or Magic Attributes (page 44 and 51). See page 96 of Step 10: Determine Calculated Values for information on Energy Points and their uses.

ENHANCED [ABILITY]

Cost: 1 Point/Rank

Relevant Stat: None

Progression: One of the character's Ability Scores is increased by 2/Rank

This Attribute is useful when a character should have one or more high Ability Values, but the player wants to indicate that the elevated Abilities were gained after a supernatural event occurred (or during character advancement). In most instances, assigning Character Points to the Enhanced [Ability] Attribute or to the Ability directly results in the same benefit: a character with a Constitution of 18 or a Constitution of 10 with Enhanced [Constitution] at Level 4 both have a Constitution of 18.

ENVIRONMENTAL CONTROL

Cost: 1-2 Points/Rank

Relevant Ability: Wisdom

Progression: Descriptive; see below

The character can affect environmental conditions such as light, heat, darkness, or weather. This is most appropriate for characters with magical control over a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should acquire the Attribute multiple times.

• LIGHT

The character can illuminate an area with light as bright as a sunny day on Earth. Light control costs 1 Point/Rank.

• DARKNESS

The character can summon smoke, fog, darkness, or the like to enshroud an area, blocking normal vision. Darkness control costs 2 Points/Rank if the character can create total darkness that completely obscures light sources, or 1 Point/Rank if the darkness is only partial.

• SILENCE

The character can block out sounds within the area of effect. It costs 1 Point/Rank to create a barrier that prevents anyone outside from hearing sounds coming from within or vice versa, or 2 Points/Rank to create a zone of silence where no sounds exists.

• TEMPERATURE

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, the player should assign the Special Attack Attribute (page 61) instead. Temperature control costs 1 Point/Rank if the character is limited to either increasing or decreasing temperature, or 2 Points/Rank if he or she can do both.

• WEATHER

The character can alter the weather to create or still weather conditions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the character's Level as shown below. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Rank is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Rank below 1, the effect cannot be produced. For focused attacks, such as lightning bolts or tornadoes, use the Special Attack Attribute (page 61) instead. To produce precise effects or keep abnormal or violent weather under control, the GM may require a Wisdom check with a penalty equal to the area Rank (for example, -4 if affecting a regional area) and a bonus equal to the character's Attribute Rank (for example, +5 if the character has Rank 5). It will often take several rounds for weather to build up or disperse. Abnormal weather effects will return to normal soon after a character ceases to use this Attribute. Weather control costs 2 Points/Rank if general in nature, or 1 Point/Rank if very specific (such as, "rain making").

Maintaining Environmental Control requires a slight amount of concentration: the character can perform other actions while doing so, but can only affect one area at any given time. The size of the environment the character can control is determined by the character's Rank.

RANK 1 The character can affect a small area (like a room).

RANK 2 The character can affect a modest area (like a house).

RANK 3 The character can affect a local area (like a neighbourhood or village).

RANK 4 The character can affect a regional area (like an entire city).

RANK 5 The character can affect a large area (like an entire county).

RANK 6 The character can affect an entire region (like a state, province, or small country).

EXORCISM

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: Descriptive; see below

A character with this Attribute knows how to perform or create rituals, charms, or spells capable of driving out, binding, or banishing demons (or possibly other supernatural entities). In anime, this ability is often possessed by Buddhist monks, Shinto priests or priestesses, and wandering mediums. Exactly what entities qualify will depend on the nature of the game world; in some settings, undead, such as zombies or ghosts, may be vulnerable to exorcism. Normal characters and creatures are not affected by Exorcism.

Each attempt at exorcism counts as an attack and requires a Wisdom check with a +1 bonus per Rank of the Attribute. A ritual action is also necessary in most cases, such as a chant or mystical gestures, or use of particular objects, such as holy water or spirit wards. During the exorcism attempt, the character is completely focused on the exorcism and cannot defend against other attacks. In addition, the target entity must fail a Will Save, with a penalty equal to the Rank of the Exorcism Attribute.

If the attack succeeds (the exorcist makes his or her Wisdom check and the entity fails his or her own Will save) the entity will be affected. It cannot attack the exorcist (and any companions sheltered behind him or her) for one round. In addition, the entity loses Energy Points equal to 5 Points times the attacker's Exorcism Rank. Although prevented from attacking the exorcist for one round, the creature may choose to take other actions, such as taunting or threatening the exorcist, fleeing, or even vanishing.

Exorcism may be repeated each round with successes draining additional Energy from the target, and failures having no effect (and leaving the demon free to attack the character). If the entity is ever reduced to 0 or fewer Energy Points as a result of the spiritual attack, it is either banished to its own dimension (if normally extra-dimensional), turned to dust, or permanently "sealed" in an object or in a mystic

RANK 1 The exorcist's Wisdom check is made at +1 bonus. The target's Will save made at -1 penalty. Success drains 5 Energy Points from the target.

RANK 2 The exorcist's Wisdom check is made at +2 bonus. The target's Will save made at -2 penalty. Success drains 10 Energy Points from the target.

RANK 3 The exorcist's Wisdom check is made at +3 bonus. The target's Will save made at -3 penalty. Success drains 15 Energy Points from the target.

RANK 4 The exorcist's Wisdom check is made at +4 bonus. The target's Will save made at -4 penalty. Success drains 20 Energy Points from the target.

RANK 5 The exorcist's Wisdom check is made at +5 bonus. The target's Will save made at -5 penalty. Success drains 25 Energy Points from the target.

RANK 6 The exorcist's Wisdom check is made at +6 bonus. The target's Will save made at -6 penalty. Success drains 30 Energy Points from the target.

location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option).

Spiritual entities from other d20 System games that do not have Energy Points outlined in their description have, on average, 4 Energy Points times their Effective Character Level (ECL).

EXTRA ARMS

Cost: 1 Point/Rank

Relevant Ability: None

Progression: Descriptive; see below

Unless indicated otherwise, all characters possess two arms (or similar appendages) and hands. By assigning this Attribute, the character can acquire more. In anime, robots, tentacled monsters and non-humans with prehensile tails often have Extra Arms. Some long-haired sorcerers or demons also make their hair "come alive" to work as an Extra Arm.

An "arm" is defined loosely as an appendage that can reach out and manipulate objects with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Legs with paws or feet are not usually considered to be "arms" unless the character has good manipulation ability when using them (such as the way chimpanzees can use their feet to grasp objects). Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Attribute below). A tractor beam is a specialised "arm" best simulated by the Telekinesis Attribute (page 69).

Possessing only one arm or no arms is reflected by the Physical Impairment Defect (page 93).

- RANK 1** The character possesses 1 extra arm.
- RANK 2** The character possesses 2-3 extra arms.
- RANK 3** The character possesses 4-8 extra arms.
- RANK 4** The character possesses 9-15 extra arms.
- RANK 5** The character possesses 16-25 extra arms.
- RANK 6** The character possesses 26-50 extra arms.

EXTRA ATTACKS

Cost: 8 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra attack each round/Rank

This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may make one or more additional offensive actions at the character's maximum Base Attack Bonus, provided that the attacks are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The GM must decide when the character can use his or her extra attacks. The suggested method spreads the actions roughly evenly over the character's Initiative range. For example, if a character had three attacks and rolled an Initiative of 18, he or she would attack on Initiative numbers 18, 12, and 6. If the enemy rolls an Initiative of 20 and has 5 attacks (Extra Attacks Rank 4), he or she can attack on Initiative numbers 20, 16, 12, 8, and 4. This option has the advantage that it spreads actions over the entire combat round, but it involves the player paying closer attention to the Initiative numbers. Alternatively, the attacks may be carried out at the same time during the character's single Initiative.

EXTRA DEFENCES

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character gains 1 extra defence each round/Rank

This Attribute reflects the character's ability to use every defensive combat situation to his or her benefit. Each round, the character may make one or more additional defensive actions. Additionally, penalties for

performing more than one defensive action each round (see page 120) only apply after the extra defences are used. For example, a -2 penalty is applied to the fifth defence for a character with Rank 3 Extra Defences.

FEATURES

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The character has 1 feature/Rank

The character possesses one or more secondary abilities that grant useful but mundane, non-combat related advantages. Features are typically possessed by non-humans and reflect various, minor biological or technological advantages.

Examples of racial features include homing instinct, longevity, moulting ability, a pouch, scent glands, secondary eyelids, etc. Examples of technological features suitable for building into cyborgs, robots, or androids include diagnostic equipment, gyrocompass, modem, radio, self-cleaning mechanism, etc. A wide range of other Attributes cover other more useful features such as gills, wings, fangs, and enhanced senses.

FLIGHT

Cost: 2, 3, or 4 Points/Rank

Relevant Ability: Dexterity

Progression: Descriptive; see below

A character with Flight can fly through an atmosphere or in space (in space, he or she would still need protection from the environment). This is a common ability for non-humans, mecha, and people with paranormal powers. The method used to achieve flight can vary greatly: wings, propellers, rotors, rockets, anti-gravity, hot air, psionic levitation, magic, or some other technique.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character (see Attacking Moving Targets, page 119). A fast-moving character may have an attack penalty as well.

Flight costs 4 Points/Rank if the character can hover and fly at variable speeds, take off and land vertically, or stop in mid-air. This is the most common type of flight possessed by characters.

Flight costs 3 Points/Rank if the flyer cannot hover, but instead flies like a normal airplane. Thus, the character needs a smooth surface for landing and take off, and must maintain a minimum speed (at least 1/10 of its maximum speed) once airborne to avoid crashing.

Flight costs 2 Point/Rank if the flyer is either a Skimmer/Hovercraft or a Glider.

- **SKIMMER / HOVERCRAFT**

The character is limited to skimming no more than a yard or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even travelling along magical lines.

- **GLIDER**

The flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by riding thermals.

- RANK 1** The character can fly at speeds up to 10 mph (approximately 18 feet/round).
- RANK 2** The character can fly at speeds up to 50 mph (approximately 90 feet/round).
- RANK 3** The character can fly at speeds up to 100 mph.
- RANK 4** The character can fly at speeds up to 500 mph.
- RANK 5** The character can fly at speeds up to 1,000 mph.
- RANK 6** The character can fly at speeds up to 5,000 mph.

FLUNKIES

Cost: 1 or 2 Points/Rank

Relevant Ability: Charisma

Progression: Descriptive; see below

Flunkies hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time ("Got some more homework for you, my faithful friend..."), can keep the character safe from danger ("Quickly! Interpose yourself between me and that rabid wolf..."), or can simply make the character's life easier ("My shoe is untied. Fix it!") Flunkies aim to please, even at their own expense. They are also known as groupies, stooges, or toadies.

For 1 Point/Rank, the Flunkies are not warriors; they may get in the way of an enemy, or fight in self-defence, but will not attack. For 2 Points/Rank, the Flunkies will take up arms at the request of their master. For specific talented and loyal battle-ready followers, see the Servant Attribute (page 60). Mercenaries who the character hires for specific tasks are not Flunkies, since they have their own agenda and expect compensation.

Individual Flunkies are NPCs. A character's Flunkies normally have identical Abilities and Attributes, although Skills may vary. A character may have Flunkies with varied Abilities or Attributes, but each one with a different set of Abilities or Attributes counts as two Flunkies. A Flunky should be built on 20 Character Points (plus any Defects) and (2 + Int Modifier) x4 Skills. All Skills are cross-class for a Flunky.

- | | |
|---------------|---|
| RANK 1 | The character controls 1 flunky. |
| RANK 2 | The character controls 2 flunkies. |
| RANK 3 | The character controls 3 or 4 flunkies. |
| RANK 4 | The character controls 5 to 7 flunkies. |
| RANK 5 | The character controls 8 to 12 flunkies. |
| RANK 6 | The character controls 13 to 20 flunkies. |

FORCE FIELD

Cost: 2, 3, or 4 Points/Rank

Relevant Ability: Wisdom

Progression: The Force Field reduces damage by 10 Points/Rank

A Force Field is an energy field around the character that protects against incoming attacks. Force Fields can represent magical barriers, telekinetic shields, or technological "screens" that protect mecha.

A typical anime Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. Unless the Detectable Defect (page 90) is assigned, an up Force Field is invisible. Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage 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 reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by Armour), the Force Field temporarily loses one Rank of effectiveness. The character can only regain Ranks if the field is down and regenerating, unless the Regenerating Ability is assigned. A Force Field recovers one Rank every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Ranks automatically shuts off to regenerate.

The cost is 4 Points/Rank if it is an area Force Field that is extendable to protect others nearby, 3 Points/Rank if it only protects the character, or 2 Points/Rank if it is a two-dimensional wall (up to 100 square feet) or shield that acts as a barrier. A wall can be projected out to a distance of up to 15 feet away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character's longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 100 square feet (such as a 10'x10' wall), while

an ordinary Force Field is form-fitting. All Fields will block anyone who is not Insubstantial at Rank 6 (page 50) from moving through it. If a character with an extended Force Field also has Flight or Hyperflight, the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A Force Field can be given additional customised Abilities or Disabilities. Each Ability taken reduces the protection provided by the Field by 10 Points, but gives it some special capability. Each Disability taken increases the protection of the Field by 10 Points but adds some sort of weakness.

See the sidebar "Armour and Force Fields in Other d20 Games" (page 41) for additional information.

FORCE FIELD ABILITIES

• AIR-TIGHT

The Field prevents the passage of gas molecules. While this is a beneficial defence against toxic gas attacks, a character in the Field will eventually deplete all breathable oxygen.

• BLOCKS INCORPOREAL

The Field prevents the passage of astral or extra dimensional characters through it. It also stops characters currently using Rank 6 Insubstantial (page 50).

• BLOCKS TELEPORT

A character cannot teleport into or out of the Field. This is mostly useful only for extendable Force Fields or those that protect mecha. It cannot be used with the Shield Only Disability.

• FIELD-PENETRATING

The Force Field can be used to interpenetrate other Force Fields while making attacks (or moving through them). If the character's Field is in direct contact with an enemy Force Field, and can stop more damage than the foe's, the enemy's Field is neutralised and offers no protection against the character's attack, but is still up. In the case of an extended Field or wall, the character can actually move through the Field.

• OFFENSIVE

The Field delivers a powerful electric or energy shock to anyone who touches it, inflicting 1d6 damage for every 10 damage the Force Field currently blocks. Consequently, the damage delivered by an Offensive Force Field decreases as the Field becomes damaged and is knocked down in Ranks of effectiveness.

• REGENERATING

If the character uses one non-combat action to regenerate the Force Field, it regains one lost Rank of effectiveness. A character with the Extra Attacks Attribute (page 47) can regenerate multiples Ranks each round.

FORCE FIELD DISABILITIES

• BOTH DIRECTIONS

The Force Field blocks attacks moving in any direction, both inwards and outwards, thereby virtually preventing the user from attacking when the Force Field is up. This means that when the Force Field is active and the user makes an attack, the Force Field will affect their attack as it would an outside attacker's (reducing the damage inflicted and going down in Ranks if its protection value is exceeded). This Disability cannot be used with the Shield Only Disability.

• INTERNAL

The field is only usable inside a specific mecha or other structure. This can be used to represent a Field that protects a vital part of a mecha's interior such as the power plant or dungeon cells, or a character who draws his or her personal Force Field's energy from some sort of power source inside his or her headquarters.

• LIMITED

The field has a major or minor limitation. An example of a minor limitation would be a Force Field that is effective against ranged attacks but not melee, one that offers full-strength frontal and rear protection but only half-strength protection from above, or one that requires one minute to reach full strength. An example of a major limitation would be a Force Field that prevents the character from making any attacks during operation, one that is unstable in certain types of environments (such as sub-zero temperatures or near water), or one that only works against a

very specific type of weapon (such as lasers). A minor limitation counts as one Disability, a major limitation as two Disabilities.

• **SHIELD ONLY**

This type of Field is one of the 2 Points/Rank versions. The Field does not entirely surround the character. Instead, it is a shield (maximum of about 1 yard in diameter) that the user must deliberately interpose between an attack using a Block Defence (see page 120). The character must also possess the Block Ranged Attacks Feat to use the Field in a Block Defence against ranged attacks. If the character successfully defends, the Force Shield provides protection as normal. This Disability cannot be used with the Block Teleport Ability or Both Directions Disability. It counts as two Disabilities.

• **STATIC**

The character cannot move when generating the Field. He or she may still attack or otherwise act, but must stay in one place (or continue to drift if floating through space, continue to fall if falling, etc.)

• **USES ENERGY**

The Force Field drains Energy Points from the character. Upon activation, the Field burns a number of the character's Energy Points equal to half the total Point cost of the Attribute. The same number of Energy Points are consumed each minute the Field is up. This is not available for Force Fields acquired with the Magic Attribute (page 51) since they ordinarily burn Energy Points.

HEALING

Cost: 4 Points/Rank

Relevant Ability: Wisdom

Progression: The character can restore up to 10 Hit Points/Rank to a target

This Attribute allows a character to heal a target's injuries (including him or herself; for continuous healing, see the Regeneration Attribute, page 60). In anime, characters with healing power include holy individuals, psychic healers, and sorcerers, while mecha may be equipped with high-tech medical bays with similar abilities.

The maximum number of Hit Points that a Healer can restore to a particular person in any single day equals 10 per Rank. This cannot be exceeded, even if multiple healers work on a subject; the combined Hit Points restored cannot exceed the maximum Hit Points that the character with the highest Rank could restore. The subject must have at least a full day's rest before he or she can benefit from any additional healing. Hit Points are restored over a 10-minute period, rather than instantly.

A character with Healing Rank 4+ can cause a subject to regenerate lost body parts or organs, such as a severed hand. One with Rank 5+ can restore massive damage, such as putting a character together who was literally cut in half. No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however.

A subject must normally be alive to benefit from Healing. A character with Healing Rank 3+ may, however, revive someone who is "clinically" dead (serious injury, heart stopped) but not actually brain dead. A character is considered "dead" if his or her Hit Points are reduced to a bigger negative number than the character's maximum Hit Points. A healer can revive a mortally wounded character, however, if he or she can bring the subject's Hit Points back up from beneath the negative threshold to a positive value quickly. This grace period can be extended indefinitely if the subject's remains have been somehow placed in suspended animation.

HEIGHTENED AWARENESS

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains a +2 bonus/Rank to specific Ability/Skill checks

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Ability and Skill checks relevant to noticing otherwise hidden things, such as concealed objects, ambushes, or anything else related to sensory awareness. The bonuses of Heightened Awareness are cumulative with those of Heightened Senses (next column).

HEIGHTENED SENSES

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains one heightened sense or technique/Rank

A character with Heightened Senses has one or more senses that have been sharpened to a superhuman level of acuity. It can represent either the preternatural sharpening of a specific sense honed by special training (such as a blind person's trained sense of touch) or the enhanced senses of a paranormal or technologically augmented character. Additionally, several Ranks of Heightened Senses reflect the capabilities of sensors built into spaceships and other commercial or military vehicles. For each Rank of the Heightened Senses Attribute, the character will either gain one enhanced sense (Type I), one sense technique (Type II), or a combination of Type I and Type II senses. The character must make a successful Wisdom or relevant Skill check against an appropriate DC to detect and pinpoint a specific target within a large area (for example, to listen to a specific conversation thought the background noise of the city).

TYPE I

One of the character's five senses — hearing, smell, vision, taste, or touch — is enhanced, and can operate over an area of several city blocks. The character may take the same sense twice, which doubles the effect and extends the area of detection. A character using a Heightened Sense has a +4 bonus (+8 if the sense was heightened twice) on Ability and relevant Skill checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

TYPE II

The character has one Heightened Sense technique, which extends beyond human capabilities. Examples of techniques include: darkvision, electric current detection; infravision; magnetic field detection; microscopic vision; radar sense; radio reception; sonar detection; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Most techniques only work at short range, often requiring line of sight.

The Heightened Awareness Attribute (above) allows a lower Rank of enhancement for all of a character's senses.

HIGHLY SKILLED

Cost: 1 Point/Rank

Relevant Ability: Variable

Progression: The character gains an additional 4 Skill Points/Rank

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 74) than an average adult. Extending this Attribute beyond Rank 6 provides 4 additional Skill Points per Rank (for example, Rank 11 would provide a total of 44 Skill Points). Acquiring several Ranks of the Highly Skilled Attribute is the ideal method for creating a versatile character.

HYPERFLIGHT

Cost: 1 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

This Attribute is intended for use in star-spanning campaigns, involving travel between solar systems or galaxies (or even planets at low Ranks). A character with Hyperflight can fly in the vacuum of space (but not in an atmosphere) between planets, stars, asteroids, solar systems, and galaxies, at speeds equal to or exceeding the speed of light. The player can determine whether this Attribute represents warp technology, jump point formation, or the breaking of known physical laws. The Flight Attribute (page 47) is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the character can only achieve Hyperflight speeds by taking off when already in space.

IMMUNITY

Cost: 10 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

With this Attribute, the character is completely immune to damage and adverse effects that stem from a particular weapon, element, application, or event. For example, a character with Rank 1 Immunity to silver cannot be hurt by silver weapons and will not feel pain if clubbed with a sack of silver dollars. Similarly, a character with Rank 4 Immunity to fire/heat could walk into the most intensive firestorm possible and emerge unscathed.

- RANK 1** The Immunity plays a small role in the game. Typical examples include: weapons made from a rare substance (such as gold, silver, or adamantite); attacks from a specific opponent (such as a brother, single animal type, or oneself); under specific conditions (such as in water, one hour during the day, or at home).
- RANK 2** The Immunity plays a moderate role in the game. Typical examples include: weapons made from an uncommon substance (such as wood, bronze, or iron); attacks from a broad opponent group (such as blood relatives, demons, or animals); under broad conditions (such as during the night, on weekends, or in holy places).
- RANK 3** The Immunity plays a large role in the game. Typical examples include: electricity; cold; a specific weapon type (such as daggers, arrows, or rapiers).
- RANK 4** The Immunity plays a major role in the game. Typical examples include: fire/heat; a broad weapon type (such as swords or clubs); mental attacks.
- RANK 5** The Immunity plays an extreme role in the game. Typical examples include: gunfire (including forms of artillery); bladed weapons; unarmed attacks.
- RANK 6** The Immunity plays a primal role in the game. Typical examples include: weapons; energy; blunt trauma.

INSUBSTANTIAL

Cost: 5 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

Each Rank of this Attribute reduces a character's density so much that he or she can pass through certain types of objects (including weapons) as though insubstantial. If a specific substance is not listed in Rank progression below, the GM should use the entry that it most closely resembles. The density of the human body, for example, falls approximately at Rank 2 (water); consequently, a punch from an enemy would harmlessly pass through a character with Rank 3 Insubstantial. Characters with Rank 6 Insubstantial are effectively incorporeal and can pass through virtually anything, including most forms of energy.

- RANK 1** The character can pass through paper and cloth.
- RANK 2** The character can pass through wood and water.
- RANK 3** The character can pass through concrete and earth.
- RANK 4** The character can pass through iron and steel.
- RANK 5** The character can pass through lead and gold.
- RANK 6** The character can pass through energy.

INVISIBILITY

Cost: 3 Points/Rank

Relevant Ability: None

Progression: The character is invisible to one sense or technique/Rank

This Attribute will completely hide the character from one or more senses or detection methods. The character may possess a supernatural concealment ability or a technological cloaking device, or have a psychic or magical talent that causes observers to overlook him or her. To represent partially invisibility, see the Sensory Block Attribute (page 60).

For each Invisibility Rank, the player selects one sense or technique to which the character is "invisible." Senses include the human range for sight, hearing, taste, touch, or smell. Detection techniques include: astral; ethereal; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration. The GM may decide that the most common forms of Invisibility — often sight and hearing — cost 2 Attribute slots rather than only 1.

While the character may not be detected using specific methods, indirect evidence can still reveal the character's presence. For example, a character who is invisible to sight will still leave footprints in muddy ground. Similarly, a vase that is knocked from a table by a character who is invisible to sound will still make noise as it smashes on the floor.

In normal combat situations involving human or nearly human opponents, a character who is invisible to sight has a great advantage. Once the invisible character gives away his or her general position (for example, by firing a gun, attacking with a sword, or shouting) he or she can be attacked, but there is a -4 penalty for anyone within melee range and -8 for anyone at a greater distance. Heightened Awareness (page 49) and Heightened Senses (page 49) can reduce this penalty, as can the Blind-Fight or Blind-Shoot Feats (page 83). This penalty is halved if using an Area or Spreading Special Attack (page 61) on the invisible character.

ITEM OF POWER

Cost: 3-4 Points/Rank

Relevant Ability: Usually none, but sometimes Wisdom

Progression: The item is built using 5 Character Points/Rank

This Attribute describes any exotic, portable item that directly enhances a character in some way (perhaps by conferring Attributes). An Item of Power represents advanced technology or a relic with paranormal powers. More ordinary but useful items (such as a sword or a medical kit) are covered by the Personal Gear Attribute (page 57). Special weapons that others can use are often designed with Item of Power, with Points allocated to the Special Attack Attribute (page 61).

Each item is built using up to 5 Character Points per Rank of the Item of Power Attribute, which can be used to assign other Attributes. For some character concepts, Items of Power above Rank 6 are not unreasonable. Assigning Defects to the item earns Bonus Points, which are used to acquire additional Attributes for the item. Defects that cannot usually be assigned include: Conditional Ownership, Ism, Marked, Nemesis, Owned, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Players selecting this Attribute must have a discussion with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may also create specific abilities for Items of Power using the Unique Attribute (page 72). An Item of Power may be combined with a mundane, minor, or major Gadget (such as a car that can fly, or a sword that can teleport people).

The item costs 4 Points/Rank if it is difficult for the character to misplace or for an enemy to steal/knock away, or it is almost always with the character. Examples include jewellery, frequently worn clothing, or equipment the character carries with them always. The item costs 3 Points/Rank if it is easier for the character to misplace or for an enemy to steal/knock away, or it is often distant from the character. Examples include thrown weapons, armour that is stored when not in use, and vehicles or equipment that stay at the character's home until needed.

Additionally, the total Point cost (not cost per Rank) for the Item is increased by 1 if it can only be used by a small subset of individuals (Restricted Use). For example: only characters with a Strength above 18, only magicians, only members of a specific religion, or only goddesses. The total Point cost is increased by 2 if the Item can only be used by the character (Personal Use); this restriction cannot be reconfigured by someone with the Mechanical Genius Attribute.

Items that cannot be lost or stolen, such as objects that are implanted in or fused to the character's body (often true for cyborgs), are not Items of Power. In these cases, the items are considered part of the character and thus the player should use Points to acquire the Attributes directly. If a character requires a specific object, or group of objects, to act as a focus when using one or more of his or her innate Attributes, Item of Power does not apply; see the Special Requirement Defect (page 95).

JUMPING

Cost: 1 Point/Rank

Relevant Ability: Strength

Progression: The character adds 20 to his or her Jump Skill each Rank

With this Attribute, the character can make very high, unaided vertical jumps but cannot actually fly. This ability is very appropriate for anime martial artists, bouncy non-human races like cat-people, and agile or jump-jet equipped robots or powered suits.

See Jumping (page 119) in Chapter 12: Combat for additional rules.

MAGIC

Cost: 4 Points/Rank

Relevant Ability: Intelligence

Progression: The character receives 10 Magic Points/Rank to acquire magical powers

Magic Usage

This Attribute is rarely used in campaigns that also use the Dynamic Sorcery Attribute (page 44). Additionally, Magic does not complement the traditional spell casting rules in most other d20 System games. If BESM d20 is being used with another d20 game, GMs may consider restricting access to the Magic Attribute.

A character with the Magic Attribute has the ability to manipulate arcane energies to produce a specific set of effects that seemingly defy physical laws. The player should define the character's magical ability and establish a consistent theme for his or her powers. Themes that are common in anime include:

- Elemental magic such as mastery over traditional elements like wind, water, or fire, or less traditional "elements" like darkness, the moon, or even love.
- Spells or powers that involve contacting or controlling natural spirits (shamanism) or the dead (necromancy).
- Black magic, involving destructive forces or evil or negative energies.
- Magical powers with an exotic or whimsical theme such as a set of abilities whose "special effects" all relate to tarot cards, flowers, cats ("nekomancy"), or pretty much anything else.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psi powers are normally assumed to be talents with which the character was born, although they may have required special training to awaken.
- *Ki*-based magic, where the character focuses his or her inner spirit through martial arts training to produce various exotic attacks and abilities.



- Divine powers granted by a deity to a priest, priestess or other holy individual.
- Legendary powers innate to a magical entity such as a fox spirit's ability to change shape or possess people or the myriad powers of a vampire.

The GM may rule that only certain types of magic exist within his or her campaign setting and that all characters with a Magic Attribute should conform to them. For example, in a game aimed at simulating a particular "magical girl" show, any character with the Magic Attribute may be expected to emulate the way the magical powers work in the show. It is perfectly reasonable for a character to take the Magic Attribute multiple times to represent a character who has two or more different types of magic.

A character with the Magic Attribute receives 10 Magic Points per Rank of this Attribute. Magic Points may be used like Character Points to acquire individual Attributes. Attributes acquired using Magic Points are designated "Magical Powers" and represent the extent of the character's magic. A Magical Power is used just like an ordinary Attribute, except each time the character uses it he or she must perform an invocation and expend Energy Points. This can represent casting a spell, concentrating on his or her inner *ki*, focusing a psychic power, etc.

Characters can acquire almost any Attributes as Magical Powers using their Magic Points with these exceptions: Dynamic Sorcery, Energy Bonus, Magic/Psionics, and perhaps Own a Big Mecha. The GM should exercise caution in allowing characters to acquire Highly Skilled or Organisational Ties, since either can be inappropriate or unbalancing. In addition, each Magical Power should be given its own descriptive name or special effects. Thus, while a Magical Power may be acquired as

"Special Attack Rank 2," on a character sheet it should be written down as "Lightning Bolt: Weapon Attack Rank 2," etc.

An invocation normally involves a short verbal incantation or magic phrase combined with gestures, which should take one action; the character must be able to speak and have his or her hands free to perform it. (For ways to get around this, see Magic Options, below). If the power is an offensive one (such as Mind Control or Special Attack), the character can make his or her attack as part of the invocation.

Each invocation normally drains Energy Points from the character equal to one half (round up) the Magic Points that were spent to acquire that Rank of the Attribute. For example, acquiring the Elasticity Attribute at Rank 5 as a Magical Power, costs 10 Magic Points. Invoking the Elasticity Magical Power at Rank 5 drains 5 Energy Points from the character ($10 \div 2 = 5$). A character can choose to use a Magical Power as if it were acquired at a lower Rank to conserve Energy Points, however. Continuing the example, the character can use Elasticity at Rank 2 instead (even though it can be used at a maximum of Rank 5), which only drains 2 Energy Points.

If the Magical Power is an Attribute with instantaneous effects, such as Exorcism, Teleportation or Special Attack, the

character must invoke the power anew (and spend Energy Points) each time he or she wishes to make use of it. If it has continuing effects (as in the case for most other Attributes), these effects will last for one minute; the character can maintain it for a greater duration by spending additional Energy Points equal to the Magic Point cost every minute. The Game Master can adjust this time up or down as necessary for his or her campaign. Maintaining a Magical Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

MAGIC OPTIONS

A specific Magical Power may be further customised by assigning it one or more of the following Magic Options when the character's powers are being designed. Note that a character may assign different Magic Options to each of his or her Magical Powers. All effects are cumulative.

- **FOCUS**

In order to invoke a Magical Power that was given the Focus option, the character requires a special tool. This may be a talisman, magic wand, or other device, or a set of exotic "spell components" such as the traditional eye of newt and wing of bat. A Magical Power that requires a Focus costs half as many Energy Points to invoke (round down). The Energy Points required to maintain the Magical Power are unaffected.

- **RITUAL**

Invoking a Magical Power that has this option requires a special ceremony taking several minutes to several hours to perform (GM's option), however, the Energy Points required to invoke the power and maintain it are halved (round down). If the character is interrupted during the Ritual or does anything other than concentrate on it, the Ritual fails and the character must begin again if he or she wishes to invoke the power. If a Ritual is interrupted at the last minute (when nearly complete) the GM may optionally have it go out of control, producing an undesirable or disastrous effect rather than simply fail. The GM may allow the magic-using character a Concentration Skill Check to avoid this. The magnitude of the disaster will depend on how powerful the Magical Power is and will usually be somehow related to what the character was trying to achieve.

- **SILENT**

A Magical Power that has this option does not require magic words. A Silent Power costs twice as many Energy Points to invoke (but regular cost to maintain). This option is very common for innate or psychic powers.

- **STILL**

A Magical Power that has this option does not require any gestures or motions. A Still Power costs twice as many Energy Points to invoke (but regular cost to maintain). Again, this option is very common for innate or psychic powers.

MASSIVE DAMAGE

Cost: 2 or 5 Points/Rank

Relevant Ability: None

Progression: Damage the character delivers is increased by 2 Points.

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage.

For 2 Points/Rank, additional damage is only inflicted when the character uses one specific weapon type, Special Attack (see page 61), or method of attack; this attack is defined during character creation. For example, it might represent a special talent with a weapon (such as guns, blades, blunt weapons), knowledge of a particular martial arts technique, or ability with a specific Special Attack.

For 5 Points/Rank, this knowledge can be applied to all forms of physical combat including armed, unarmed, martial arts, and ranged weapons, as well as Special Attacks such as energy blasts, magical spells that inflict damage, or vehicle weapons.

Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in

an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Attribute for a combat-oriented character. For more information on physical combat and damage, see page 121.

MECHANICAL GENIUS

Cost: 2 Points/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, a Mechanical Genius is a natural and is able to flip through a tech manual for an advanced technology in 30 seconds and figure out a way to repair the machine in an hour or so. Such characters often have high Ranks in Electronics and Mechanical Skills as well.

A character with this Attribute can also build new and modify existing gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing Personal Gear or technology-based Items of Power by exchanging Attributes and Defects, as long as the overall Point total is unchanged. A Mechanical Genius can also build Gear and Items of Power, but their creation requires the character to allocate the appropriate number of Character Points.

Alternatively, the GM may describe this Attribute as "Magical Genius," that allows a character to modify magical Items of Power by exchanging Attributes and Defects.

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| RANK 1 | The character can build/repair machines at 2 times normal speed. |
| RANK 2 | The character can build/repair machines at 5 times normal speed. |
| RANK 3 | The character can build/repair machines at 10 times normal speed. |
| RANK 4 | The character can build/repair machines at 20 times normal speed. |
| RANK 5 | The character can build/repair machines at 50 times normal speed. |
| RANK 6 | The character can build/repair machines at 100 times normal speed. |

METAMORPHOSIS

Cost: 5 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

Physical transformations are a major part of Japanese folklore, and a common ability for supernatural anime creatures or individuals labouring under a curse. Technological transformations are also possible, such as the robot who can shed its human guise and sprout weapons pods and rocket engines. Sorcerers, witches, or demons may also know how to transform others, usually through powerful magic.

The Metamorphosis Attribute allows a character to transform a target into alternate forms by adding Attributes to, or adding/removing Defects from, the target character. The maximum duration of this change is dictated by the Attribute Rank. If the target character successfully makes a Fortitude save (DC 14 + Rank of Metamorphosis), the Metamorphosis attempt does not work. The GM may rule that Metamorphosis automatically fails if the subject's new form could not survive in the present environment. Consequently, a character could turn an enemy into a goldfish, but the attempt would only work if the target was currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may waive this restriction where appropriate (such as for a villain in a supernatural horror campaign). In order to transform him or herself, the character needs the Alternate Form Attribute (page 39).



For each Rank of Metamorphosis, the character can assign 1 Character Point to a target's Attributes. This can either raise the target's current Attribute Rank, or result in the target gaining a new power. Alternatively, for each Rank the character can add 3 Defect Bonus Points to, or remove 3 Defect Bonus Points from, a target. Cosmetic changes that confer no additional abilities on the target, but do not fall under the Marked Defect, are considered a 1 Bonus Point change total (for all changes). This includes: change of sex, 50% apparent age increase or decrease, colour changes (eye, skin, or hair), and minor physical changes (shape of ears, facial features, or bodily proportions).

Unless the GM indicates otherwise, Character Points gained through Metamorphosis can only be used to add Ranks to the following Attributes: Adaptation, Armour, Elasticity, Extra Arms, Features, Flight, Heightened Senses, Insubstantial, Jumping, Natural Weapons, Regeneration, Special Defence, Special Movement, Speed, Superstrength, Tunnelling, and Water Speed. Additionally, only the following Defects can be changed: Ism, Marked, Not So Tough, Physical Impairment, and Sensory Impairment. Metamorphosis is not intended for transforming people into stone or other forms where they would be effectively immobilised. In order to do that, use the Special Attack Attribute (page 61) with the Incapacitating Ability (page 64).

- RANK 1** The character may change up to 1 Character Point or 3 Defect Points. The Metamorphosis lasts for 1 minute.
- RANK 2** The character may change up to 2 Character Points or 6 Defect Points. The Metamorphosis lasts for 2 minutes.
- RANK 3** The character may change up to 3 Character Points or 9 Defect Points. The Metamorphosis lasts for 5 minutes.
- RANK 4** The character may change up to 4 Character Points or 12 Defect Points. The Metamorphosis lasts for 10 minutes.
- RANK 5** The character may change up to 5 Character Points or 15 Defect Points. The Metamorphosis lasts for 30 minutes.
- RANK 6** The character may change up to 6 Character Points or 18 Defect Points. The Metamorphosis lasts for 1 hour.

MIMIC

Cost: 7 or 10 Points/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

Upon a successful Power Usage: Mimic Skill check against a DC of 15 plus the Rank of the target Attribute or Skill, the character can temporarily mimic any Attribute or Skill Rank of any single target character within range. The Rank of Mimic equals the maximum Attribute Rank that can be mimicked (doubled to determine the maximum Skill Rank). The Rank of a mimicked Attribute/Skill only replaces the character's corresponding Rank (if applicable) if it is higher; the character's Attribute/Skill Rank cannot decrease through Mimic unless a specific Restriction is assigned.

Alternatively, upon a successful Power Usage: Mimic Skill check against a DC equal to the target Ability Score, the character can temporarily mimic any Ability Score of any single target character within range.

For 7 Points/Rank the character can only mimic one Attribute/Ability/Skill at any single time. For 10 Points/Rank, the character can mimic as many Attributes/Abilities/Skills simultaneously at the appropriate Ranks (as indicated above) as he or she desires (each mimicked Attribute/Ability/Skill must be copied separately, each requiring a separate Skill check).

- Rank 1 The character can mimic up to Rank 1 Attributes or Rank 2 Skills, at a range of 15 feet and a duration of 5 rounds.
- Rank 2 The character can mimic up to Rank 2 Attributes or Rank 4 Skills, at a range of 30 feet and a duration of 1 minutes.
- Rank 3 The character can mimic up to Rank 3 Attributes or Rank 6 Skills, at a range of 45 feet and a duration of 2 minutes.
- Rank 4 The character can mimic up to Rank 4 Attributes or Rank 8 Skills, at a range of 60 feet and a duration of 4 minutes.
- Rank 4 The character can mimic up to Rank 5 Attributes or Rank 10 Skills, at a range of 75 feet and a duration of 8 minutes.
- Rank 6 The character can mimic up to Rank 6 Attributes or Rank 12 Skills, at a range of 90 feet and a duration of 16 minutes.

MIND CONTROL

Cost: 3-6 Points/Rank

Relevant Ability: Wisdom

Progression: Descriptive; see below

This Attribute allows the character to mentally dominate other individuals. Sorcerers, some psionic adepts, and creatures with hypnotic Powers (such as many demons or vampires) are among those likely to have Mind Control.

Mind Control costs 6 Points/Rank if it can be used on any human or alien with an Intelligence of 3 or higher (animals are excluded). It costs 5 Points/Rank if it works on broad categories of humans ("any Japanese" or "any male," for example). It costs 4 Points/Rank if the category is more specific and less useful ("Shinto priestesses" or "people obsessed with beauty"). Finally, it costs 3 Points/Rank if the category is very specific (members of the character's family, or members of a specific military unit). The effects of Mind Control should be role-played. If necessary, the GM can take over the character, although it is more fun if the player (with GM guidance) continues to play the character.

Initiating Mind Control requires a full round. The character must successfully make a Power Usage: Mind Control Skill check (if attacking multiple targets, roll only once) against DC 10 plus the Intelligence modifier of the target (use the highest modifier if targeting multiple people). At Ranks 1, 3, and 5, the character receives a +1 bonus to his or her attempt to Mind Control a target. If the check is successful, the target must make a Willpower save against DC 10 plus the attacker's Wisdom modifier plus the attacker's Rank in Power Usage: Mind Control. When controlling a large number of people, an average Will save for the entire group could be used. At Ranks 2, 4, and 6, the target also receives a -1 penalty when attempting to defend against Mind

Control (or when trying to break established contact; see below). At Rank 7, for instance, the character gains a +4 bonus while the target suffers a -3 penalty. A character needs to defeat an opponent in Mind Combat (page 123) to toy with the target's emotions (for example, giving the opponent new fears or a prejudice).

Once Mind Control is established, it remains in effect until the dominating character willingly relinquishes control, or until the target breaks free from the control. A target may attempt to break control under two circumstances: whenever he or she is given a command that conflicts with the nature of the character, and whenever the GM deems it appropriate for dramatic effect. To sever the connection, the target must make a successful Willpower save against DC 10 plus the attacker's Intelligence modifier and Power Usage: Mind Control Skill Rank plus the modifiers based on the controller's Mind Control Rank.

AGAINST TARGET'S NATURE

If a Mind Controlled target is commanded to perform an action that he or she would not willingly do under normal circumstances, the target can attempt to break control. Additionally, the target may receive a bonus if the action goes against his or her nature. The more distasteful the target finds the command, the greater the bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a +4 bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), a +8 bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Rank.

WHEN THE GM DEEMS APPROPRIATE

If the character commands his or her target to perform a number of mundane activities (clean the house, fetching a drink of water, etc.), the GM may decide the target does not receive an opportunity to break established control. Even a seemingly inoffensive command such as "sit in the closet" or "go to sleep," however, may have a drastic impact on the lives of others if a bomb is about to explode in the shrine or the target is piloting a mecha at the time. In these instances, the GM may give the target a chance to break free of the Mind Control even if the target does not regard a command as dangerous or distasteful (which would present an opportunity to end the control). This option puts the GM in direct control of the situation, which will benefit the campaign. Naturally, the GM can also apply modifiers to the save attempt that are cumulative with penalties associated with the controlling character's Mind Control Rank.

A character need not control every thought and action of his or her victims but can allow them to live normal lives until they are needed; these targets are known as "sleepers." Additionally, people who have been Mind Controlled will not usually remember events that occurred during the time period they are controlled and will have a gap in their memories.

The GM may allow a character to temporarily boost his or her Mind Control Attribute by one or two Ranks against a single individual who is his or her captive by "working" on the subject for a day or more. This bonus can represent concentrated brainwashing techniques or dedicated study of a subject.

Player Characters should only be placed under Mind Control for extended periods of time in exceptional circumstances.

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| RANK 1 | The character can control the mind of 1 target for a duration of several minutes. |
| RANK 2 | The character can control the minds of 2-3 targets for a duration of several hours. |
| RANK 3 | The character can control the minds of 4-8 targets for a duration of several days. |
| RANK 4 | The character can control the minds of 9-15 targets for a duration of several weeks. |
| RANK 5 | The character can control the minds of 16-25 targets for a duration of several months. |
| RANK 6 | The character can control the minds of 26-50 targets for a duration of several years. |

MIND SHIELD

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains a +2/Rank for Willpower saves involving mind invasion

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Rank to the Mind Shield. The character may also add the twice the Rank of Mind Shield to his or her Will save (as appropriate) when defending against a Mind Control attempt (see page 53), telepathic Mind Combat (page 123), or a Special Attack with the Mind or Soul Attack Ability (page 65).

NATURAL WEAPONS

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The character gains 1 Natural Weapon/Rank

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws. More powerful Natural Weapons can be designed using the Special Attack Attribute (page 61), with the Melee Disability.

The character possesses one such attack form per Rank. Possessing more than one such natural weapon gives the character a wider variety of attack forms. Normal damage inflicted by a successful attack is outlined in Chapter 12: Combat (page 110).

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt; and thus inflict usual Unarmed damage.

• CLAWS OR SPIKES

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 1d4 additional damage when used in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

• FANGS, BEAK, OR MANDIBLES

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts only 2 damage above normal damage in melee combat, but a successful strike that penetrates Armour gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Strength check. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a -4 AC penalty against any attack. This attack uses the Unarmed Attack (Bites) Skill.

• HORNS

These are large horns for butting or stabbing. Horns add 2 extra damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins Initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 1d6 (rather than the normal +2). If a charge fails to connect, the charging character will be off balance and suffers a -2 penalty to his or her AC for the remainder of the round and a -4 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

- **SPINES**

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically suffers 2 damage each round. This damage is in addition to any attack damage delivered. During these struggles, the opponent's clothes will also be ripped and shredded unless they are armoured.

- **TAIL STRIKER**

If the character has a combat-ready tail, it can be equipped with spikes, a stinger, or other similarly nasty weapon. The attack inflicts an additional 2 damage (in addition to normal damage). Upon a successful attack, the target must make a Dexterity check or suffer a -4 Initiative penalty the following combat round (the target is off balance). This attack uses the Unarmed Attack (Strikes) Skill.

- **TENTACLES**

One or more of the character's limbs — or possibly his or her hair — are actually tentacles. A character with tentacles gains a +2 bonus to his or her Unarmed Attack and Unarmed Defence Skill Rank when engaged in a wrestling attack or defending against one. Tentacles are also difficult to avoid in combat (opponent suffers a -1 AC penalty).

ORGANISATIONAL TIES

Cost: 1-3 Points/Rank

Relevant Ability: Charisma

Progression: Descriptive; see below

Organisational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Monetary advantages are usually covered by the Wealth Attribute (page 73), while access to special equipment may be represented by the Personal Gear Attribute (page 57). Examples of organisations include the feudal system, powerful corporations, organised crime rings, secret guilds and societies, governmental positions, military organisations, and some religions. For campaigns in which all players belong to the same organised group, the GM may decide that Organisational Ties are not required. Consequently, this Attribute is optional; the GM may prefer to treat organisation membership as a background detail instead.

The value of Organisational Ties depends on its importance in the setting. An organisation that exerts moderate power within the setting is worth 1 Point/Rank, one that has significant power costs 2 Points/Rank,



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and one that has great power in the setting costs 3 Points/Rank. Players should not assign this Attribute to represent organisations that have very little power. The GM determines the extent of the organisation's influence. In a high school comedy campaign, the school's autocratic Student Council might wield "significant power," while in most other settings it would be completely trivial and not worth any Points. Similarly, a criminal organisation like the Mafia or Yakuza might count as "great power" (3 Points/Rank) in a traditional low-powered game set in modern times, but merely as "moderate power" (1 Point/Rank) in a high-powered magical girl campaign.

Normal organisations should be limited to a geopolitical area, such as a single country. Global organisations, or those that span multiple geopolitical areas, function at 1 Rank lower. Multi-planetary organisations function at 2 Ranks lower, while multi-galaxy organisations function at 3 Ranks lower. For example, the president of a global megacorporation needs to assign Rank 6 to gain access to the Controlling Rank category (1 Rank lower). Similarly, a character who has Senior Rank in a universe-wide military organisation should have Rank 7 Organisational Ties (3 Ranks lower). Some organisations may be ostensibly limited to a single country, but the higher ranks still have global or multi-planetary influence. For example, the President of the United States is a Controlling Rank (Rank 6). Since the US has great influence across the world, however, the position would be Rank 7 (as if it was a global organisation).

These far-ranging organisation positions are only relevant, however, if the character can actually gain access to the resources of all branches of the group. If an Earth character is Connected to a multi-planetary police organisation, for instance, but can only interact with and be influenced by the Earth chapter of the organisation, the group is only considered to be a global organisation (1 Rank lower) for that character. The group is not categorised as multi-planetary (2 Rank lower), since the extensive resource benefits normally associated with an organisation that size are not available to the character.

- RANK 1** The character is connected to the organisation and can rely on it for occasional support and favours (and expect to be called on in return).
- RANK 2** The character has respected status in an organisation such as a landed knight in the feudal system, a junior executive in a corporation, a city council member, or a Mafia "Wise Guy" in an organised crime family. The organisation brings the character status and some wealth.
- RANK 3** The character has middle rank in an organisation such as a corporate vice president in charge of a department, a lesser feudal lord with a castle and lands, or a Mafia "captain" who runs a neighbourhood, or a junior congressman or member of parliament.
- RANK 4** The character has senior rank in an organisation, such as the senior vice-president of a large corporation, a high-ranking officer in the JSDF, or a US senator.
- RANK 5** The character has controlling rank in an organisation, such as the president of a megacorp, the boss of a large crime family, or a US state governor.
- RANK 6** The character has a controlling rank that spans multiple organisations, such as the ruler of a small nation, or "boss of bosses" of many different crime families.

OWN A BIG MECHA (OBM)

Cost: 8 Points/Rank

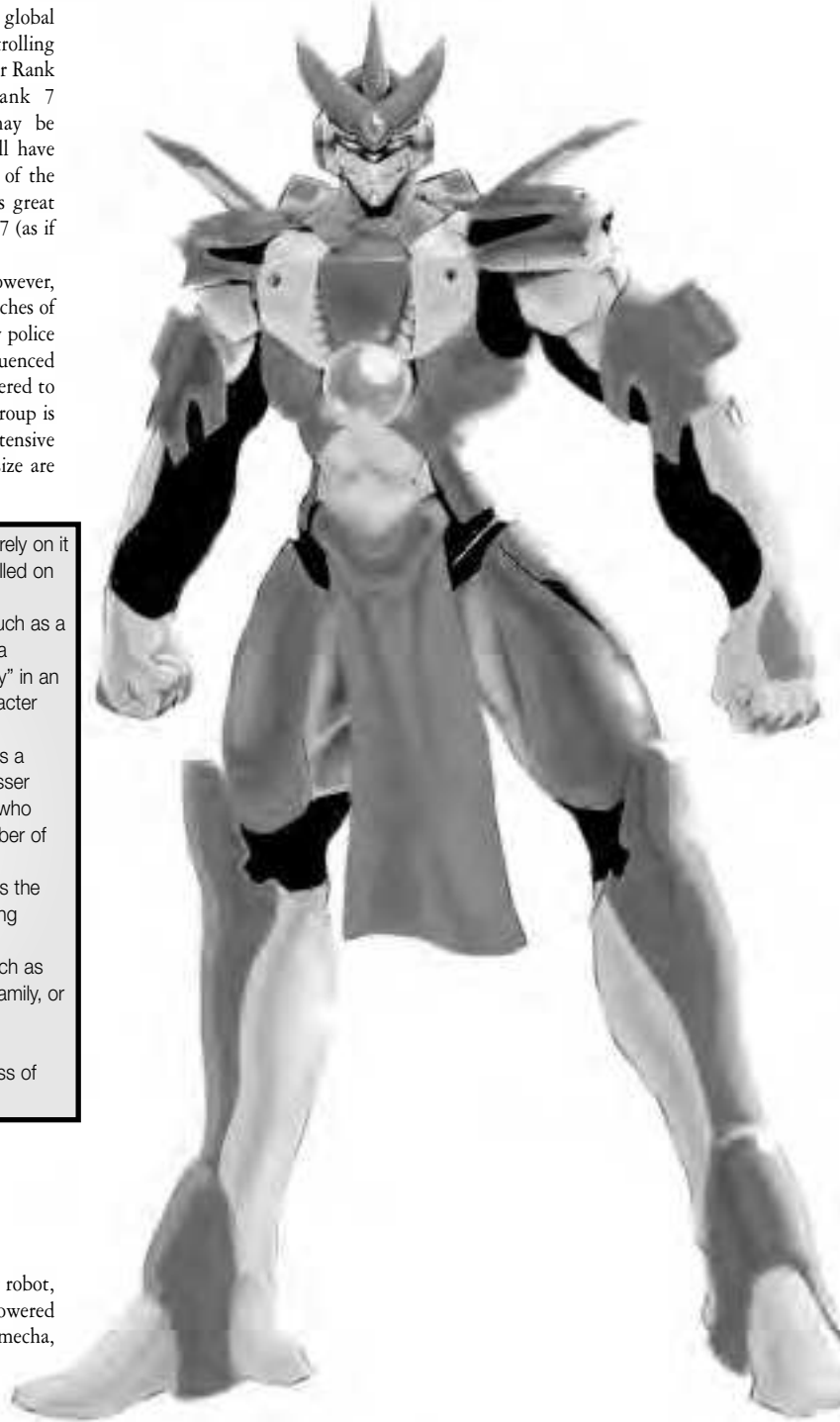
Relevant Ability: None

Progression: Descriptive; see below

A mecha is a vehicle or construct of some sort such as a giant robot, spaceship, tank, submarine, sports car, motorcycle, helicopter, powered armour suit. Piloting is usually done from a cockpit inside the mecha, though lower-technology or "retro" mecha may be operated from the outside or via remote control. The mecha's aptitude for combat is determined by the pilot character's ability.

Mecha often appear in modern or future settings, but they can also be pre-modern such as sailing ships or science-fantasy gear like magical clockwork golems. "Mecha" that characters do not ride, pilot, occupy, or wear, such as robot companions, are best acquired through the Flunkies (page 48) or Servant (page 60) Attributes.

The basic capabilities of the mecha are outlined in the Rank progression chart (page 57). The exact details regarding the mecha's form, function, storage, and design are up to the player. With GM permission, a player can modify his or her character's mecha from this baseline by assigning Attributes and Defects to the mecha rather than the character. The Character Points associated with Attributes, and Bonus Points associated with Defects, assigned in this way are divided by two to determine the actual cost. For example, adding a Force Field



(4 Points/Rank) to the mecha would cost only 2 Points/Rank. Similarly, adding a 2 Bonus Point Defect to the mecha would only return 1 Bonus Point to the character. The GM has final approval over all mecha modifications.

- RANK 1** The character owns a weak mecha with: 2d8 Hit Points, 4 Armour, 2 arms, top speed of 30 mph, 2d6 damage in unarmed melee combat, and Rank 1 Special Attack.
- RANK 2** The character owns an average mecha with: 4d8 Hit Points, 8 Armour, 2 arms, top speed of 60 mph, 4d6 damage in unarmed melee combat, and Rank 2 Special Attack.
- RANK 3** The character owns a strong mecha with: 6d8 Hit Points, 12 Armour, 2 arms, top speed of 100 mph, 6d6 damage in unarmed melee combat, and Rank 3 Special Attack.
- RANK 4** The character owns a powerful mecha with: 8d8 Hit Points, 16 Armour, 2 arms, top speed of 300 mph, 8d6 damage in unarmed melee combat, and Rank 4 Special Attack.
- RANK 5** The character owns a very powerful mecha with: 10d8 Hit Points, 20 Armour, 2 arms, top speed of 600 mph, 10d6 damage in unarmed melee combat, and Rank 5 Special Attack.
- RANK 6** The character owns an extraordinarily powerful mecha with: 12d8 Hit Points, 24 Armour, 2 arms, top speed of 1000 mph, 12d6 damage in unarmed melee combat, and Rank 6 Special Attack.

BESM d20 and d20 Mecha

If you want an even more detailed and customisable version of *Own a Big Mecha*, our *d20 Mecha (#02-601)* book is exactly what you are looking for. Each rank of *Own a Big Mecha* gives you 400 Mecha Points with which you can build your machine. See page 157.

PERSONAL GEAR

Cost: 2 Points/Rank
Relevant Ability: None
Progression: The character gains 1 major and 4 minor items of Personal Gear/Rank

The Personal Gear Attribute represents a character's access to useful equipment. Characters do not need to spend Character Points for items that are legal, inexpensive, and mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods). GMs may require players to allot Points to this Attribute, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body armour, or specialised professional equipment. The GM may give starting players a weapon of choice and a few other inexpensive items for free.

Personal Gear cannot include magic items, secret prototypes, or technology more advanced than what is standard in the setting (instead, see Item of Power, page 50). It can include common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day; perhaps a horse for fantasy campaigns). For less common or more expensive mecha, see *Own a Big Mecha* Attribute (page 56). The GM always has the final say on whether or not an item is available to the characters. Some examples of Personal Gear can be found in Chapter 12: Combat; the GM can create the statistics of other items.

Although characters may have items that are owned by the organisations to which they belong, they still must acquire these items as Personal Gear if they will make regular use of them (though the Conditional Ownership Defect may apply, see page 88). Thus, a police officer would use Gear for a pistol, police car, or handcuffs, although these items are property of the police department. This rule is intended mainly for play balance and, naturally, the GM has final say on this issue.

Each Rank in this Attribute permits the character to take one major and four minor items. Alternatively, the character can exchange one major item for four minor items, or vice versa. Use these guidelines to differentiate between major and minor items:

- **MINOR**

The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled artisan, but it costs as much as an average person's monthly wage. Alternatively, the Gear can be less expensive but needs a license or black market contact to acquire. Non-standard items that modify or improve other items of Gear, but are not functional by themselves (for example, a scope for a rifle, silencer for a pistol, or supercharged engine for an automobile) are also minor items of Gear.

Modern examples of minor items include weapon and vehicle modifications, handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool kits, and personal computers. Ancient or medieval examples include swords, longbows, crossbows, shields, lightweight armour (such as leather or a light mail shirt), lock picks, poisons, or a mule. Gear must be appropriate to the world setting — a pistol is a minor item in a modern-day or future setting, but an Item of Power in a medieval fantasy game!

- **MAJOR**

The gear is usually illegal for civilians, but it may be issued to an elite law enforcement agency, an average soldier, or a government spy may be issued. Modern-day examples of major items include machine guns, tactical armour, and grenade launchers. Major gear items can also include quite expensive but commercially available equipment such as a science lab, workshop, car, or motorbike. The GM can rule that an occasional, very expensive item (for example, an airplane or semi truck) counts as two or more major items of Gear. Ancient or medieval examples of major items include a full suit of chain or plate armour, a cavalry horse, a smith's forge, an alchemist's lab, or a wagon and team of draft animals.

- **MUNDANE**

Items that are easy to acquire, legal, and inexpensive count as "mundane items" and do not count as Personal Gear unless taken in quantity (GM's option). For example, "a complete tool box" would be a single a minor item; a single wrench is mundane.

PET MONSTER

Cost: 6 Points/Rank
Relevant Ability: None
Progression: The character owns one or more pet monsters, constructed from 20 Character Points plus 20/Rank

A Pet Monster is the ultimate friend and servant, ready to perform nearly any task for its master. Unlike a Servant (page 60), Pet Monsters have few desires beyond pleasing their master and rarely disobey orders. Frequently, Pet Monsters fight in gladiatorial combats for their owners' glory since they eager to please (and are usually more powerful than their owners as well). For other types of companions, see the Servant Attribute.

A Pet Monster is a 1st Level Adventurer (page 16), created with his or her own Ability Scores, Attributes, Defects, and Skills as normal but with only 20 Discretionary Character Points. Each Rank of the Pet Monster Attribute also gives the player 20 additional Character Points to add to the Pet Monster (for example, 40 Points at Rank 1, 60 Points at Rank 2, etc.). Pet Monsters do not gain Experience Points themselves and never progress in class beyond Level 1, though; instead, a Pet Monster gets more powerful when its owner advances in Rank in the Pet Monster Attribute and gives his or her pet more Character Points (to acquire Feats, Attributes, Skills, etc.). The Pet Monster may not have the Pet Monster Attributes, and some relationship-based Defects should not be assigned due to its innate role as a character's pet. Thus, it is inappropriate for a Pet Monster to have the following Defects: Owned, Red Tape, or Significant Other.

If creating more than one monster (for populating a monster farm or ranch), the character can divide the Pet Monster Points amongst them in any way he or she desires. Each new Pet Monster added is created as a 1st Level Adventurer as normal with 20 Discretionary Character Points.

If the GM wishes to encourage players to own multiple Pet Monsters instead of just one, the Rank Progression could be changed from “+20 Character Points/Rank” to “+15 Points/Rank +5 Points added to each Pet Monster.” For example, if a character with six Pet Monsters increases from Rank 3 to Rank 4 in this Attribute, each Pet Monster gains an additional 5 Points and the player has 15 more Points to divide amongst the six pets as he or she sees fit.

Experience Point Pet Monster Advancement

Rather than increasing the Pet Monster’s point total to reflect advancement, players and GMs may wish to advance pet monsters as Adventurers.

The Pet Monster begins play as a 1st Level Adventurer and gains Experience Points at the same pace as the character. If a character has multiple Pet Monsters, the XP award is divided amongst the monsters (assigning the most XP to those monsters that saw the most action in the adventure).

If the character increases his or her Rank in the Pet Monster Attribute, the Monster gains the additional points as normal, reflecting additional power, not additional experience. Using this method, however, player’s should ignore the “Pet Monster +1” gained from character advancement for the Pet Monster Trainer class — the XP advancement gained through adventuring reflects the increased ability of the monsters.

In addition to Character Point assignment, players should consider the following five aspects for his or her character’s Pet Monster:

- What is its name? Make sure it’s a cute name.
- What does the Pet Monster look like? Make sure it’s cute.
- What species is it? Common species types include: aquatic, beast, bird, bug, dragon/reptile, eyeball, gerbil/rodent, golem, metamorph, slime, spirit, and veggie.
- From what elemental force does the Pet Monster derive its powers? Common elements include: celestial, darkness, death, earth, electricity, fire, gas, ice, light, metal, psionics, sonic, water, and wind.
- How is the Pet Monster stored when not in use? All Pet Monsters come with their own device for free, which may include an electronic toy, a magical pocket ball, or an extra-dimensional gadget. When the owner needs the Pet Monster, he or she summons them from the device, most commonly with a command phrase.

PLACE OF POWER

Cost: 1 Point/Rank

Relevant Ability: None

Progression: Descriptive; see below

A Place of Power is a home base or lair that is infused with magical or holy energies. It might be a shrine, magical circle, a sacrificial altar, a ring of standing stones or something less traditional. The place usually radiates good or evil energy, and a nearby character with an appropriate Sixth Sense can detect its presence.

While within his or her Place of Power, the character alone can perform activities using either Dynamic Sorcery or Magic more easily. The Place of Power has a pool of 10 Energy Points for each Rank of this Attribute. While the character is standing somewhere within the Place of Power, he or she can draw on these Energy Points as if they were the character’s own. Once used, the Energy Points replenish at a rate of 1 Energy Point for each Rank of the Place of Power Attribute per hour.

Several characters may share the same Place of Power. While this option does not reduce the Attribute’s cost, it can provide greater convenience. Each character sharing the Power has his or her own source of additional Energy Points.

At the GM’s discretion, a Place of Power may also offer additional advantages. In particular, one usually exerts a subtle, long-term, emotional influence on people who live in or near it, which may be positive if the owner of the Place of Power is a good person or negative if he or she is an evil one. In addition, individuals born or raised in a Place of Power are more likely to develop supernatural abilities.

- RANK 1** The Place of Power is the size of a small rug and provides 10 Energy Points.
- RANK 2** The Place of Power is the size of a small room and provides 20 Energy Points.
- RANK 3** The Place of Power is the size of a large room and provides 30 Energy Points.
- RANK 4** The Place of Power is the size of a house and provides 40 Energy Points.
- RANK 5** The Place of Power is the size of a city block and provides 50 Energy Points.
- RANK 6** The Place of Power is the size of several city blocks and provides 60 Energy Points.

POCKET DIMENSION

Cost: 2, 3 or 4 Points/Rank

Relevant Ability: Wisdom

Progression: Descriptive; see below

This Attribute allows the opening of a hole or doorway — a portal — into another dimension. In anime, this power is sometimes possessed by demons or even vampires, or, in Western myth, by fairies. Mages often create dimensional portals leading from closets or doors into other places. In less serious games, Pocket Dimension can also represent the ability some characters have to suddenly produce big items (like huge hammers or swords) seemingly out of nowhere. A Pocket Dimension could also represent an object that is simply bigger on the inside than on the outside.

The Rank of Pocket Dimension determines the maximum size of the dimension. The environment and furnishings of the dimension are up to the player within the GM’s limitations; extensive furnishings should be acquired as Personal Gear (page 57). A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to the characters.

The cost of Pocket Dimension is 2 Points/Rank if it is limited to a single fixed portal (such as a house closet), 3 Points/Rank if the portal is in a mobile location (such as inside a vehicle, or attached to an item), or 4 Points/Rank if the character can use a particular class of objects as a portal (such as “any mirror” or “any pool of water”).

A character with this ability at 2 or 3 Points/Rank cannot create new portals leading out of the dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal



opened to his or her dimension at a time, but additional apertures to the same dimension may be possessed for 1 extra Character Point each. At the 4 Points/Rank version, the character can leave the Pocket Dimension through any other appropriate exit within 1 mile times the Rank (for example, within a 6 mile radius for Rank 6); the character is not required to leave through the same one he or she entered.

Once opened, a portal can stay open for as long as the creator is in the dimension. The creator may also be able to "leave the door open" if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket.

Pocket Dimensions may optionally be designated as only one-way, restricting access in or out until the character or machine maintaining them is destroyed, or some other condition is fulfilled. This Attribute may be taken multiple times to give access to multiple different dimensions. If so, it may be taken at different Ranks for each individual dimension.

USING POCKET DIMENSION OFFENSIVELY

Some characters may have the exotic ability of being able to suck or warp unwilling targets into their alternate dimension (at the 3 or 4 Points/Rank version only). To indicate this, assign the Pocket Dimension Attribute and think acquire the Special Attack Attribute with the Linked (Pocket Dimension) Ability (page 65).

Characters who have an ability to travel between dimensions should possess the Dimension Hop Special Movement Attribute (page 67).

- RANK 1** The dimension can be as large as a closet.
- RANK 2** The dimension can be as large as a room.
- RANK 3** The dimension can be as large as a house.
- RANK 4** The dimension can be as large as a city block.
- RANK 5** The dimension can be the size of an entire village.
- RANK 6** The dimension can be the size of an entire city (or even larger).

POWER DEFENCE

Cost: 1 Point/Rank

Relevant Ability: Variable

Progression: The character reduces the DC of saving throws related to the defensive use of an Attribute by 1/Rank

Power Defence is acquired in conjunction with another Attribute not normally used for defence (Attribute must be defined when Power Defence is assigned). Power Defence allows a character to use the other Attribute to defend against attacks, possibly avoiding all damage entirely. The character must make a save (as appropriate for the situation or Attribute) with a bonus of +1 per Power Defence Rank against a DC equal to the attacker's final to hit roll result. If successful, the character activates his or her Attribute in time to defend against the attack and avoids all damage (and effects) from the attack. The player should consult with the Game Master to determine which Attributes are appropriate for a Power Defence.

A character may only attempt one Power Defence each round unless he or she also possesses the Extra Defences Attribute (page 47), in which case he or she may sacrifice one extra defence to attempt an additionally Power Defence (the two may not be used in conjunction, through).

Characters must assign this Attribute once for each Attribute they wish to use defensively.

EXAMPLE

A character has Teleportation at Rank 3 and Power Defence: Teleportation at Rank 5. An opponent attacks him and scores an impressive result of 32 on his to hit roll. The teleporter must now roll a Reflex save (most appropriate to Teleportation) against a DC of 32 with a +5 bonus for 5 ranks in Power Defence: Teleportation. If successful, he teleports away before the attack hits and completely avoids the damage. If the save is unsuccessful, he is hit by the attack and suffers its effects as normal.

PROJECTION

Cost: 1 to 4 Points/Rank

Relevant Ability: Wisdom

Progression: Descriptive; see below

The character can projected images that fools one or more senses. The Projection cannot be touched because it is not substantial. Closer inspection will usually reveal the Projection for what it is, which may cause it to disappear (GM's discretion). The GM may require a Will save to "see through" a Projection against a DC equal to: 10 plus the projector's Wisdom modifier plus the projector's Rank in Power Usage: Projection.

A Projection may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it really is. A Projection that is unintended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves. To give a Projection the semblance of independent activity (such as a projected image of a person who moves and speaks), the character must actively concentrate on manipulating the Projection, and perform no other actions.

For 1 Point/Rank the character can create Projections that can be detected by one sense, usually sight (sense must be determined during character creation). For 2 Points/Rank the Projections can be detected by two senses, usually sight and hearing. For 3 Points/Rank the Projections can be detected by three senses. For 4 Points/Rank the Projections can be detected by all senses. No matter how realistic the Projections, however, they can never cause physical sensations intense enough to inflict pain or damage. An image of a roaring fire may feel hot, and a character may believe that he or she is burning, but the fire cannot actually deliver damage. To create Projections capable of injuring targets, the character should possess a Special Attack Attribute (page 61) which is tied to the Projection Attribute through the Dependent Defect.

A character can normally maintain only a single Projection at a time. To be able to maintain multiple Projections at once costs the character an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Rank 3 (one sense, four Projections)" would cost six Points: three Points for Rank 3 (one sense) and three more Points for being able to sustain four Projections at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Projection rather than several. If a character is already sustaining his or her maximum number of Projections and wishes to create another one, an existing Projection must first be dispelled.

In order for the character to create a convincing Projections of something complex, the GM may require a Power Usage: Projection Skill check against an appropriate DC. The GM can adjust the DC depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a +1 bonus for every Rank he or she has in excess of the minimum Rank needed to create the Projection. For example, if a character with Projection Rank 5 decides to create a merely human-sized Projection (which needs only Rank 1), a +4 bonus applies. If the roll fails, the character's Projection has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

- RANK 1** The character can create small illusions, about the size of a single person.
- RANK 2** The character can create medium illusions, large enough for an entire room, or a large object like a car or elephant.
- RANK 3** The character can create large illusions that can cover a house-sized area.
- RANK 4** The character can create very large illusions that can cover an entire neighbourhood (or a few hundred square yards).
- RANK 5** The character can create huge illusions that cover a village-sized area.
- RANK 6** The character can create great illusions that can cover a town-sized area.

REGENERATION

Cost: 4 Points/Rank

Relevant Ability: None

Progression: The character can regenerate 1 Hit Point each round/Rank

Characters with this Attribute automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Hit Points cannot exceed their original total. At higher Regeneration Ranks, the character's body will revive itself if "clinically" dead but not actually brain-dead (Rank 3+), repair massive trauma such as lost limbs or organs (Rank 6+), or restore the character if cut into several pieces (Rank 6+). The body cannot repair itself if it is blown to bits or disintegrated, however.

REINCARNATION

Cost: 2 or 4 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

If the character is destroyed, some of his or her essence may still survive. This may be in spiritual or digital form, or it may be something that must be retrieved from the corpse. A robot whose memory can be copied or uploaded, a creature that leaves an egg in its body upon death, or an undead monster that will reform a few minutes, hours, or days after its apparent death are all examples of this. If this remnant can be salvaged or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original. A reincarnated character usually starts with 1 Hit Point.

Reincarnation can be prevented in some way. This may be as simple as burning, blowing up, or dismembering a body, or as obscure as requiring a special ritual. For 2 Points/Rank, the Reincarnation is easy to stop; for 4 Points/Rank, the Reincarnation is difficult to stop. The GM and player must work together to determine the parameters involved in preventing the rebirth.

- RANK 1** The reincarnation occurs within a few weeks.
- RANK 2** The reincarnation occurs within a few days.
- RANK 3** The reincarnation occurs within a single day.
- RANK 4** The reincarnation occurs within a few hours.
- RANK 5** The reincarnation occurs within a single hour.
- RANK 6** The reincarnation occurs within a few minutes.

REJUVENATION

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: Under specific conditions, the character instantly regain 5 Hit Points or Energy Points/Rank

Characters with this Attribute can focus on their adrenaline rush and internal reserves to restore lost Hit Points or Energy Points. Rejuvenation can only take place under certain circumstances (like a crowd getting behind a wrestler, a sound that triggers a certain memory or the presence of a master, or a dashing knight inspiring a magical girl) and can happen only once in a scene. The GM and player should work together to determine when Rejuvenation can occur. Rejuvenation requires one combat round, during which the character can only dodge or avoid attacks. Neither Hit Points nor Energy Points can be raised above their maximum.

SENSORY BLOCK

Cost: 1 Point/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

A character with Sensory Block can cover an area (size is determined by the Rank) with a field that partially blocks specific senses or detection techniques. This can represent a magical ability, technological enhancement, or paranormal effect. Each time this Attribute is assigned,

the character can either block one sense or enhanced sense (Type I) or one detection technique (Type II), which is determined during character creation. The GM may allow multiple assignments to the same sense or technique, which results in cumulative penalties. To fully block a detection technique, see the Invisibility Attribute (page 50).

TYPE I

One of the five senses — hearing, smell, vision, taste, or touch — is partially blocked. This may mean that individuals within the area covered cannot see well (vision), cannot hear well (hearing), etc. Checks made by these individuals when pertaining to the specific senses suffer a -4 penalty, which is cumulative with any Heightened Senses bonus (see page 49).

TYPE II

A detection technique is partially blocked. Examples of techniques include: darkvision, electric current detection; homing weapons; infravision; magnetic field detection; microscopic vision; radar detection; radio reception; sonar detection; a specific Sixth Sense technique; ultrasonic hearing; ultravision; vibration detection; X-ray vision. Ability or Skill checks relating to these detection techniques suffer a -4 penalty.

- RANK 1** The Sensory block covers up to 100 ft radius.
- RANK 2** The Sensory block covers up to 500 ft radius.
- RANK 3** The Sensory block covers up to 1 mile radius.
- RANK 4** The Sensory block covers up to 5 mile radius.
- RANK 5** The Sensory block covers up to 50 mile radius.
- RANK 6** The Sensory block covers up to 500 mile radius.

SERVANT

Cost: 2 or 5 Points/Rank

Relevant Ability: None

Progression: The servant is constructed from 10 Character Points plus 10/Rank

The character has a servant or companion entity. It serves as a familiar, pet, companion, or bodyguard. Examples of Servants could include: a magical girl's talking animal companion, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a mage's familiar cat, or a vampire's enslaved servants. For a more powerful pet monster servant (usually associated with gladiatorial combat), see the Pet Monster Attribute (page 57). Servants are NPCs controlled by the GM, but they will normally work toward the character's best interests. Nevertheless, they should have their own personalities and may occasionally get into trouble of their own.

A Servant is assumed to be around "all the time." To create a servant that the character summons for a brief period of time, acquire the Attribute as a Magical Power (see Magic, page 51) — this will result in the servant only remaining around as long as the character spends appropriate Energy Points.

This Attribute costs 2 Point/Rank if the character is limited to one particular Servant. If the character can dismiss the Servant and replace it with a different one between adventures or during an adventure with suitable effort (GM's option such as casting a summoning spell or taming a new animal), then the Attribute costs 5 Points/Rank. A character can take the Attribute several times to have multiple Servants.

A Servant is a 1st Level Adventurer (page 16), created with his or her own Ability Scores, Attributes, Defects, and Skills as normal but with only 10 Discretionary Character Points. Each Rank of the Servant Attribute also gives the player 10 additional Character Points to add to the Servant (for example, 20 Points at Rank 1, 30 Points at Rank 2, etc.). The Servant may not have the Servant or Own a Big Mecha Attributes, and some relationship-based Defects should not be assigned due to its innate role as a character's Servant. Thus, it is inappropriate for a Servant to have the following Defects: Owned, Red Tape, or Significant Other.

SIXTH SENSE

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains 1 Sixth Sense/Rank

Some characters have the ability to detect things that are hidden to normal senses or technological sensors, while others have affinities for specific objects or people. Sixth Sense typically represents psychic or magical ability, but can also reflect trained and acute senses or divine intervention.

The character may sense one particular category of phenomena per Rank. The player should define the category with the GM's approval (Sixth Sense is very much a GM-defined ability). As a guideline, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 20 foot radius area). The GM may require a Wisdom check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (+2 modifier or more) if the character is touching the source.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Wisdom Check. The exact content of this information is up to the GM. If the check succeeds, the GM may provide the character with a few extra clues about the source such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly... and hungry." If the check fails, the character will not gain any additional information unless something happens, such as the phenomena becoming stronger, or coming much closer. The GM should always try to use Sixth Sense to plant clues that make a story more exciting, but not allow it to short-circuit the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include astral/ethereal beings, danger, Pocket Dimensions, electricity, elements, emotions, evil, illusions, interpersonal dynamics, magic, magnetics, paranormal nexus points, particular objects, places of power, psionics, spirits, telepathy, truth, virtue, or the use of specific Attributes or Defects.

PRECOGNITION AND POSTCOGNITION

Alternatively, Sixth Sense can be assigned to represent precognition and postcognition — the ability to access visions of past and future events. This option is a GM-defined Attribute, however, which allows him or her limit its application and scope within the campaign. For precognition and postcognition, the Attribute's Rank reflects the maximum time difference between the present situation and a perceived future or past event (the higher the Rank, the longer the time difference). Low-Ranking character may only perceive events within minutes or hours of the current time; high-Ranking characters can extend this time to hundreds or even thousands of years.

SIZE CHANGE

Cost: 1, 5, or 6 Points/Rank

Relevant Ability: Constitution

Progression: Descriptive; see below

This Attribute reflects the ability to increase or decrease the stature of the character. A character may have the ability to both shrink and grow for 6 Points/Rank. Alternatively, the character can choose to shrink only at a cost of 1 Point/Rank or to grow only at a cost of 5 Points/Rank; this restricts the character to changing size in one direction (with the ability to return to his or her normal size). For example, a character with Size Change (Shrinking Only) Rank 2 could shrink to half size and once shrunk could grow back, but he or she could never increase his or her height beyond normal.

It takes one round for a character to change size. Size Change is normally designed to affect only the user, but it can be specified as usable on others instead. If so, it only affects a single willing subject, whom the user must touch. For it to be used as an attack against unwilling persons

or over a distance, the character must also acquire the Special Attack Attribute (page 61) with the Linked (Size Change) Ability (page 65).

See page 97 for more information on size categories.

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|---------------|--|
| RANK 1 | The character's size can increase or decrease one size category (a Medium character can either grow to Large or shrink to Small). |
| RANK 2 | The character's size can increase or decrease two size categories (a Medium character can either grow to Huge or shrink to Tiny). |
| RANK 3 | The character's size can increase or decrease three size categories (a Medium character can either grow to Gargantuan or shrink to Diminutive). |
| RANK 4 | The character's size can increase or decrease four size categories (a Medium character can either grow to Colossal or shrink to Fine). |
| RANK 5 | The character's size can increase or decrease five size categories (a Small character can grow to Colossal; a Large character could shrink to Fine). |
| RANK 6 | The character's size can increase or decrease six size categories (a Tiny character can grow to Colossal; a Huge character could shrink to Fine). |

SPECIAL ATTACK

Cost: 1 or 4 Points/Rank

Relevant Ability: None

Progression: The character possesses an attack that delivers 1d8 damage/Rank

Anime characters sometimes wield powerful offensive energies, such as electric zaps, magical fireballs, *ki*-powered martial arts strikes, or energy swords. Some characters, such as cyborgs or robots, as well as mecha, may have guns, missiles, or beam weapons built into their bodies.

Special Attack costs 4 Points/Rank, and delivers 1d8 damage per Rank.

Special Attacks may be further customised by assigning one or more attack Abilities from the list on pages 62-66. Each attack Ability taken reduces the damage by 1d8 but adds an additional capability. Attacks may also be assigned one or more attack Disabilities from the list on pages 66-67. Each attack Disability increases the damage by 1d8 but reduces the attack's utility by imposing some form of limitation.

The player must assign Abilities and Disabilities when the Special Attack is designed. On the player's character sheet, they are listed in parentheses following the attack's modified damage. He or she may assign a combination of Abilities and Disabilities that would reduce its damage to a minimum of 1d8. To create a "zero damage" Special Attack, one would select the No Damage Disability (see page 66). For example, suppose a character has a Special Attack at Rank 2. He or she would only be able to purchase one Ability, which would reduced the attack's damage from 2d8 to 1d8. If the character wanted to purchase a second Ability, he or she must first assign a Disability, which would raise the attack's damage back to 2d8. The character could then purchase a second Ability, reducing the damage back to 1d8.

A Special Attack should always be given a descriptive name such as "90mm Auto-Cannon" or "Raging Thunder Dragon Fist." When designing the attack, the player (with GM input) should determine what Skill and Specialisation is appropriate for its use. For most magical or superpowered ranged attacks, it will be Special Ranged Attacks. For mecha Attacks, it is usually Heavy Weapons (Gunnery). For ranged weapons designed as Personal Gear, it is usually Guns or Thrown Weapon with an appropriate Specialisation depending on the description. Any weapon with the Melee Disability uses the Melee Attack or Unarmed Attack Skills depending on its description. For example, Melee Attack (Sword) is appropriate to an energy sword, while Unarmed Attack (Striking) would be suitable for a wraith that drained energy by its touch or a *ki*-energised martial arts strike.

• **ALTERNATE ATTACKS**

Although a character or mecha often uses his or her highest-Rank “primary” weapon, alternate or backup ones may also be possessed. The Point cost of these additional “secondary” attacks are one quarter the cost of the primary attack at 1 Point/Rank. The primary attack — the attack with the highest Rank — is the only one that costs the standard 4 Points/Rank. Secondary attacks may each possess different damages, Abilities and Disabilities. If acquiring alternate attacks as Magical Powers (see Magic, page 51) the secondary attacks drain the regular 2 Energy Points/Rank, not 0.5 Energy Points/Rank.

• **MECHA WEAPON ATTACKS AND DIFFERENT GUNNERS**

If a mecha has the Special Attack Ability, each armament is normally designed for use by whomever is controlling the mecha. An operator can only fire one of the weapons each round, unless he or she possesses the Extra Attacks Attribute (page 47) and the Special Attack has the Flurry Ability (page 64). If the mecha carries multiple people, however, it may be designed with many independently operated weapons, each manned by a different character, which allows simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a “Different Gunner” and purchased at an additional flat cost of 2 Points each (this is the half-cost discounted version; see Own a Big Mecha for more information on page 56).

SPECIAL ATTACK DESCRIPTORS

Many d20 games assign attacks descriptors such as “magic,” “lawful,” “evil,” and the like, which usually affects Damage Reduction as well as some other abilities. Players may assign a descriptive term to a Special Attack at a cost of 1 point per term (multiple terms may be applied to the same attack). If anything is affected by attacks of that descriptor, the Special Attack will be modified accordingly. Otherwise, if a player does not assign a descriptor, treat the attack as a normal attack.

SPECIAL EFFECTS

The special effects of Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Spreading, and Tangle are determined by the Rank of the Special Attack only. Massive Damage, Superstrength, and critical hit multipliers are not included in the calculation. Additionally, Armour and Force Fields do not normally protect against the special effects of Drain (Any), Flare, Incapacitating, Irritant, or Tangle. Before making an attack, a character can choose to inflict less damage than the normal 1d8/Rank, or reduce the power of their special effects.

Effects Based on Damage Inflicted

The scope of the special effects for attacks with the Area Effect, Drain (Any), Flare, Incapacitating, Irritant, Linked, Spreading, or Tangle Abilities depend on the Rank of the Special Attack. For example, Drain (Mind) reduced the target’s Intelligence Score by 2 for every Special Attack Rank; similarly, Tangle creates restraints that have 4 Hit Points for every Special Attack Rank. Attacks with the No Damage Disability are treated as one Rank higher when determining the special effects for these Abilities.

To introduce randomness into these special effects, their scopes could instead be based on every 5 damage that the attack inflicts (or would have inflicted in the case of attacks with the No Damage Disability). For the above examples, Drain (Mind) would reduce a target’s Intelligence Score by 2 for every 5 damage, and Tangle would create restraints that have 4 Hit Points for every 5 damage.

If this alternate rule is used, damage must be rolled for all attacks — including ones with the No Damage Disability — to determine the special effect scope. While this rule will balance the attacks with each other more accurately (particularly if the No Damage Disability is assigned), a little more calculation is involved.

SPECIAL ATTACK ABILITIES

The following Abilities may be assigned to a Special Attack. The GM may disallow any combination of Abilities that seems inappropriate.

TABLE 6-2: ATTACK ABILITIES

ABILITY	# OF SLOTS	ABILITY	# OF SLOTS
Accurate	1	Indirect	1
Affects Incorporeal	1	Irritant	1
Area Effect	1	Linked (Attack)	2
Aura	2	Linked (Attribute)	1
Auto-Fire	3	Long Range	1
Burning	1	Mind or Soul Attack	5
Concealable	1	Muscle-Powered	1
Contagious	2 or 4	No Regeneration	1
Drain Body	1	Penetrating (Armour)	1
Drain Energy	1	Penetrating (Force Field)	1
Drain Mind	1	Quake	1
Drain Soul	1	Spreading	1
Enduring	1	Stun	1
Flare	1	Tangle	2
Flexible	1	Targeted	1 or 2
Flurry	1	Trap	1
Homing	1 or 2	Undetectable	4
Incapacitating	3	Unique Ability	1
Incurable	4	Vampiric	2-4

• **ACCURATE**

The attack is unusually accurate giving a +4 bonus to Attack rolls (or Ability checks if the attack has the Mind or Soul Attack Ability). This Ability can be assigned two or three times for a +8 or +12 bonus, but may not be combined with the Linked (Attack) Ability.

• **AFFECTS INCORPOREAL**

This attack will affect characters who are currently Astral or Incorporeal as if they were solid.

• **AREA EFFECT**

This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. All affected characters are allowed a Reflex Save (diving for cover, swerving out of the way) for half damage. Characters and mecha that can shield themselves with very solid objects or terrain in the vicinity may avoid damage completely (GM’s discretion) on a successful Reflex save. This represents the character ducking or moving behind cover. The GM will decide whether an object or person is within the area of effect, and may assume the area radius is equivalent to 5 feet for every Special Attack Rank. Area Effect can be assigned multiple times; each Ability doubles the area radius.

• **AURA**

Rather than having to make an actual attack, the character instead automatically damages anyone who touches his or her body. An example might be a character who was sheathed in flame or electrified. If this Ability is combined with the Area Effect Ability, it automatically damages anyone in the designated area around the character. Aura counts as two Abilities.

• **AUTO-FIRE**

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits (minimum of one, maximum of five) equal to the difference between his or her final to hit roll (including all modifiers) and the targets defence roll (including all modifiers) divided by five, rounded down. For example, if a character attempts to hit a target who rolled a final defence value of 27, he or she would score 2 hits (27 - 16 = 11; 11 ÷ 5 = 2.2; round down to 2). Each hit delivers separate damage (important when considering Armour and Force Fields). Bonuses from Massive Damage, Superstrength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the normal damage of the Special Attack. The Game Master may increase the maximum number of hits scored to 10 to reflect more potentially damaging attacks. Auto-Fire counts as three Abilities.



CHAPTER 6:
ATTRIBUTES

- **BURNING**

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's Armour, the target will suffer an additional 1 damage/Rank of the Special Attack each round for 5 rounds or until the effect is somehow neutralised (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralisation). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "hourly burn," in which case the damage is 2 per Rank rather than 1 but is applied on a daily basis (rather than round-by-round). Finally, a "slow burn" inflicts 4 damage/Rank inflicted daily (rather than round-by-round). This Ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the hourly burn and slow burn damage will continue until the victim is dead or makes a successful Fortitude save against a DC of 15 + the Rank of the Special Attack (made on an hourly or daily basis).

- **CONCEALABLE**

This option is only available for Hand-Held weapons, mecha weapons, or personal gear. Such weapons are normally assumed to be visible — a weapon built into a mecha has obvious barrels or gun ports, for example. A Concealable weapon is not so obvious; it may extend out from the mecha or be disguised as something else. If built as a Hand-Held Weapon or Personal Gear, this means it is small enough to be used with one hand and concealed under clothing. Most pistol-sized or knife-sized weapons are Concealable. For more cinematic games, larger weapons such as swords and machine guns can be designed as Concealable as well.

- **CONTAGIOUS**

Some or all of the attack's damage or other effects will be passed on to others who touch (or otherwise contact) a victim. If mildly contagious, not everyone will be infected; a prospective victim must fail a Fortitude save versus a DC 15 + Rank of Special Attack to be affected. If taken twice, it is highly contagious; someone must fail the Save at a -4 penalty in order to be affected. Alternatively, the contagion may be automated under some circumstances. The save is normally a Fortitude save, but some contagion may require a Will save. The GM should adjudicate Effects and countermeasures. The Ability is usually combined with the Toxic Disability. Contagious counts as two Abilities if mildly contagious or four Abilities if highly contagious.

- **DRAIN BODY**

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Strength, Dexterity, or Constitution (chosen when the attack is designed) is reduced by 2 per Rank of the attack. The Ability drain is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, but inflicts no other punishment, the No Damage Disability must also be assigned. If a target's Constitution is drained to 0, he or she is rendered unconscious but does not die as normal. Lost Ability Score Points are recovered at two Points per hour of rest. Drain Body counts as two Abilities

- **DRAIN ENERGY**

The attack drains away the victim's personal energy supply, causing him or her to become fatigued and/or despondent. In addition to the damage delivered to the victim's Hit Points, the attack causes the same loss of Energy Points. To design an attack that only drains Energy Points, the No Damage Disability must also be assigned. Lost Energy Points recover at their normal rate.

- **DRAIN MIND**

The attack causes the victim to lose his or her mind. The attack may be a psionic attack, a tranquilliser or similar drug, or another form of attack. The victim's Intelligence is reduced by 2 multiplied by the Special Attack Rank. This Intelligence drain is in addition to any Hit Point losses from the attack. To design an attack that only drains Intelligence, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour. Drain Mind counts as two Abilities.

- **DRAIN SOUL**

The Attack affects the victim's spirit. This attack may be a wave of fear, despair, or some other willpower-destroying emotion. The victim's Wisdom or Charisma (chosen when the attack is designed) is reduced by 2 multiplied

by the Special Attack Rank. This drainage is in addition to any Hit Point losses from the attack. To design an attack that only drains the chosen Ability, the No Damage Disability must also be assigned. The drained Points return at the rate of two every hour. Drain Soul counts as two Abilities.

- **ENDURING**

Enduring can only be assigned in conjunction with Area Effect. The attack remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or supercooled vapours. Anyone entering or remaining in the area is immediately subject to the attack; defence checks are outlined under Area Effect. Each time Enduring is assigned, the Area Effect attack remains active for 1 additional round.

- **FLARE**

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking at the attack must roll a Fortitude save against DC 10 + 2 per Rank of the Special Attack. If a target character fails his or her Fortitude save, he or she is blinded for a number of combat rounds equal to the amount by which the save was failed. Characters with appropriate Special Defences (page 67) will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra 2 to the DC of the Fortitude save. Flare can also be generalised to cover other sense-overloading attacks. For example, the attack might cause deafness.

- **FLEXIBLE**

This Ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target's defence rolls are at a -2 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a -4 penalty to the attack roll since they require great talent to execute accurately.

- **FLURRY**

This Ability allows a character to use his or her Special Attack multiple times in a round if that character has multiple attacks — one extra use per round each time it is assigned, in addition to the first regular use. Normally, a Special Attack can only be used once each round (see page 62). The second attack would be made using the character's second Base Attack Bonus, the third using the third Base Attack Bonus, and the fourth using the fourth Base Attack Bonus. For example, if a character had a Base Attack of +17/+12/+7 and had this Ability twice, he or she would make three Weapon Attacks at +17/+12/+7. If he or she only had it once, the character would be able to attack twice at +17/+12.

- **HOMING**

The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a +4 bonus to his or her attack roll, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to Sensory Block, however (page 60). In a setting where electronic Sensory Block is not common (such as ancient Japan), Homing counts as two Abilities.

- **INCAPACITATING**

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a saving throw (either Fortitude or Will — decide when the attack is designed) against DC 10 + 2 per Special Attack Rank to avoid being completely incapacitated. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability (see below) is also taken. To design an attack that only incapacitates the target, the No Damage Disability must also be assigned. Incapacitating counts as three Abilities.

- **INCURABLE**

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to standard medical treatment, recovery cannot take place until some exotic event or treatment has

occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as four Abilities.

• **INDIRECT**

The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and artillery guns. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Ability is also assigned). Indirect fire is tricky, however. To effectively fire at an indirect location, the attacker must be able to “see” the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a -2 penalty to the attack roll with an additional -6 penalty if the target cannot be physically seen by the attacker (for a total of -8). A weapon with the Indirect Ability can be used under normal medium and short ranges without any penalty.

• **IRRITANT**

This represents pepper spray, a skunk’s musk, an itching spell, or similar effect. Whether or not damage penetrated Armour, the subject must make a Fortitude save against DC 10 + 2 per Special Attack Rank. If the target fails, the character is partially blinded and distracted (-2 penalty on all rolls to do anything) for a number of rounds equal to the amount by which he or she failed the save. Irritant is usually taken in conjunction with the Toxic Disability to simulate an attack against which a gas mask or the like offers protection.

• **LINKED (ATTACK)**

An attack with this Ability is “attached” to another (or “master”) attack. The master attack may be an ordinary weapon (such as an item of Personal Gear, like a sword or gun), a Natural Weapon or unarmed attack, or a different Special Attack. If that master attack is successful, this linked attack automatically hits as well (no defence allowed), but if it misses or fails to penetrate the target’s defences (Armour, Force Fields, etc.), the linked attack automatically fails too (with full Energy Point cost, if applicable). If the master attack hits and delivered enough damage to successfully penetrate Armour, then the Armour does not protect at all against the damage of the second linked attack. Damage bonuses from Massive Damage, Superstrength, and critical hit multipliers only apply to the master attack, not to each attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Low Penetration, Melee, or Short Range Disabilities; its range and accuracy are dependent on the attack to which it is linked. The attack can only be used in conjunction with the master attack; it cannot be used separately, on its own. Unless the GM indicates otherwise, only one Special Attack can be attached to each master attack. Linked (Attack) counts as two Abilities.

• **LINKED (ATTRIBUTE)**

An attack with this Ability is attached to one of the following Attributes, which the character must also possess: Insubstantial, Metamorphosis, Pocket Dimension, Size Change, or Teleport. If the attack hits, a living subject will be affected by that Attribute provided he or she fails a Fortitude save to resist against DC 10 + 2 per Special Attack Rank.

• **LONG RANGE**

An ordinary attack is assumed to have an effective range of about 300 feet (2 miles in space). This Ability extends the range to 1 mile (20 miles in space). Long Range weapons are typical of beam cannons on spaceships, guided missiles, or the guns of tanks or mecha. It can be assigned multiple times: each time it is taken after the first doubles the actual range. Since the Earth’s horizon limits line-of-sight for characters standing on the ground, multiple Long Range Abilities are often combined with the Indirect Ability (see above). This Ability is incompatible with the Melee and Short Range Disabilities.

• **MIND OR SOUL ATTACK**

The attack is not a physical attack but rather is a mental assault (Mind Attack) or contest of spirit or will (Soul Attack). During creation, the player must specify either Mind or Soul as the focus of the Ability. Instead of using the character’s base attack bonus to hit, the character must roll a successful Intelligence (Mind Attack) or Wisdom (Soul Attack) check for his or her character (though appropriate Skills can modify this). Furthermore, instead of a normal defence roll, the subject

makes a Will save plus any bonuses for the Mind Shield Attribute (DC is the attacker’s Intelligence or Wisdom check total). Soul Attack ignores Armour and Force Fields, and affects Insubstantial or Astral characters normally. Both versions count as five Abilities.

• **MUSCLE-POWERED**

This ability normally is only appropriate for melee or thrown weapons. The character adds any damage modifier due to Strength to the attack’s base damage.

• **NO REGENERATION**

This is a lesser form of Incurable. The damage from the attack cannot be restored using the Healing or Regeneration Attributes but can otherwise recover or be repaired normally.

• **PENETRATING (ARMOUR)**

Armour does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Armour) is assigned, Armour stops 10 less damage than normal from the attack (up to the Armour’s maximum rating).

• **PENETRATING (FORCE FIELD)**

The Force Field Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating (Force Field) is assigned, the Force Field stops 10 less damage than normal from the attack (up to the Field’s maximum rating).

• **QUAKE**

This attack causes a linear shock wave in the ground, causing rumbling and fractures. The quake “fault” will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevasse if he or she fails a Reflex save (DC 15 + Special Attack Rank). The fissure will be approximately 3 feet deep for the first 5 damage (including bonuses for Strength and Massive Damage) and is doubled for every additional 5 damage the attack inflicts. Thus a quake that delivers a total of 15 damage creates a fissure 12 feet deep, while one that delivers 30 damage creates a crevice 96 feet deep. Quake can only be used on a solid surface (which may be earth, sand, cement, or asphalt), and may not be combined with the Aura Ability or No Damage Disability.

• **SPREADING**

This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles or energy bolts. The defender receives a -1 penalty to his or her Defence roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every Special Attack Rank. The Spreading Ability can be acquired multiple times; each one further penalises the target’s Defence roll by -1 and doubles the number of possible adjacent targets. Spreading is often assigned in conjunction with the Short Range Disability.

• **STUN**

An attack with this Ability inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Hit Points are recovered or repaired at one Point every minute rather than at the normal rate. Stun damage cannot kill. Although the attack only inflicts temporary damage (compared to the real damage of a regular attack), it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her.

• **TANGLE**

Attacks that can entangle the victim may include a spray that freezes the target in ice, or traps him or her in the branches of an animated plant, simple webbing, etc. The entanglement has 4 Hit Points for every Special Attack Rank. If a target does not successfully defend a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Hit Points to zero or lower (at this point it is destroyed). A trapped character has restricted movement and attacks physically at a -4 penalty, cannot defend (ignore Dexterity bonuses for AC), and cannot perform actions that require complex gestures. A character is usually able to speak, however. A victim who has partially destroyed an entanglement may regain additional body movement (GM’s discretion). A Tangle attack also inflicts damage as normal unless the No Damage Disability is also assigned to the attack. An “Incurable” entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created. Tangle counts as two Abilities.

• **TARGETED**

The attack inflicts double damage to a specific group of targets and normal or no damage to everyone else. Thus, an attack could be good energy (double damage to evil creatures), chaos energy (double damage to lawful creatures), life energy (double damage to undead creatures), or detrimental to a specific race. Targeted counts as one Ability if no damage is delivered to non-Targeted opponents, or two Abilities if normal damage is delivered.

• **TRAP**

The attack lays a mine, booby trap, or some other similar device, which “sits and waits” until someone triggers it. A successful Spot Skill check (DC 10 + Special Attack Rank) will reveal the trap’s presence. The Trap Ability can be paired with the Melee Disability (right column) to simulate a booby trap that must be carefully planted. Without the Melee Disability, the trap can be deployed at a range; a successful attack roll indicates that the Trap was fired or tossed into the correct area.

• **UNDETECTABLE**

Most Special Attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Ability does not provide any indication that it is about to strike and cannot be traced back to the attacker using normal methods. This may result in the attacker gaining surprise (target is flat-footed). If the target knows he or she is under attack, he or she may still defend but does not gain his or her Dexterity bonus to AC. This Ability is most often associated with non-physical attacks such as ones with the Drain (Any), or Mind or Soul Attack Abilities. Undetectable counts as four Abilities.

• **UNIQUE ABILITY**

The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that alters the target’s memories, one that affects the appearance of the target, and many more. The number of Ability slots is determined by the GM based on the benefit the Unique Ability provides.

• **VAMPIRIC**

This Ability can be added to any attack that causes normal damage or one that drains Ability Score values. Upon a successful attack, the lost Hit Points or Ability Scores are transferred to the attacker. Vampiric counts as two Abilities if the attack can only restore lost Points or Ranks (thus, the character could heal him or herself). It counts as three Abilities if the attack can increase the character’s Hit Points above their normal maximum value (no more than twice normal, however). Finally, it counts as four Abilities if it can increase the character’s Ability Scores above their normal maximum value. Any values or Points in excess of the user’s normal Rank fade at a rate of 10 Hit Points or two Ability Score values per hour. This Ability may not be combined with the Area Effect or Spreading Abilities. Vampiric costs 2, 3, or 4 Ability slots.

ATTACK DISABILITIES

Some, none, or many of these Disabilities may be assigned to a Special Attack. The GM may disallow any combination that seems inappropriate.

TABLE 6-3: ATTACK DISABILITIES

DISABILITY	# OF SLOTS	DISABILITY	# OF SLOTS
Backblast	1 or 2	Self-Destruct	4
Drop Shields	1	Short Range	1
Extra Energy	1	Slow	1-5
Inaccurate	1	Static	2
Internal	1	Stoppable	1
Limited Shots	1-3	Toxic	1
Low Penetration	1	Unique Disability	1
Melee	2	Unreliable	1
No Damage	1	Uses Energy	1 or 2
Only In (Environment)	1 or 2		

• **BACKBLAST**

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 5 feet). An example is a rocket launcher that produces a hazardous

backblast to anyone standing behind the gunner, but some spells or other abilities might have similar risks. The damage of the backblast is normally one quarter the damage of the actual attack. If this Disability is taken twice, it affects everyone in a 5-foot radius around it, including the attacking character (unless he or she also has Immunity to one’s own attacks; page 50). Backblast cannot be combined with the Area Effect and Aura Abilities at the same time.

• **DROP SHIELDS**

This Disability can only be taken if the character also has a Force Field. It requires the character to turn off all Force Fields before using the attack, and they must remain down until the character’s turn to act on the following round.

• **EXTRA ENERGY**

This is only appropriate for characters acquiring the attack as a Magical Power. The attack costs twice as many Energy Points as normal. Extra Energy can be taken multiple times, with each time doubling the Energy Points requirement.

• **INACCURATE**

The attack is not as accurate as normal ones, and imposes a -4 penalty to all attack rolls. This Disability can be taken two or three times for a -8 or -12 penalty.

• **INTERNAL**

The attack is only usable inside a specific mecha or other structure. This may represent a mecha’s built-in internal security systems or an attack for which the character draws power from a mechanism inside and channels it through his or her body.

• **LIMITED SHOTS**

The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power, or simply burns out. Assigning this Disability once means it can make up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability (page 62), one “attack” means a single Auto-Fire burst.

The base number of Disability slots are for attacks that take several minutes or more to “reload.” If the attack can be “reloaded” with one action, the number of Disability slots is reduced by 1 (minimum of 1 slot). If the attack can be “reloaded” instantly (an ammunition source is still required), the Disability is worth two fewer slots (minimum of 1 slot).

• **LOW PENETRATION**

The attack has an inferior ability to penetrate Armour and Force Fields relative to its damage. Examples include shotgun blasts, hollow-point bullets, or phased plasma guns. Any Armour or Force Field Attribute stops an additional 10 damage. This Disability is incompatible with either of the two Penetrating Abilities. GMs must approve Special Attacks with multiple assignments of Low Penetration.

• **MELEE**

The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or energy sword or a touch that inflicts debilitating effects. Of course, many Melee weapons can be thrown as well in desperate situation, but the attack suffers a -4 attack penalty and the damage is divided in half. The Melee Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

• **NO DAMAGE**

The attack does not deliver ordinary physical damage. This Disability is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, Linked (Attribute), or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities — the greater the damage value, the more effective the attack. Characters that use Special Attacks with the No Damage Disability may still need to roll to determine the effectiveness of some attack Abilities, however.

• **ONLY IN (ENVIRONMENT)**

The attack or weapon can only target objects that are on or in a particular limited environment, for example, “only in water” (representing a torpedo) or “only in space” (representing a powerful weapon that requires a vacuum to work). The environment should not be

one that is ubiquitous in the campaign (for example, “only in air” is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

• **SELF-DESTRUCT**

Use of this attack destroys the weapon (characters obviously assign this Disability to themselves very rarely). This Disability is usually combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Shots. It counts as four Disability slots.

• **SHORT RANGE**

This attack is only usable at fairly close range (effective range of about 30 feet). The Short Range Disability cannot be combined with the Long Range Ability or the Melee Disability.

• **SLOW**

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute (see page 47) can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to three rounds; three assignments increases the time to 10 rounds (about a minute); four increases the time to two-six hours; five increases the preparation to days. This Disability may not be used with the Linked (Attack) Ability.

• **STATIC**

The attack cannot be used while the character is moving (or if a mecha weapon, while the mecha is moving under its own power). This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its energy supply, or might be static because of recoil, or another reason. The character is considered flat-footed while preparing to fire the attack. Static is worth two Disabilities.

• **STOPPABLE**

The attack fires a projectile or energy bolt that is massive or slow enough to be shot down and does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least 3 damage for every 1d8 of damage of the attack. Stoppable may not be combined with the Melee Disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Assigning Stoppable twice increases the time to reach the target to two rounds; each further assignment doubles the transit time. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.

• **TOXIC**

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things. Non-living material (such as most mecha) or characters who have the appropriate Adaptation or Special Defence Attributes are immune to its effects.

• **UNIQUE DISABILITY**

The attack has some other unspecified limitation, which is subject to GM approval. Examples could include a weapon that fires in a random direction, one that is extremely costly to operate, an attack that drains Hit Points from the user, etc.

• **UNRELIABLE**

Any time this attack is used and the attack roll is an unmodified (or “natural”) 1, the attack fails to take place and the weapon or ability either burns out, jams, overheats, or otherwise malfunctions. The Special Attack will not work again until some condition is fulfilled. For example, repairing a mecha weapon requires a skilled individual to make a successful Intelligence check (one attempt each round), and while the character is making repairs, he or she cannot carry out other activities. The same could apply to a magical attack with a Intelligence check needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a dragon whose breath weapon has “burned out” might have to eat a hearty meal first).

• **USES ENERGY**

The attack draws upon the user’s personal energy, each attack draining 5 Energy Points. This Disability can be taken twice, and, if so, it uses 5 Energy Points per Rank. This Disability is not available for Magical Powers, which automatically use energy (see the Extra Energy Disability instead, page 66).

SPECIAL DEFENCE

Cost: 1 Point/Rank

Relevant Ability: None

Progression: The character gains 1 Special Defence slot/Rank

A character with this Attribute is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defence can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks/events.

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete or enhanced resistance. For ability to survive under harsh physical conditions, see the Adaptation Attribute (page 38). Several examples of Special Defences and their effects are shown below. The GM and players are encouraged to develop their own as well.

TABLE 6-4: SPECIAL DEFENCE

Effect	1 Slot	2 Slots
Ageing	Ages slowly	Does not age
Air/Oxygen to Breathe	Survive in low-oxygen environment	Does not breathe
Disease	Half damage or effect	Immune
Hunger	Need to eat once every 2-4 days	Never need to eat
One Type of Magic	+3 Defence and saves	+6 Defence and saves
Pain	Unwanted sensation is reduced	No pain is felt
Poison	Half damage or effect	Immune
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Attack Ability	+3 Defence and saves	+6 Defence and saves

SPECIAL MOVEMENT

Cost: 1 Point/Rank

Relevant Ability: Dexterity

Progression: The character gains 1 type of movement/Rank

This Attribute is appropriate for characters such as non-humans, super martial artists or super ninja who may possess exotic *ki*-based abilities that let them perform unusual stunts like running over water, etc. The character may select one special movement ability (from the list below) for every Rank of this Attribute. GMs may also develop a selection of other special movement abilities.

• **CAT-LIKE**

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

• **DIMENSION HOP**

Upon a successful Wisdom check against DC 10, the character can instantly travel between his or her home dimension to one other dimension, such as Asgard, Heaven, Hell, alternate Earth, the astral plane (the body is left behind), etc. Each time this method is assigned, the character can travel to another single dimension. The GM will determine if Dimension Hop is appropriate for his or her campaign.

• **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/BRACHIATING**

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

• **UNTRACKABLE**

The character never leaves footprints, tracks, or a scent when he or she walks or runs.

• **WALL-BOUNCING**

The character can move at regular walking speed without touching the ground by bounding back and forth between nearby vertical surfaces (walls). For example, he or she can proceed down hallways or climb an alleyway between two buildings (bouncing from wall to wall).

• **WALL-CRAWLING**

The character can cling to walls or ceilings as though they were on the ground or floor. This counts as two Special Movement abilities.

• **WATER-WALKING**

The character can run over water as if he or she were on land. This counts as two Special Movement abilities.

• **ZEN DIRECTION**

When the character opens his or her mind to the natural world, he or she will always move in the “right” direction. The “right” direction is not always the desired direction, however.

SPEED

Cost: 2 Points/Rank

Relevant Ability: Dexterity

Progression: Descriptive; see below

A character with Speed can move much faster than a normal character, as well as perceive the world at an increased pace. In an anime game, a fast-moving character can still interact with the world. This means that the character will not run into buildings along city streets because he or she can perceive them early enough and make sharp turns to avoid them. Fast characters can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 Initiative at each Rank, the character is harder to hit when moving quickly due to the incredible speed at which the character is moving. For more information about Speed and its influence on combat, see page 119.

Many characters with Speed will also possess one or more Ranks in the following Attributes: Improved Initiative Feat and Extra Attacks, Extra Defences, Heightened Awareness, Massive Damage, Regeneration, and Special Movement Attributes.

- RANK 1** The character can move at speeds up to 50 mph, and gains +2 Initiative.
- RANK 2** The character can move at speeds up to 100 mph, and gains +4 Initiative.
- RANK 3** The character can move at speeds up to 200 mph, and gains +6 Initiative.
- RANK 4** The character can move at speeds up to 400 mph, and gains +8 Initiative.
- RANK 5** The character can move at speeds up to 800 mph, and gains +10 Initiative.
- RANK 6** The character can move at speeds up to 1,600 mph, and gains +12 Initiative.

SPIRIT WARD

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character’s Spirit Ward inflicts 1d8 damage/Rank; targets suffer a -1 Will save penalty/Rank.

A character with this Attribute can create potent spirit wards against demons, ghosts, or other supernatural spirits. This might only be possible at an appropriate holy place such as a shrine, temple, or church; this is up to the GM. A supernatural entity cannot pass through a doorway, window, or other portal with a ward on it unless the entity expends great effort (spending 5 Energy Points per Rank of the ward and making a successful Will Save against DC 15 plus the Rank of the ward). Repeated attempts are possible as long as the creature still has Energy Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise vanish, its power overcome by the intruder.

If a supernatural entity is struck with a spirit ward (this requires a successful attack in combat), it suffers 1d8 damage per Rank of the ward for every round the ward is in contact with it. If a Spirit Ward is placed on a person who is possessed by or under the Mind Control of a supernatural entity, the controlled character receives a chance to break free (see Mind Control, page 53).

SUPERSTRENGTH

Cost: 4 Points/Rank

Relevant Ability: Strength

Progression: The character’s Strength is increased by 8/Rank

While Enhanced [Ability] (see page 46) allows players to increase their character’s Ability Scores, it is somewhat limiting to superstrong characters and mecha. Anime heroes and giant monsters are well known for possessing strength well beyond mortal limits. Such characters possess the Superstrength Attribute.

SWARM

Cost: 2 Points/Rank

Relevant Ability: Constitution

Progression: The character can transform into 1 critter/Rank for every current Hit Point

A character with this Attribute can transform into a swarm of small creatures: rats, bats, wasps, crows or other creatures or things (such as tiny attack robots). Anime vampires or demons most often possess this dramatic ability.

The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Hit Point multiplied by the Rank in this Attribute. Thus, a character with 50 current Hit Points who has Swarm at Rank 4 could transform into a mass of 200 creatures (50 x 4 = 200).

When transformed into a swarm, the character cannot use any of his or her existing Attributes or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within a radius of 10 feet per Rank).

A swarm’s Base Attack Bonus is equal to its Attribute Rank + 4. It inflicts 1 damage for every 10 critters (round up; minimum one damage) in the swarm. A swarm has zero Energy Points, but does not fall unconscious as a normal character would. In many instances, the Armour and Force Field Attributes will protect the target character from all damage, since the Attributes stop sufficient damage from each critter attack. Against some critters, even regular clothing may be enough to stop some or all damage. Each situation will be different; the GM must determine how much damage, if any, will penetrate the target’s defences.

A swarm can be attacked normally, and each creature in it dies if it is hit (no Defence roll is allowed). Unless an opponent is using an attack with the Area Effect or Spreading Abilities (see page 62 and 65), however, only a single member of the swarm can be killed per attack (GM’s discretion). Consequently, a swarm of 200 creatures requires 200 attacks

to be completely destroyed. Attacks with the Spreading Ability can affect multiple critters at a time, while attacks with the Area Effect Ability can be devastating to the swarm.

A character who dissolved into a swarm may choose to use an action to revert into normal form. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form requires a character's action for that round, but does not cost any Energy Points. The character will return to normal form with Hit Points equal to the number of critters that recombined divided by the Swarm Attribute Rank (round down). For example, if a character with 50 current Hit Points and Swarm at Rank 4 divided into 200 creatures, and after a battle, recombined with only 130 available critters, the character would then have a current total of 32 Hit Points ($130 \div 4=32$).

TELEKINESIS

Cost: 2 or 4 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

The character can concentrate on an object and move it without physically touching it. Telekinesis may represent psionic ability, magic, or some form of tractor beam. Characters with the ability to magically control a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.

A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed (30 feet/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a close distance (up to about 15 feet) at full strength; effective strength declines by one Rank if used within a short range (up to 50 feet), or by two Ranks if used at medium range (up to 500 feet). Ranges multiply by 1,000 in space. The weight that a character can lift depends on his or her Rank, as does the degree of fine motor control.

The character can also levitate an object (or group of objects) and have it strike another person as if it were a short-ranged thrown weapon. The weight Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Rank 5 could lift up to 10 tons but could only throw objects weighing up to 1 ton. This is treated as a normal attack and thus can be negated by a successful defence roll. Damage depends on the weight of the object hurled: 1d4 damage for an object weighing up to 2 pounds, 1d8 damage for up to 20 pounds, 2d8 damage for one up to 200 pounds, 3d8 damage for one up to one ton, and so on. The same damage applies to the object being hurled. If Telekinesis is used to directly crush or constrict a target, damage delivered equals 2 Points/Rank.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful Power Usage: Telekinesis Skill check against a DC equal to the target's defence roll. Accurately tossing an opponent so that he or she hits another target requires a successful to hit roll. If attempting to disarm a character with

Telekinesis, the subject should be allowed a Strength check against DC $10 + 1$ per Telekinesis Rank to retain the weapon. If a character wishes to fly at speed exceeding 30 feet/round, he or she needs Flight (page 47) rather than Telekinesis.

Ordinary Telekinesis (capable of lifting anything physical, but not forms of energy) costs 4 Points/Rank. At a cost of only 2 Point/Rank, the character may have a more focused Telekinesis.

This restricts the character to telekinetically moving (or sculpting) a particular type of matter. Some examples are given below.

- **AIR**

The character can only move air (or other gases). A cubic yard of air weighs about 2.1 pounds. Enough air to fill a roughly 10' x 10' x 10' room weighs 75 pounds.

- **EARTH**

The character can only move dirt, rock, stone, sand, etc. He or she cannot affect treated metals. A cubic yard of packed dirt masses about 2 tons; the same mass of concrete weighs about 2.5 tons, while a cubic yard of solid granite weighs about 2.7 tons.

- **FIRE**

The character can only affect flames of an existing fire, or can possibly start them with his or her mind as well (GM's discretion). Since fire does not have mass, the Rank indicates the size of the flames that can be controlled and manipulated: small fires at Rank 1 (like a candle or match flame), up to raging infernos that cover several city blocks at Rank 6.

- **METAL**

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's power is actually based on magnetics. A cubic yard of steel weighs about 8 tons.

- **WATER**

The character can lift and move water. A cubic yard of water weighs about 1700 lbs. (close to a ton). A gallon of water weighs about 8 pounds.

- **WOOD**

The character's power only works on wood (living or dead). This ability is usually mystical in nature and common to nature priests and spirits. A cubic yard of wood weighs less than a ton.



- RANK 1** The character can lift up to 2 lbs.
- RANK 2** The character can lift up to 20 lbs.
- RANK 3** The character can lift up to 200 lbs. (a person).
- RANK 4** The character can lift up to 1 ton (a car).
- RANK 5** The character can lift up to 10 tons (a large truck).
- RANK 6** The character can lift up to 100 tons (a small spaceship or house).

TELEPATHY

Cost: 1-3 Points/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

Telepathy is the classic psionic ability, and anime characters with ESP will often possess it. Versions of telepathy may also represent other magical capabilities; demons who can tempt their victims often possess Telepathy, for example.

Telepathy costs 1 Point/Rank if its utility is quite restricted (for example, "only works with canines" or "only with close friends"). It costs 2 Points/Rank if its utility is somewhat restricted (for example, "only with humans" or "only with beasts"). It costs 3 Points/Rank if it has universal utility.

This Attribute allows the character to read and transmit thoughts, and at higher Ranks, to actually "invade" a person's mind and probe their memories or alter their thoughts. Telepathy normally works only if a subject is in sight, or can be otherwise perceived (touched, heard, etc.). If the subject is beyond normal perceptions, mental invasion is impossible, while transmitting thoughts, reading surface thoughts or sharing the subject's sensory impressions only works if that particular subject is someone the character is close to, such as a parent, sibling, long-term co-worker, close friend, or lover.

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Attribute at an equal or higher Rank. If so, he or she can choose to block the telepath (or attempt to block it with the Mind Shield), in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on). See the Mind Combat rules (page 123) in Chapter 12: Combat for details of mental invasions.

RANK 1 The character can, by concentrating, use mind reading to pick up the "loud" surface thoughts of a particular subject. A "loud" thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as "fear" or "love" to another person.

RANK 2 The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other's thoughts. The character can also transmit a word, simple image, or simple concept (like "flower" or a person's face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.

RANK 3 The character can, by concentrating, pick up a single subject's surface thoughts and sensory impressions (i.e., see through a subject's eyes, feel what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read "loud" surface thoughts from 2-6 people. The character can transmit sub-vocalised speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.

RANK 4 The character has the same capabilities as at Rank 3 Telepathy. In addition, he or she can invade another person's mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her (see page 123). If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also instinctively read "loud" surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.

RANK 5 The character has the same capabilities as Rank 4 Telepathy, except that he or she can read "loud" surface thoughts of anyone in the general vicinity without any need for concentration, unless deliberately blocking the ability. A successful mental invasion can even probe memories that the subject can no longer consciously remember. The character can transmit thoughts at conversational speeds to 7-20 people at a time, simultaneously.

RANK 6 The character has the same capabilities as Rank 5 Telepathy. He or she automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone he or she is actually touching without any need for concentration, unless he or she deliberately tries to block this ability. The character can transmit thoughts at conversational speeds to 21-50 people at a time, simultaneously. If the character succeeds with a mental invasion, he or she may not only probe memories but may also alter them, deleting existing memories or giving the subject false ones.

TELEPORT

Cost: 5 Points/Rank

Relevant Ability: Intelligence

Progression: Descriptive; see below

Teleport enables the character to transport him or herself instantly from place to place without crossing the intervening space. It is a common ability for psionic anime characters and not unusual for sorcerers and various superhumans.

Teleporting is only possible if the character has visited the intended destination or can clearly see or otherwise sense the destination (possibly through the Heightened Senses or Sixth Sense Attributes). The GM may allow characters to teleport to unknown destinations (such as "100 yards up" or "to the other side of the door"), perhaps for an additional 1 or 2 Character Points total. Accidentally teleporting into a solid object may be fatal or simply cause a failed teleport at the GM's option. A character can carry anything while teleporting that he or she could normally carry.

Teleporting is much quicker than any other means of travel (Flight, Space Flight, etc.), however, it is often risky. A Power Usage: Teleport Skill check against DC 15 should be required to perform a teleport beyond a "safe" distance. Failure means the character ends up in the wrong place (GM option) and his or her power "burns out" or "malfunctions" for hours or days.

When Teleport is first assigned, the GM may ask the player to decide if velocity (speed and direction) is conserved during travel. Alternatively, the character might adapt velocity to each Teleport individually. In many campaigns, the effects of velocity will simply be ignored.

RANK 1 The maximum teleportation distance is 1 miles, while the safe distance is 30 feet.

RANK 2 The maximum teleportation distance is 10 miles, while the safe distance is 300 feet.

RANK 3 The maximum teleportation distance is 1,000 miles, while the safe distance is 1 mile.

RANK 4 The maximum teleportation distance is 10,000 miles, while the safe distance is 10 miles.

RANK 5 The maximum teleportation distance is 100,000 miles, while the safe distance is 100 miles.

RANK 6 The maximum teleportation distance is 1,000,000 miles, while the safe distance is 1,000 miles.

TRAIN A CUTE MONSTER

Cost: 1 Point/Rank

Relevant Ability: Wisdom

Progression: The character gains 1 trainer technique/Rank

A character with Train a Cute Monster is experienced in the arts and sciences of pet monster instruction and fighting. Through painful experience, mostly on the part of the pets, the trainer learned to

effectively control the creatures in battle and to properly care for their needs in daily life. Only characters with the Pet Monster Attribute may take Train a Cute Monster. Each Rank of Train a Cute Monster gives the character one trainer technique.

• **ANALYSE MONSTER**

The character can identify all commonly known species of pet monster. He or she also receives a +2 bonus to any Intelligence check (DC 20 to 25) required to identify rare types or newly evolved versions of existing species. He or she can judge another monster's Base Attack Bonus, remaining Hit Points and elemental association from its size, species, attitude, apparent health, and even posture, without seeing it actually fight.

• **BATTLE MOTTO**

The character has mastered the hideous rhyming battle motto. If chanted within listening range of an opposing trainer just prior to a duel, it fills the motto-using character with pride while simultaneously revolting, boring and/or irritating his or her enemy. The opposing trainer loses 4 Energy Points, which are immediately transferred to the motto-using character for the duration of the encounter. Note that if two trainers have mottoes, the effects cancel each other out; a motto can only be used once in a particular encounter.

• **BREED MONSTER**

This is the ability to breed two monsters together that do not normally mate, and have them produce viable offspring. The GM may require a Wisdom check, with a DC determined by the strangeness of the combination (usually 15 to 20). On a successful roll, the union of the two monsters is a positive, viable hybrid. On a very bad roll something goes hideously wrong — they start fighting each other, or they mate, but the resulting offspring is a horrifying menace.

• **FEED MONSTER**

The character knows exactly what to feed his or her monsters to ensure they have a properly balanced diet. As long as the character can supervise his or her monster's nutrition (which takes a half-hour per creature per day) the monsters will be healthier and happier. They will not catch diseases and will recover lost Hit Points and Energy Points twice as fast as normal. The GM can require characters to devote time to finding special food, vitamins, or ingredients.

• **INSPIRE MONSTER**

The trainer is especially good at inspiring his or her monster in combat through shouts of encouragement, cheerleading, yelling "banzai!" and other energetic techniques. At the start of any combat round the trainer can spend 4 of his or her own Energy Points. This either

adds a temporary +2 to the monster's Base Attack Bonus and a +2 bonus to defence checks (this lasts for one round) or restores all of the monster's lost Hit Points. The character can repeat the expenditure every round, to continue giving the monster a bonus.

• **INSTIL DISCIPLINE**

The character is especially good at making his or her monsters obey orders and resist their natural urges. Instilling discipline takes a one-hour training session and costs the trainer and monster 4 Energy Points each. The effects last for 24 hours, minus one hour times the Wisdom of the disciplined monster (24-[1hr x Wisdom] = hours). A disciplined pet will be cautious during fighting, and will not lose control or expose itself recklessly. It receives a +1 defence check bonus.

• **INSTIL FEROCITY**

The trainer can instil the fighting spirit in his or her monster and teach it to go for the jugular. This technique takes a one-hour training session and costs the trainer and monster 4 Energy Points each. The effects last for (4 + the monster's Wisdom) hours. A ferocious monster receives a +1 bonus to its Base Attack Bonus. It is also likely to be bad tempered, and may snap at or otherwise harass anyone nearby. A trainer can Instil Ferocity against a specific opponent (such as type of monster) — this requires appropriate training aids (such as a picture or look-alike doll). This doubles the normal bonus, but only against that target; the monster does not gain an attack bonus against any other opponent. This option is useful if the trainer has a good idea who his or her monster will face.

• **MONSTER TACTICS**

The character has carefully studied cute monsters in battle. He or she understands which attack to use for the greatest effect, when to order a finishing blow at the right moment, and when to sound the retreat. The trouble is, it is the monster fighting, not the character. If the character is supervising the duel, however, and is in a position to shout orders, then his or her monsters receives a +4 bonus on their Initiative rolls through the battle. This can be used in conjunction with Inspire Monster.

• **NURSE MONSTER**

The character is a natural monster physician. As long as the monster is under his or her tender care, it heals Hit Points three times faster than it would otherwise. If the character also has Feed Monster, the monster heals five times as quickly as it would otherwise.

• **STAT MASTER**

The character possesses an encyclopaedic knowledge of other trainers, as well as teams and monster dojo (if they exist). The character keeps track of who they are, how they Rank in any league or organisation, and what pet monsters they possess. The GM may require a Intelligence check (DC 20) to see if the trainer knows anything about someone specifically.



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TRANSMUTATION

Cost: 3-5 Points/Rank
Relevant Ability: Intelligence
Progression: Descriptive; see below

This Attribute allows a character to transmute one non-living object (or set of connected objects) into another, or even create them an object from nothing. Transmutation costs 5 Points/Rank if the character can transmute any object into another (within the limits of his or her Rank). It costs 4 Points/Rank if the character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food." It also costs 4 Points/Rank if the character can only transmute one object to another of similar mass; the types of objects are unrestricted. The cost is 3 Points/Rank if the character is limited to a transmutation within a specific category and of similar mass, such as "regular clothes to battle costume," "lead to gold," or "spoiled food to edible food." Finally, if the character can only create objects in one of the above categories, but not transmute one object to another, the cost is reduced by 1 Point/Rank. The GM may restrict any categories that seem overly broad or too powerful.

The character cannot transmute material into new objects outside the character's experience. The character could transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Intelligence Ability check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological

devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty to the Intelligence Ability check of -2 for each Rank of the Item of Power.

- RANK 1** Can transmute objects into other related ones as long as the mass remains about the same. For example, it could transmute a TV into a VCR, a suit into a dress, or make spoiled food edible again. The power's effectiveness is limited to transmuting items into mundane items of Personal Gear.
- RANK 2** As Rank 1, but it extends to minor items of Personal Gear.
- RANK 3** As Rank 2, but it extends to major Items of Personal Gear.
- RANK 4** As Rank 3, but the character can transform unrelated objects that are only very loosely related. For example, he or she can transform a metal clock into a gun (as both have metal in them) or a lump of coal into a diamond (both are carbon) but not a pair of boots into a gun or lead into gold (different elements).
- RANK 5** As Rank 3, but the character can transform objects that are not related, as long as they have the same general mass. He or she could turn a lump of coal into a golden crown, for example.
- RANK 6** As Rank 3, but the character can transform unrelated objects of drastically different relative weights (up to 100 fold). For example, he or she could transmute a big pumpkin into a stagecoach.

CHAPTER 6:
ATTRIBUTES

TUNNELLING

Cost: 2 Points/Rank
Relevant Ability: None
Progression: Descriptive; see below

The Tunnelling Attribute allows a character to move earth and/or burrow underground. Tunnelling assumes that the character is going through sand or packed earth; boring through solid rock is one Rank slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

- RANK 1** The character tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
- RANK 2** The character tunnels slowly, similar to the tunnelling speed of a bulldozer.
- RANK 3** The character tunnels at a snail's pace (up to 60 feet per minute).
- RANK 4** The character tunnels at a walking speed (up to 10 mph).
- RANK 5** The character tunnels at slow vehicle speeds (up to 50 mph).
- RANK 6** The character tunnels at fast vehicle speeds (up to 100 mph).

UNIQUE ATTRIBUTE

Cost: 1-5 Points/Rank
Relevant Ability: Varies
Progression: Descriptive; see below

This Attribute covers any abilities not detailed in the rules. Often a single Point 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 Attribute possesses.

The GM should assign a Point cost per Rank based on how the Attribute compares to other Attributes and how useful it is. In general, an Attribute that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

- RANK 1** The Attribute has little character or game effect.
- RANK 2** The Attribute has a moderate character or game effect.
- RANK 3** The Attribute has a large character or game effect.
- RANK 4** The Attribute has a major character or game effect.
- RANK 5** The Attribute has an extreme effect on the character or game.
- RANK 6** The Attribute has a primal effect on the character or game.



UNKNOWN SUPERHUMAN POWER

Cost: Variable

Relevant Ability: Variable

Progression: Variable

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase Ranks in this Attribute — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and 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 powers manifest. GMs are encouraged to reveal the character's powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Attributes are before the time is right.

WATER SPEED

Cost: 2 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

A character with Water Speed can float and travel on or under water. The character can swim on the surface at high speeds and dive underwater for brief periods by holding his or her breath, or indefinitely if he or she has the Adaptation (Underwater) Attribute. To survive the pressure associated with deep diving, the Adaptation (Pressure) Attribute must also be assigned. Also, depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character (see Attacking Moving Targets, page 119). A character without Water Speed can still swim but much more slowly (about 2 mph).

- RANK 1** The character is as fast as a slow fish or rowboat (up to 10 mph).
- RANK 2** The character is as fast as a swift fish or yacht (up to 20 mph).
- RANK 3** The character is as fast as a modern steamship (up to 40 mph).
- RANK 4** The character is as fast as a speedboat (up to 80 mph).
- RANK 5** The character is as fast as a hydrofoil (up to 160 mph).
- RANK 6** The character is faster than any fish or watercraft (to 320 mph).

WEALTH

Cost: 3 Points/Rank

Relevant Ability: None

Progression: Descriptive; see below

The character is more financially stable ("liquid") than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through Flunkies or the Servant Attributes. The character can be assumed to have non-liquid assets (like houses or real estate) commensurate with his or her wealth. In order to have access to things that are difficult to acquire without special licenses, or which are illegal, he or she should still take Organisational Ties, Own a Big Mecha, or Personal Gear Attributes.

- RANK 1** The character is well off. In a modern-day setting, he or she has assets totalling about \$500,000.
- RANK 2** The character is wealthy. In a modern day setting, he or she has assets totalling about \$1,000,000.
- RANK 3** The character is rich. In a modern day setting, he or she has assets totalling a about \$10 million.
- RANK 4** The character is very rich. In a modern day setting, he or she has assets totalling about \$100 million.
- RANK 5** The character is extremely rich. In a modern day setting, he or she has assets totalling about \$1 billion.
- RANK 6** The character is fantastically rich. In a modern day setting, he or she has assets totalling about a \$10 billion.



STEP 7: SELECT SKILLS

The following outlines the rules for using Skills in *BESM d20*. See the *Player's Handbook* for the rules for acquiring Skill Ranks.

SKILL POINTS AND SKILL RANKS

Characters have a number of Skill Points based on their class Levels, as outlined in the class descriptions. Depending on a character's class, some Skills are "class Skills" and some Skills are "cross-class Skills." For non-combat Skills, cross-class Skills require 2 Skill Points per Rank while class Skills require 1 Skill Point per Rank. For combat Skills, the cost is tripled to 6 and 3 Skill Points, respectively.

If the GM desires, the maximum number of Ranks a character can have in a class Skill is equal to that character's Level +3 (a common limit in many d20 System games). The maximum Rank a character can have in a cross-class Skill is half that number (round down). Optionally, the GM can add the Skill's relevant Ability Score modifier to this maximum Skill Rank for the character. Of course, the Game Master can also ignore these limitations (and possibly develop his or her own Skill Rank maximums).

USING SKILLS

When a character uses a Skill, the character makes a Skill check to see how well the character performs the action. The higher the result on the character's Skill check, the more successful the attempt. Based on the circumstances, the character's result must match or exceed a particular number (called a DC, or Difficulty Class) to use the Skill successfully. The harder the task, the higher the number the character needs to roll.

For more information on Skill checks, see Chapter 12: Combat (page 110).

SKILL DESCRIPTION FORMAT

RELEVANT ABILITY

This is the Ability modifier that most often applies to the Skill check. If two (or more) Abilities are listed, it indicates that different Abilities may be relevant, depending on the situation. The GM should

select the one most appropriate to the circumstances. For example, the Pilot Skill has the Relevant Ability: Intelligence or Dexterity. When a character attempts to pilot a large cruise ship, the GM should require a Skill check using the Intelligence modifier — the character's knowledge of the boat's controls are more important when driving such a massive ship. When the character hops into a small ski boat, however, his or her Dexterity is more important and thus the GM should require a Skill check using the Dexterity modifier instead of the Intelligence Modifier.

SPECIALISATIONS (OPTIONAL RULE)

A selection of Specialisations is provided. When a character gains a new Skill, he or she may select one Specialisation for free. Any time the character makes a Skill check (a character attempting to balance on a thin wire using Balance (Tightrope), for example), the character gains a +1 bonus to his or her Skill check. With GM permission, players may select a Specialisation that is not listed if it fits with their character concept. Also, GMs may allow characters to gain two additional Specialisations for a particular Skill by paying the normal cost associated with gaining a Rank in that Skill.

DESCRIPTION

The Skill name line is followed by a general description of what using the Skill represents.

Combat Feats and BESM d20

To provide more player options and better reflect common elements in anime shows, BESM d20 replaces several combat Feats with combat Skills (see page 80). The three weapon proficiency Feats (Exotic, Martial, and Simple) have been eliminated, indicating that all characters are proficient with all weapons, and thus do not suffer the -4 attack penalty. Additionally, the Weapon Focus Feat (which gives a +1 with a specific weapon) has been removed in favour of combat Skills that can provide much greater attack bonuses. As a result, BESM d20 characters who specialise in combat prowess by assigning many combat Skills can become much more deadly in battle than standard d20 characters.

If you prefer to use combat Feats from the standard d20 System instead, simply remove the combat Skills option from BESM d20 and make the appropriate Feats available to characters once again.

TABLE 7-1: CLASS AND CROSS CLASS SKILLS

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster Ninja	Trainer	Samurai	Sentai Member	Shapechanger	Student	Tech Genius
Balance	●	x	x	●	x	●	●	x	●	x	x	●	●	x	x
Bluff	●	x	x	●	●	x	x	x	●	x	x	x	●	x	x
Climb	●	x	x	●	x	x	●	x	●	x	x	x	x	x	x
Computer Use	●	x	●	x	x	x	x	●	x	x	x	x	x	●	●
Concentration	●	●	x	x	x	x	x	x	x	x	x	x	x	x	x
Controlled Breathing	●	x	x	x	x	x	●	x	●	x	●	x	●	x	x
Craft	●	x	x	x	x	x	●	x	x	x	●	x	x	●	x
Decipher Script	●	x	x	x	x	x	x	x	x	x	x	x	x	●	●
Demolitions	●	x	x	●	x	x	x	●	x	x	x	x	x	x	●
Diplomacy	●	●	x	x	x	x	x	x	x	x	●	●	x	●	x
Disable Device	●	x	x	x	●	x	x	x	x	●	x	x	x	x	●
Disguise	●	x	x	x	x	x	x	x	●	x	x	x	●	x	x
Drive	●	x	●	x	●	x	x	●	x	x	x	x	x	x	●
Escape Artist	●	x	x	x	x	x	●	x	●	x	x	x	●	x	x
Forgery	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Gamble	●	x	x	●	●	x	x	x	x	●	x	x	x	●	x
Gather Information	●	x	x	●	x	x	x	x	●	x	●	x	●	x	x
Handle Animal	●	x	x	x	x	x	x	x	x	●	x	x	x	x	x
Hide	●	x	x	x	x	x	x	x	●	x	x	x	●	x	x

● Class Skill x Cross Class Skill

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster Ninja	Trainer	Samurai	Sentai Member	Shapechanger	Student	Tech Genius
Intimidate	●	x	x	●	x	x	x	x	●	x	●	x	x	x	x
Investigate	●	x	x	●	●	x	x	x	x	x	x	x	x	x	x
Jump	●	x	x	●	x	●	●	x	●	x	x	●	●	x	x
Knowledge (Arcane)	●	●	x	x	x	●	x	x	x	x	x	x	x	x	x
Knowledge (Architecture)	●	x	x	x	x	x	x	x	●	x	x	x	x	●	x
Knowledge (Area)	●	x	x	x	●	x	x	x	●	x	x	x	x	●	x
Knowledge (Biological Sciences)	●	x	x	x	x	x	x	x	x	●	x	x	x	●	x
Knowledge (Business)	●	x	x	x	x	x	x	x	x	x	x	x	x	●	x
Knowledge (Cultural Arts)	●	x	x	x	x	●	●	x	x	x	●	x	●	●	x
Knowledge (Domestic Arts)	●	x	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Electronics)	●	x	●	x	x	x	x	●	x	x	x	x	x	x	●
Knowledge (Foreign Culture)	●	●	x	x	x	x	x	x	x	x	●	x	●	●	x
Knowledge (Law)	●	x	x	x	x	x	x	●	x	x	x	x	x	●	x
Knowledge (Mechanics)	●	x	●	x	●	x	x	●	x	x	x	x	x	x	●
Knowledge (Military Sciences)	●	x	●	x	x	x	x	●	x	x	x	x	x	x	x
Knowledge (Nature)	●	x	x	x	x	x	x	x	x	●	x	x	x	●	x
Knowledge (Occult)	●	●	x	x	x	●	●	x	●	x	x	●	x	x	x
Knowledge (Physical Sciences)	●	x	x	x	x	x	x	x	x	x	x	x	x	●	●
Knowledge (Police Sciences)	●	x	●	●	x	x	x	●	x	x	x	x	x	x	x
Knowledge (Religion)	●	●	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Social Sciences)	●	x	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Streetwise)	●	●	x	x	x	x	x	x	●	x	●	x	x	x	x
Listen	●	x	x	●	x	x	●	x	●	x	●	x	x	x	x
Medical	●	x	x	x	x	x	●	x	x	●	x	x	x	x	x
Move Silently	●	x	x	x	x	x	●	x	●	x	x	x	●	x	x
Navigate	●	x	x	x	●	x	x	●	x	x	x	x	x	x	x
Open Lock	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Perform	●	x	x	x	x	●	●	x	x	x	●	●	x	●	x
Pick Pocket	●	x	x	x	x	x	●	x	●	x	x	x	x	x	x
Pilot	●	x	x	x	●	x	x	●	x	x	x	x	x	x	x
Poisons	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Power Usage	●	x	x	x	x	●	x	x	x	x	x	●	x	x	x
Powerlifting	●	x	●	●	x	x	x	x	x	x	x	x	●	x	x
Profession	●	●	x	x	x	●	x	x	x	x	x	x	x	●	●
Read Lips	●	x	x	●	●	x	x	x	●	x	x	x	x	x	x
Repair	●	x	●	x	●	x	x	●	x	x	x	x	x	x	●
Research	●	●	x	x	x	x	x	x	x	x	x	x	x	●	●
Ride	●	x	x	x	●	x	x	x	x	x	●	x	x	x	x
Search	●	x	x	x	x	x	●	x	●	x	●	x	x	x	x
Seduction	●	x	x	●	●	x	x	x	x	x	x	x	●	x	x
Sense Motive	●	x	x	●	●	x	●	x	●	x	●	x	●	x	x
Sleight of Hand	●	●	x	x	x	x	x	●	x	x	x	x	●	x	x
Speak Languages	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Sports	●	x	x	●	x	●	x	x	x	x	x	x	x	●	x
Spot	●	●	x	●	●	●	●	●	●	x	●	●	●	x	x
Survival	●	x	x	x	x	x	x	x	●	x	●	x	x	x	x
Swim	●	x	x	x	x	●	x	x	x	x	x	x	x	●	x
Tumble	●	x	x	x	x	●	●	x	●	x	x	●	x	x	x
Use Rope	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Wilderness Lore	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Wilderness Tracking	●	x	x	x	x	x	x	x	●	x	●	x	x	x	x

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster Ninja	Trainer	Samurai	Sentai Member	Shapechanger	Student	Tech Genius
Archery	x	x	x	●	x	●	x	x	●	x	●	x	x	x	x
Gun Combat	x	x	x	●	●	x	x	x	x	x	x	x	x	x	x
Heavy Weapons	x	x	●	x	x	x	x	●	x	x	x	x	x	x	x
Melee Attack	x	x	●	x	●	x	●	x	●	x	●	●	x	x	x
Melee Defence	x	x	x	x	x	x	●	x	x	x	●	●	x	x	x
Ranged Defence	x	x	x	●	x	●	x	●	x	x	x	x	x	x	x
Special Ranged Attack	x	●	●	x	x	●	●	●	x	x	x	x	x	x	x
Thrown Weapons	x	x	x	x	x	●	x	x	●	x	x	x	x	x	x
Unarmed Attack	x	x	●	x	●	x	●	x	●	x	x	x	x	x	x
Unarmed Defence	x	x	●	x	●	x	●	x	●	x	x	x	x	x	x

● Class Skill x Cross Class Skill

GENERAL SKILLS

BALANCE

Relevant Ability: Dexterity
Specialisations: Shaking Surface, Slippery Surface, Tightrope
 The ability to maintain balance under adverse conditions.

BLUFF

Relevant Ability: Charisma
Specialisations: Acting, Fast-talk, Misdirection, Misleading Body Language
 The ability to make the untrue seem plausible.

CLIMB

Relevant Ability: Strength
Specialisations: Natural Surfaces, Poles, Ropes, Vegetation, Walls
 The ability to scale vertical surfaces with or without the use of specialised climbing equipment.

COMPUTER USE

Relevant Ability: Intelligence
Specialisations: Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming
 Practical knowledge of computer use. Computer engineering (hardware) is covered by Knowledge: Electronics.

CONCENTRATION

Relevant Ability: Constitution
Specialisations: Clearing One's Mind, Magic Focus, Single Minded
 The ability to ignore distractions and interference when focusing on a task.

CONTROLLED BREATHING

Relevant Ability: Constitution
Specialisations: Cyclic Breathing, Holding Breath, Slow Heart Rate
 The ability to control respiratory functions in order to maximise breathing efficiency or to perform tricks such as "playing dead."

CRAFT

Relevant Ability: Intelligence
Specialisations: Alchemy, Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking
 This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects not electronic or mechanical in nature.

DECIPHER SCRIPT

Relevant Ability: Intelligence
Specialisations: Ancient Languages, Code Cracking, Hieroglyphics, Runes
 The ability to decipher texts either foreign to the character or encoded.

DEMOLITIONS

Relevant Ability: Intelligence
Specialisations: Artificial Structures, Bomb Disposal, Natural Structures, Safe Cracking, Underwater
 The ability to set explosive charges without getting hurt in the process or inflicting undesired collateral damage. It is also used for deactivating explosives set by someone else.

DIPLOMACY

Relevant Ability: Charisma
Specialisations: Etiquette, Social Grace, Heraldry, Negotiation
 The knowledge concerning the proper way to interact during social situations, and negotiations, including rules of conduct and persuasion.

DISABLE DEVICE

Relevant Ability: Intelligence
Specialisations: Jamming, By Passing, Traps
 The ability to circumvent traps, jam mechanical devices, by pass securities.

DISGUISE

Relevant Ability: Charisma
Specialisations: Costume, Dialects, Impersonation, Make-up, Prosthetics
 The ability to change one's personal appearance and/or demeanour in an attempt to deceive others.

DRIVE

Relevant Ability: Dexterity or Intelligence
Specialisations: Big Rig (large tractor/trailer trucks), Car, Motorcycle, Small Truck (vans, pick-ups, hi-cubes)
 The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

ESCAPE ARTIST

Relevant Ability: Dexterity
Specialisations: Grappling, Restraints, Tight Spaces
 The ability to escape restraints and grips of opponents, or squeeze through tight spaces.

FORGERY

Relevant Ability: Intelligence
Specialisations: Detection, Electronic Documents, Handwriting, Paper Documents
 The ability to counterfeit documents and papers or to identify forgeries. This Skill can be used in conjunction with the Computer Use Skill.

GAMBLE

Relevant Ability: Wisdom
Specialisations: Card Games, Computer Games, Dice Games, Strategy, Role Playing
 The ability to play various games (including betting strategies) well.

GATHER INFORMATION

Relevant Ability: Charisma
Specialisations: Contacts, Gossip, Rumour-mongering
 The ability to find out information about an area, from the day-to-day events to specific pieces of information.

HANDLE ANIMAL

Relevant Ability: Charisma
Specialisations: Any single animal such as dogs, dolphins, horses, etc.
 The ability to teach and train animals with an intellect above that of instinctive insects. An animal usually has an Intelligence of 1-3.

HIDE

Relevant Ability: Dexterity
Specialisations: Concealment, Skulking, Tailing
 The ability to hide from detection.

INTIMIDATION

Relevant Ability: Charisma
Specialisations: Business, Interrogation, Political, Psychological, Street
 The ability to convincingly project a "tough guy" image through verbal and body language. A successful check means someone witnessing your performance is convinced you mean any threats you make. How they react after that will depend on how tough they are themselves in relation to the kind of threat you present — they may respond with respect, fear, hatred, or amusement.

INVESTIGATE

Relevant Ability: Intelligence

Specialisations: Government, Police, Underworld

The ability to track a piece of information or person through red tape and electronic media.

JUMP

Relevant Ability: Strength

Specialisations: Long, High, Pole Vault

The ability to jump well and consistently (see page 119). A character can normally jump about 6 feet forward or 3 feet up/back (double range with a running start). This Skill increases the character's maximum forward distance by +1 foot for every two Skill ranks (plus one-half foot up/back jumps). This modifier is doubled for running starts and halved for vertical or backwards jumps.

KNOWLEDGE: ARCANE

Relevant Ability: Intelligence

Specialisations: Arcane Symbols, Magic, Rituals, Spells

Knowledge of magic, its history, and basics of how it works.

KNOWLEDGE: ARCHITECTURE

Relevant Ability: Intelligence

Specialisations: Aquatic, Bridges, Fortifications, Small Buildings, Skyscrapers

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

KNOWLEDGE: AREA

Relevant Stat: Intelligence

Specialisations: One specific area (city, village, forest, sea, etc.)

This Skill reflects knowledge of the geography and people of a single area. The smaller the area, the more detailed and extensive the character's knowledge. This Skill may be assigned multiple times to indicate knowledge of several areas.

KNOWLEDGE: BIOLOGICAL SCIENCES

Relevant Ability: Intelligence

Specialisations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology

This field covers scientific knowledge of how living things function.

KNOWLEDGE: BUSINESS

Relevant Ability: Intelligence

Specialisations: Accounting, Banking, Executive, Fraud, Government, Marketing, Small Business

The ability to organise, run, and understand part or all of an organisation (such as a business, government, or association).

KNOWLEDGE: CULTURAL ARTS

Relevant Ability: Intelligence

Specialisations: Archaeology, Art Appraisal, History, Literature, Urban Legends

Knowledge of aspects of human culture (or another species' culture).

KNOWLEDGE: DOMESTIC ARTS

Relevant Ability: Intelligence

Specialisations: Cleaning, Cooking, Decorating, Home Budgeting

The ability to efficiently organise and run a domestic household.

KNOWLEDGE: ELECTRONICS

Relevant Ability: Intelligence

Specialisations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high Ranks, design) electronic equipment.

KNOWLEDGE: FOREIGN CULTURE

Relevant Ability: Intelligence

Specialisations: One Specific Culture

Reflects knowledge of the history, religion, ethics, and lifestyle of one or more foreign countries or cultures. Each Rank in this Skill provides familiarity with a distinct culture (a Specialisation). Thus, multiple Specialisations may be listed for Foreign Culture depending on the Skill Rank.

KNOWLEDGE: LAW

Relevant Ability: Intelligence

Specialisations: Civil, Criminal, Customs, Family, International, Political

Knowledge of legal procedure and practice. GMs may assume that anyone with Rank 6 or more has a license to practice law. All Specialisations, except International, are specific to one country or region only (for example, "Japanese Criminal Law").

KNOWLEDGE: MECHANICS

Relevant Ability: Intelligence

Specialisations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps

The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Craft for archaic weapons.

KNOWLEDGE: MILITARY SCIENCES

Relevant Ability: Intelligence

Specialisations: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics, Teamwork

The character has military-style tactical, staff, or leadership training. In addition, SWAT (or other tactical police units) often includes individuals who pick up similar Skills (and often recruit ex-military personnel).

KNOWLEDGE: NATURE

Relevant Ability: Intelligence

Specialisations: Animals, Cycles, Plants, Seasons, Weather

Knowledge of the interactions of the natural world.

KNOWLEDGE: OCCULT

Relevant Ability: Intelligence

Specialisations: Astrology, Channelling, Numerology, Rituals, Spirits, Tarot, Voodoo, Witchcraft

Knowledge of the arcane and mystical arts, and their applications in both historical and modern society.

KNOWLEDGE: PHYSICAL SCIENCES

Relevant Ability: Intelligence

Specialisations: Astronomy, Biochemistry, Chemistry, Engineering, Mathematics, Physics

Scientific training in the way the universe works, including the necessary background knowledge.

KNOWLEDGE: POLICE SCIENCES

Relevant Ability: Intelligence

Specialisations: Ballistics, Criminology, Forensics

This is the science behind detective work. Ballistics is the study of the wounds inflicted by projectiles; criminology focuses on studies of criminal behaviour and strategies; forensics covers evidence gathering (including hair-and-fibre, fingerprint and DNA-based identification techniques).

KNOWLEDGE: RELIGION

Relevant Ability: Intelligence

Specialisations: One Specific Religion (Buddhism, Christianity, Muslim, Satanism, etc.)

The knowledge of how current and historical religions and mythology worked.

KNOWLEDGE: SOCIAL SCIENCES

Relevant Ability: Intelligence
Specialisations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology
 Understanding of the way people function in society as well as societal behavioural patterns.

KNOWLEDGE: STREETWISE

Relevant Ability: Intelligence
Specialisations: Gang Activity, Influential Individuals, Territorial Divisions (all by region)
 The knowledge of street activity within a particular region or city. This is a vital survival Skill for a person on the streets.

LISTEN

Relevant Ability: Wisdom
Specialisations: Background Noise, Eavesdropping, Rural, Urban
 The ability to listen attentively or to perceive unusual or out of place noises.

MEDICAL

Relevant Ability: Wisdom
Specialisations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary
 Knowledge of how to heal the body. GMs may assume that anyone with Rank 6 or more has a license to practice medicine. A typical general practitioner would Specialise in Diagnosis, while most police officers or paramedics Specialise in Emergency Response.

MOVE SILENTLY

Relevant Ability: Dexterity
Specialisations: Soft Step, Rural, Urban
 The ability to move without being detected audibly.

NAVIGATE

Relevant Ability: Intelligence
Specialisations: Air, Highway, Sea, Space, Urban, Wilderness
 The ability to read maps or use specialised navigation equipment. The Navigate Skill will help a character find the fastest/safest route to a destination.

OPEN LOCK

Relevant Ability: Dexterity
Specialisations: Combination, Electronic, Padlocks, Puzzle Lock
 The ability to open locking devices.

PERFORM

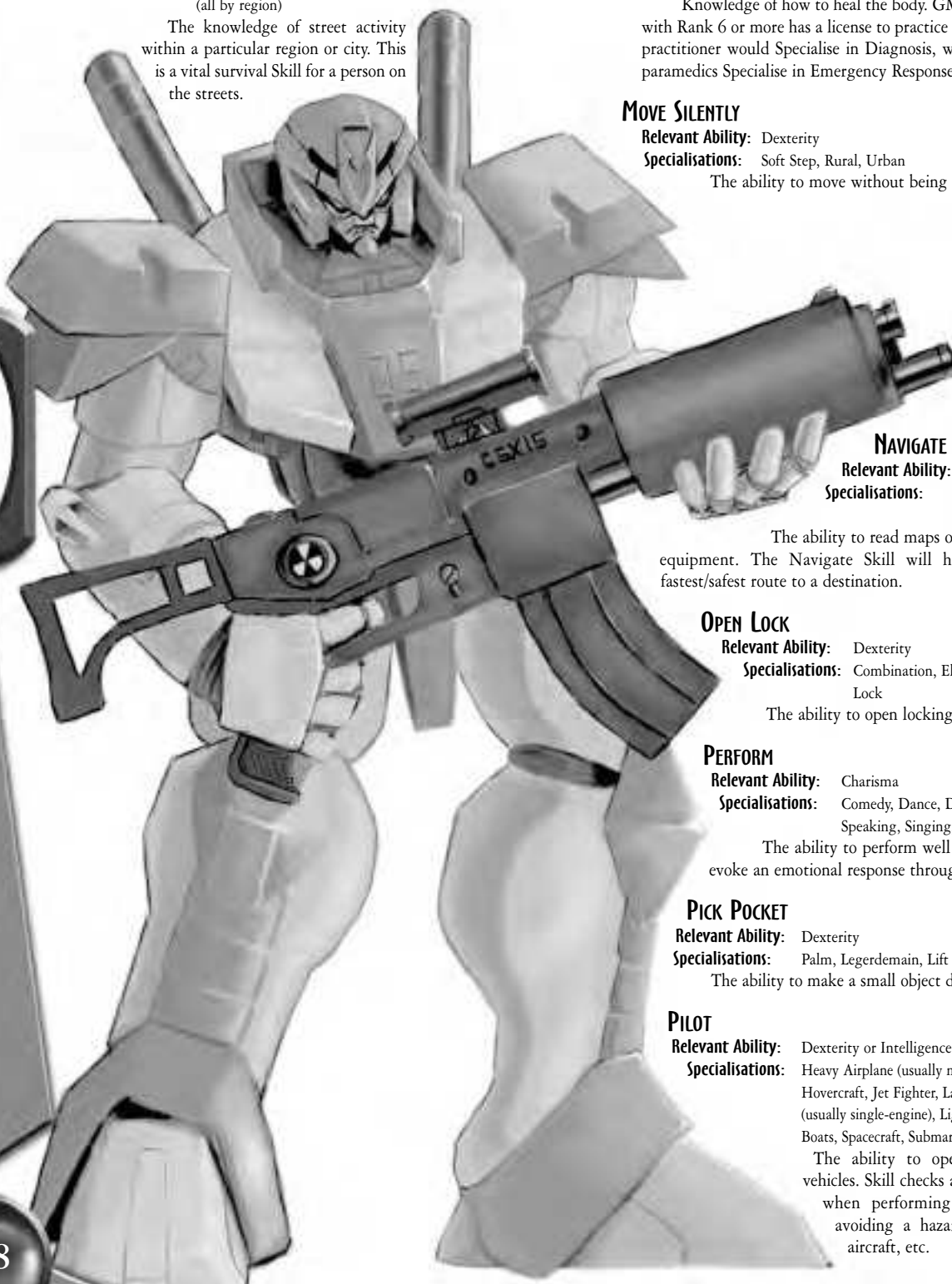
Relevant Ability: Charisma
Specialisations: Comedy, Dance, Drama, Music, Public Speaking, Singing, Fast Talking
 The ability to perform well before an audience, and to evoke an emotional response through the art form.

PICK POCKET

Relevant Ability: Dexterity
Specialisations: Palm, Legerdemain, Lift Object
 The ability to make a small object disappear without notice.

PILOT

Relevant Ability: Dexterity or Intelligence
Specialisations: Heavy Airplane (usually multi-engine), Helicopter, Hovercraft, Jet Fighter, Large Ships, Light Airplane (usually single-engine), Lighter than Air Craft, Small Boats, Spacecraft, Submarines
 The ability to operate air, water or space vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.



POISONS

Relevant Ability: Intelligence

Specialisations: Alien, Natural, Synthetic

The ability to recognise, concoct, apply, and neutralise a variety of poisons and toxins.

POWER USAGE

Relevant Ability: Based on Power's Relevant Ability

Specialisations: None (Special; One specific Power only)

Unlike other Skills, Power Usage only offers a bonus to any check for the use of one specific Power. To receive a bonus on multiple Powers, this Skill must be assigned multiple times, once for each Power. The Skill is useful to a character who may not have a high ability (such as Intelligence) that is associated with one of his or her Powers (such as Mind Control or Telepathy). When the character must make a check for the specific Power, the Power Usage Skill adds a bonus as though the check is actually a Skill check.

POWERLIFTING

Relevant Ability: Strength

Specialisations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)

The ability to perform feats of strength with minimal chance for injury. This includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

PROFESSION

Relevant Ability: Wisdom

Specialisations: One Specific Profession (Bookkeeper, Cook, Driver, Farmer, Miner, Sailor, Writer, etc.)

The character is trained in a specific form of livelihood.

READ LIPS

Relevant Ability: Intelligence

Specialisations: Crowded Places, Distance, Sub Vocalisation

This allows a character to understand what is being said by reading lips.

REPAIR

Relevant Ability: Intelligence

Specialisations: Mechanics, Computerised, Electronics

The ability to carry out permanent or temporary repairs to equipment.

RESEARCH

Relevant Ability: Intelligence

Specialisations: Legal, Historical, Scientific

This Skill allows a character to locate difficult to find pieces of data by searching journals, the web, and other media.

RIDE

Relevant Ability: Dexterity

Specialisations: One Specific Species (Camel, Horse, Tiger, etc.).

This is the knowledge of how to care for a riding beast, how to saddle, mount, and dismount the animal, how to get it to perform difficult or dangerous manoeuvres safely and without balking, and how to best pace it for long distance rides.

SEARCH

Relevant Ability: Intelligence

Specialisations: Compartments, Detail Work, Irregularities

This Skill allows the character to find hidden or concealed objects.

SEDUCTION

Relevant Ability: Charisma

Specialisations: Alien, Female, Male

A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is

genuinely interested in them. Whether or not the subject actually responds will depend on his or her own romantic inclinations and sexual preference.

SENSE MOTIVE

Relevant Ability: Wisdom

Specialisations: Body Language, Mannerisms, Speech

This represents the knowledge of determining when a person is not being honest or forthcoming.

SLEIGHT OF HAND

Relevant Ability: Dexterity

Specialisations: Card Sharking, Fine Manipulation, Stage Magic

A character with this Skill has superior manual dexterity, greater than that suggested by his or her Dexterity score. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

SPEAK LANGUAGES

Relevant Ability: Intelligence

Specialisations: Any One Language, Braille, Code Language, Sign Language

This Skill reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign Language for each Rank in this Skill. Thus, multiple Specialisations will be listed for Languages — the first is the character's native language(s), while the others are foreign languages.

SPORTS

Relevant Ability: Strength, Dexterity, or Constitution

Specialisations: Baseball, Basketball, Cricket, Football, Hockey, Volleyball, etc.

The ability to play well in a team or individual sporting event with specialised rules.

SPOT

Relevant Ability: Wisdom

Specialisations: Ambush, Movement, Tailing

This the ability to locate people or creature trying to hide their presence.

SURVIVAL

Relevant Ability: Wisdom

Specialisations: Aquatic, Artic, Desert, Wilderness, Urban

The ability to survive in harsh environments.

SWIM

Relevant Ability: Strength

Specialisations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkelling

The character is skilled at swimming or diving. The GM may assume that any character in a modern setting (or perhaps any setting) can swim even without this Skill.

TUMBLE

Relevant Ability: Dexterity

Specialisations: Dive, Flip, Roll, Somersault

The character is skilled at acrobatic tumbling and flips.

USE ROPE

Relevant Ability: Dexterity

Specialisations: Knots, Handling Loads, Securing

This Skill allows a character to adeptly use rope for any number of purposes.

WILDERNESS LORE

Relevant Ability: Wisdom

Specialisations: Guide, Hunting, Identification, Natural Hazards

The character is familiar with local wilderness areas. The character can find subsistence for him or herself and others and avoid natural dangers.

WILDERNESS TRACKING

Relevant Ability: Intelligence or Wisdom
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains
 The ability to successfully trail or track someone or something while outdoors in a rural or wilderness setting.

COMBAT SKILLS

ARCHERY

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Bow, Crossbow
 The ability to accurately shoot with a bow or crossbow.

GUN COMBAT

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Auto-fire, Pistol, Rifle
 The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Auto-fire applies to firing bursts of fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock including rifles and shotguns.

HEAVY WEAPONS

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)
 The ability to accurately fire vehicle-, shoulder-, or tripod-mounted weapons such as a tank cannon or heavy machine gun, and to perform routine maintenance.

MELEE ATTACK

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains
 The ability to attack effectively with a hand-to-hand melee weapon.

MELEE DEFENCE

Relevant Ability: None (Defensive Combat Skill)
Specialisations: Axe, Baton/Club, Knife, Improvised Weapons, Polearms (spears, naginata, etc.), Shield, Sword, Whips/Chains
 The ability to defend well with a hand-to-hand melee weapon.

RANGED DEFENCE

Relevant Ability: None (Defensive Combat Skill)
Specialisations: Personal, Air Vehicle, Ground Vehicle, Water Vehicle, Space Vehicle
 The ability to avoid ranged attacks, but this does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover.

SPECIAL RANGED ATTACK

Relevant Ability: None (Offensive Combat Skill)
Specialisations: One specific Special Attack
 This Skill is used for weapons created using the Special Attack Attribute (page 61) that emanate from the character's body, rather than a device or weapon. For example, eye beams, fireballs fired from the hand, or sonic blast shot from the mouth would qualify for this Skill use, but a laser gun (Gun Combat Skill) or a deadly boomerang (Thrown Weapon Skill) would not.

THROWN WEAPONS

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Blades, Cards, Grenades, Rocks, Shields
 The ability to accurately throw weapons or objects at a target.

UNARMED ATTACK

Relevant Ability: None (Offensive Combat Skill)
Specialisations: Strikes, Holds, Throws, Grappling
 The ability to attack without weapons.

UNARMED DEFENCE

Relevant Ability: None (Defensive Combat Skill)
Specialisations: Strikes, Holds, Throws, Grappling
 The ability to block armed or unarmed melee attacks without using a weapon.



INGI

STEP 8: SELECT FEATS

While Feats will have a place in your anime campaign, *BESM d20's* Attribute power creation system (particularly combat Skills) reduces the scope of Feats. Additionally, since *BESM d20* abstracts combat movement and position (thus there are no attacks of opportunity), many Feats no longer apply to anime characters. Finally, some Feats (such as Expertise) allow characters to perform actions that every character is capable of performing in *BESM d20*. GMs may also allow players to use approved Feats from any d20 System game.

See the *Player's Handbook* for the rules for acquiring Feats. The Game Master will decide whether the benefits derived from a Feat are cumulative if it is assigned multiple times.

FEAT COSTS

Feats cost 2 Character Points each.

NEW FEATS

The following new Feats are introduced in *BESM d20*:

Accuracy, Blind-Shoot, Block Ranged Attacks, Concealment, Deflection, Judge Opponent, Leap Attack, One Shot Left, Portable Armoury, Reflection, Sneak Attack, Steady Hand, Weapons Encyclopaedia

APPROPRIATE FEATS

The following Feats are appropriate for a *BESM d20* game:

Advanced Combat Martial Arts, Ambidexterity, Armour Proficiency (all), Blind-Fight, Brawl, Burst Fire, Cleave, Combat Martial Arts, Dodge, Double Tap, Empower Spell, Endurance, Enlarge Spell, Extend Spell, Far Shot, Force Stop, Frightful Presence, Great Cleave, Great Fortitude, Heighten Spell, Improved Brawl, Improved Initiative, Improved Knockout Punch, Improved Trip, Iron Will, Knockout Punch, Lightning Reflexes, Maximise Spell, Mounted Combat, Point Blank Shot, Power Attack, Quicken Spell, Rapid Shot, Run, Silent Spell, Spell Focus, Spirited Charge, Still Spell, Streetfighting, Stunning Fist, Two-Weapon Fighting, Vehicle Dodge, Whirlwind Attack

TABLE 8-1: REPLACED FEATS

The following Feats can be replaced by elements of the *BESM d20* system, as indicated:

Acrobatic	Replace with Jump and Tumble Skills	Educated	Replace with appropriate Skills
Advanced Firearms Proficiency	Replace with Combat Skill	Exotic Firearms Proficiency	Replace with Combat Skills
Aircraft Operation	Replace with Pilot Skill	Exotic Melee Weapon Proficiency	Replace with Combat Skills
Alertness	Replace with Heightened Awareness Attribute	Exotic Weapon Proficiency	Replace with Combat Skill
Animal Affinity	Replace with Handle Animal and Ride Skills	Focused	Replace with Balance and Concentration Skills
Archaic Weapon Proficiency	Replace with Combat Skill	Forge Ring	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes
Athletic	Replace with Climb and Swim Skills	Gearhead	Replace with Computer Use and Repair Skills
Attentive	Replace with Investigate and Sense Motive Skills	Guide	Replace with Navigate and Survival Skills
Brew Potion	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Improved Feint	Replace with Bluff Skill
Builder	Replace with appropriate Skills	Leadership	Replace with Flunkies Attribute
Cautions	Replace with Demolitions Skill	Martial Weapon Proficiency	Replace with Combat Skill
Craft Magic Arms and Armour	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Medical Expert	Replace with Medical Skill
Craft Rod	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Meticulous	Replace with Forgery and Search Skills
Craft Staff	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Mounted Archery	Replace with Steady Hand Feat
Craft Wand	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Nimble	Replace with Escape Artist and Sleight of Hand Skills
Craft Wondrous Item	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Personal Firearms Proficiency	Replace with Combat Skills
Combat Throw	Replace with Unarmed Attack and Unarmed Defence Skills	Scribe Scroll	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes
Confident	Replace with Gamble and Intimidate Skills	Simple Weapon Proficiency	Replace with Combat Skill
Creative	Replace with appropriate Skills	Skill Focus	Replace with appropriate Skill
Deceptive	Replace with Bluff and Disguise Skills	Stealthy	Replace with Hide and Move Silently Skills
Defensive Martial Arts	Replace with Combat Skills	Studious	Replace with Decipher Script and Research Skills
Deflect Arrows	Replace with Deflection Feat	Surface Vehicle Operation	Replace with Drive or Pilot Skills
Drive-By Attack	Replace with Steady Hand Feat	Surgery	Replace with Medical Skill
		Toughness	Replace with Damn Healthy! Attribute
		Track	Replace with Wilderness Tracking Skill
		Trustworthy	Replace with Diplomacy and Gather Information Skills
		Vehicle Expert	Replace with Drive and Pilot Skills
		Weapon Focus	Replace with Combat Skill
		Weapon Specialisation	Replace with Massive Damage Attribute (2 Points/Rank option)
		Windfall	Replace with Wealth Attribute

TABLE 8-2: APPROVED FEATS

FEAT NAME	PREREQUISITE	PAGE	FEAT NAME	PREREQUISITE	PAGE
Accuracy	Base Attack Bonus +2	82	Improved Trip	Intelligence 13+	85
Advanced Combat Martial Arts	Combat Martial Arts	82	Iron Will	-	85
Armour Proficiency (Heavy)	Armour Proficiency (Light) Armour Proficiency (Medium)	83	Judge Opponent	-	85
Armour Proficiency (Light)	-	83	Knockout Punch	Brawl	85
Armour Proficiency (Medium)	Armour Proficiency (Light)	83	Leap Attack	Base Attack Bonus +3 Dexterity 13+	85
Blind-Fight	-	83	Lightning Reflexes	Base Attack Bonus +3	85
Blind-Shoot	-	83	Maximise Spell	-	85
Block Ranged Attacks	Dexterity 13+	83	Mounted Combat	Ride Skill	85
Brawl	-	83	One Shot Left	-	85
Burst Fire	Wisdom 13+	83	Point Blank Shot	-	85
Cleave	Strength 13+	84	Portable Armoury	-	85
Combat Martial Arts	Power Attack	84	Power Attack	Strength 13+	85
Concealment	Base Attack Bonus +1	84	Quicken Spell	-	86
Deflection	-	84	Rapid Shot	Dexterity 13+	86
Dodge	Dexterity 13+	84	Reflection	Point Blank Shot Deflection	85
Double Tap	Dexterity 13+	84	Run	-	86
Empower Spell	Point Blank Shot	84	Sneak Attack	-	86
Endurance	-	84	Silent Spell	-	86
Enlarge Spell	-	84	Spell Focus	-	86
Extend Spell	-	84	Spirited Charge	Mounted Combat	86
Far Shot	Point Blank Shot	84	Still Spell	Ride Skill	86
Force Stop	Drive Skill 4+ Ranks	84	Streetfighting	-	86
Frightful Presence	Charisma 15+	84	Steady Hand	Brawl	86
Great Cleave	Intimidate Skill 9+ Ranks	84	Stunning Fist	Base Attack Bonus +2 Dexterity 13+	86
Great Fortitude	Strength 13+	84	Two-Weapon Fighting	Dexterity 13+	86
Heighten Spell	Cleave	84	Vehicle Dodge	Dexterity 13+	86
Improved Brawl	Power Attack	85	Weapons Encyclopaedia	Drive Skill 6+ Ranks	86
Improved Initiative	Base Attack Bonus +4	85	Whirlwind Attack	-	86
Improved Knockout Punch	-	85		Dexterity 13+	86
	Brawl	85		Intelligence 13+	
	Knockout Punch			Dodge	
	Base Attack Bonus +6			Base Attack Bonus +4	

INAPPROPRIATE FEATS

The following Feats are not appropriate for a *BESM d20* game, and should probably not be used unless the GM decides otherwise:

Advanced Two-Weapon Fighting, Agile Riposte, Combat Casting, Combat Expertise, Combat Reflexes, Dead Aim, Elusive Target, Expertise, Extra Turning, Heroic Surge, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Critical, Improved Damage Threshold, Improved Disarm, Improved Two-Weapon Fighting, Improved Unarmed Strike, Low Profile, Mobility, Precise Shot, Quick Draw, Quick Reload, Renown, Ride-By Attack, Shield Proficiency, Shot on the Run, Skill Focus, Skip Shot, Spell Mastery, Spell Penetration, Spring Attack, Strafe, Sunder, Trample, Unbalance Opponent, Weapon Finesse

APPROVED FEAT DESCRIPTIONS

The Feat entries herein detail information in the following format:

FEAT NAME

Prerequisites: Some Feats have prerequisites. A character must have the prerequisite in order to select or use that Feat. A character can gain a Feat at the same time that he or she gains the prerequisite. A character can't use a Feat if he or she has lost a prerequisite.

Benefit: What the Feat enables the character to do.

ACCURACY

Prerequisites: Base Attack Bonus +2

Benefit: The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat (page 84). Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive -2 penalty. This Feat can be assigned more than once.

ADVANCED COMBAT MARTIAL ARTS

Prerequisites: Combat Martial Arts, Base Attack Bonus +8

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

ARMOUR PROFICIENCY (HEAVY)

Prerequisites: Armour Proficiency (Light), Armour Proficiency (Medium)

Benefit: When a character wears heavy armour (full metal, tactical, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

ARMOUR PROFICIENCY (LIGHT)

Benefit: When a character wears light armour (leather, light mail, soft body, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

ARMOUR PROFICIENCY (MEDIUM)

Prerequisites: Armour Proficiency (Light)

Benefit: When a character wears medium armour (partial metal, hides, etc.), the armour check penalty applies only to Skill checks that involve moving. A character who is not proficient suffers the armour check penalty on attack rolls as well.

BLIND-FIGHT

Benefit: The character does not suffer penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent.

BLIND-SHOOT

Benefit: The character suffers half penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent. This Feat can be assigned twice to reduce the penalty to zero. The character must be capable of detecting the general presence of the target, however, through one of his or her senses (smell, hearing, sixth sense, etc.).

BLOCK RANGED ATTACKS

Prerequisites: Dexterity 13+

Benefit: Under normal circumstances, a character cannot use a Block Defence (page 120) against a ranged attack. With this Feat, a character gains this defensive option.

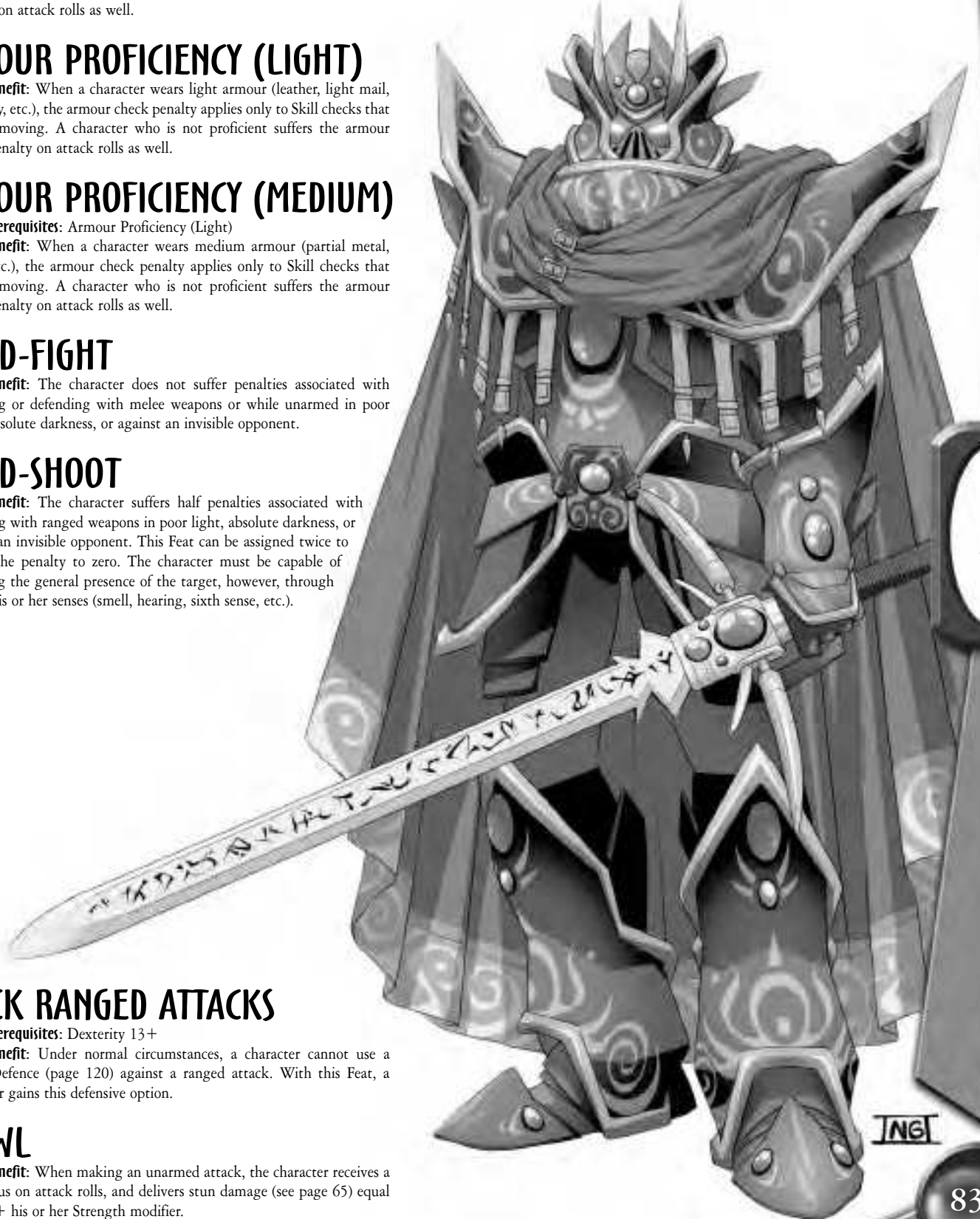
BRAWL

Benefit: When making an unarmed attack, the character receives a +1 bonus on attack rolls, and delivers stun damage (see page 65) equal to 1d6 + his or her Strength modifier.

BURST FIRE

Prerequisites: Wisdom 13+

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target (instead of using the normal auto-fire rules). The character receives a -4 penalty on the attack roll, but deal +2 dice of damage.



CLEAVE

Prerequisites: Strength 13+, Power Attack

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out or by reducing the opponent's Hit Points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

COMBAT MARTIAL ARTS

Prerequisite: Base Attack Bonus +1

Benefit: With an unarmed strike, the character inflicts damage equal to 1d4 + Strength modifier.

CONCEALMENT

Benefit: The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at a -8 penalty. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 penalty.

DEFLECTION

Prerequisites: Dexterity 13+

Benefit: If the character makes a successful Block Defence, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack (page 61), the Block Defence roll is penalised: -2 for each Rank of the Special Attack.

DODGE

Prerequisite: Dexterity 13+

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defence against any subsequent attacks from that opponent. The character can select a new opponent on any action. A condition that makes the character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses.

DOUBLE TAP

Prerequisites: Dexterity 13+, Point Blank Shot

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit.

EMPOWER SPELL

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many Hit Points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two Ranks higher than the spell's actual Rank.

ENDURANCE

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

ENLARGE SPELL

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one Rank higher than the spell's actual Rank.

EXTEND SPELL

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this Feat. An extended spell uses up a spell slot one Rank higher than the spell's actual Rank.

FAR SHOT

Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

FORCE STOP

Prerequisites: Drive Skill 4+ Ranks

Benefit: When the character attempts to sideswipe a surface vehicle with his or her own, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid.

FRIGHTFUL PRESENCE

Prerequisites: Charisma 15+, Intimidate Skill 9+ Ranks

Benefit: When the character uses this Feat, all opponents within 10 feet who have fewer Ranks than the character must make a Will saving throw (DC 10 + one-half the character's Level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and Skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the Feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this Feat for 24 hours. This Feat does not affect creatures with an Intelligence of 3 or lower.

GREAT CLEAVE

Prerequisites: Strength 13+, Cleave, Power Attack, Base Attack Bonus +4

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

GREAT FORTITUDE

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

HEIGHTEN SPELL

Benefit: A heightened spell has a higher spell Rank than normal (up to 9th Rank). Unlike other magical Feats, Heighten Spell actually increases the effective Rank of the spell that it modifies. All effects dependent on spell Rank (such as saving throw DCs) are calculated according to the heightened Rank. The heightened spell is as difficult to prepare and cast as a spell of its effective Rank.

IMPROVED BRAWL

Prerequisites: Brawl, Base Attack Bonus +3

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character inflicts stun damage (see page 65) equal to 1d8 + the character's Strength modifier.

IMPROVED INITIATIVE

Benefit: The character gets a +4 bonus on Initiative checks.

IMPROVED KNOCKOUT PUNCH

Prerequisites: Brawl, Knockout Punch, Base Attack Bonus +6

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage.

IMPROVED TRIP

Prerequisites: Intelligence 13+

Benefit: If the character trips an opponent in melee combat, the character immediately gets to make a melee attack against that opponent as if the character had not used his or her attack action for the trip attempt.

IRON WILL

Benefit: The character gets a +2 bonus on all Will saving throws.

JUDGE OPPONENT

Benefit: The character can judge his or her opponent's approximate Base Attack Bonus and weapon Skill Rank from the foe's attitude and posture even without actually seeing him or her fight. Additionally, the character can accurately estimate the opponent's remaining Hit Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you with a sword, but if you connect a few times with your *ki* blast, it will drop him," rather than saying "the enemy's base attack bonus is +10, with a Melee Attack (Sword) Skill of 2, and he has 60 Hit Points remaining."

KNOCKOUT PUNCH

Prerequisites: Brawl, Base Attack Bonus +3

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit.

LEAP ATTACK

Prerequisites: Dexterity 13+, Base Attack Bonus +3

Benefit: The character can make leaping attacks with his or her melee weapon, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent, he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails a defence) the character gets an extra +2 bonus to damage and may additionally add half his or her Jump Skill Ranks (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defence, the character is off balance and receives a -4 penalty to any further defence checks until his or her turn to act in the following round.

LIGHTNING REFLEXES

Benefit: The character gets a +2 bonus on all Reflex saving throws.

MAXIMISE SPELL

Benefit: All variable, numeric effects of a maximised spell are maximised. A maximised spell deals maximum damage, cures the maximum number of Hit Points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximised spell uses up a spell slot three Ranks higher than the spell's actual Rank.

MOUNTED COMBAT

Prerequisite: Ride Skill

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armour Class if it's higher than the mount's regular AC).

ONE SHOT LEFT

Benefit: The character will always have at least one projectile remaining for his or her ranged weapon, even after an extended combat. This might be a final bullet in a gun, arrow in a quiver, plasma unit in a wrist blaster, or stone in a sling. This option does not remove the need to reload weapons in a game that uses realistic ammunition rules, but rather assures that the character will not be forced to reload at a critical moment. One Shot Left does not affect weapons or Special Attacks built using the Limited Shots Disability (page 66).

POINT BLANK SHOT

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet.

PORTABLE ARMOURY

Benefit: The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Personal Gear Attribute (page 57), but remarkably, the character can access them whenever he or she needs them instead of being forced to return to where they are normally stored. Characters with Portable Armoury may also make field modifications on their weapons, switching options such as laser sights or scopes in a single round.

POWER ATTACK

Prerequisite: Strength 13+

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

QUICKEN SPELL

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four Ranks higher than the spell's actual Rank.

RAPID SHOT

Prerequisites: Dexterity 13+, Point Blank Shot

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty.

REFLECTION

Prerequisite: Deflection Feat

Benefit: If the character makes a successful Deflection defence (see page 84) and a successful attack roll (which uses an attack action), he or she can reflect a standard melee or ranged attack towards any target within range (including the attacker) without damaging the blocking object. This Reflection is treated as a normal attack against the target using standard attack rules (see page 115). The GM may decide that some types of attacks cannot be reflected.

RUN

Benefit: When sprinting, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

SNEAK ATTACK

Benefit: If the character attacks a target who cannot defend him or herself effectively (the target has a situational defence roll or Armour Class penalty), the attacker adds an additional +1d6 damage each time this Feat is assigned.

SILENT SPELL

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one Rank higher than the spell's actual Rank.

SPELL FOCUS

Benefit: Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. The character can gain this Feat multiple times. Its effects do not stack. Each time the character takes the Feat, it applies to a new school of magic.

SPIRITED CHARGE

Prerequisites: Mounted Combat, Ride Skill

Benefit: When mounted and charging into combat, the character deals double damage with a melee weapon (or triple damage with a lance).

STILL SPELL

Benefit: A still spell can be cast with no somatic (movement) components. Spells without somatic components are not affected. A still spell uses up a spell slot one Rank higher than the spell's actual Rank.

STREETFIGHTING

Prerequisites: Brawl, Base Attack Bonus +2

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or a light weapon, the character deals an extra 1d4 damage.

STEADY HAND

Prerequisites: Dexterity 13+

Benefit: This is the ability to attack with ease while moving quickly (running or sprinting, flying at high speeds, etc.) or otherwise engaged in complex stunts. This reduces the penalties suffered for attacking while in motion. Each penalty is reduced by 2 (to a minimum of 0). A character with this Feat may also use weapons in conjunction with the Tumble Skill, and may aim while they are moving. This Feat may be assigned more than once.

STUNNING FIST

Prerequisites: Dexterity 13+, Wisdom 13+, Base Attack Bonus +8

Benefit: Declare that the character is using the Feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's Level + Wis modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armour Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack once per day for every four Ranks attained, and no more than once per round.

TWO-WEAPON FIGHTING

Prerequisite: Dexterity 15+

Benefit: The character can effectively fight with two melee or ranged weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the character can attack twice using the normal Two Weapons rules (page 116), but the penalties for doing so are reduced by 2 each time this Feat is assigned (to a minimum of 0). Alternatively, the character can attack with one weapon and defend with another receiving a -2 penalty to Attack checks he or she makes but adding a +2 bonus to his or her Defence checks vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

VEHICLE DODGE

Prerequisites: Dexterity 13+, Drive Skill 6+ Ranks

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defence against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

WEAPONS ENCYCLOPAEDIA

Prerequisites: Intelligence 13+

Benefit: A character has the ability to recall the vital statistics and important quirks of practically all known commercially available weapons. This includes, but is not limited to, its general level of reliability as well as all vital statistics — material composition, ammunition capacity, calibre, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll an Intelligence based Knowledge: Military Science (Hardware Recognition) Skill check to recall important details. In addition, Weapons Encyclopaedia also includes knowledge on acquiring weapons, so characters will have a +4 bonus on any Knowledge: Streetwise or Knowledge: Business Skill checks needed to locate or buy weapons.

WHIRLWIND ATTACK

Prerequisites: Dexterity 13+, Intelligence 13+, Dodge, Base Attack Bonus +4

Benefit: A character can give up all his or her regular attacks for the round and instead make one melee attack at the character's highest Base Attack Bonus against each adjacent opponent.

STEP 9: 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 often comical role-playing opportunity. They only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

My Overconfident, Lazy, Stubborn, Honourable Hero

No, you don't get any Bonus Points for creating overconfident characters in BESM d20. Or truthful ones, or sadistic ones, or shy ones. Less desirable personality traits should appear in the game through role-playing, not Points on a character sheet. If your character is a coward, then portray him or her as cowardly. It's just that simple.

Defects represent disadvantages over which your character has little or no control (i.e. no free will). One example is Phobia — a person with an irrational fear has no choice but to be afraid of the specific trigger. A Phobia is not a personality trait.

The Defects that have "Linked to Attribute" in their description are direct limitations on your character's Attributes, rather than more general disadvantages. The combined Character Points and Bonus Points associated with the Attribute cannot be lower than 1. For example, if a character's Rank 1 Teleport (5 Character Points) is restricted with a 9 BP Limited Use, Instantaneous Defect, the Defect actually only returns 4 BP to the character (since Teleport costs at least 1 Point).

By taking a character Defect you can gain up to three (or occasionally more) Bonus Points (BP) to increase Ability Scores or Attributes Ranks, or select additional Attributes. The number of Points you receive is directly proportional to how much the Defect hinders your character; Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the earth of planet Neptune) are not worth any BP. After you have selected your character's Defects, return to the previous steps to use your Bonus Points (treat Bonus Points as extra Character Points).

TABLE 9-1: DEFECTS

DEFECT	PAGE	DEFECT	PAGE
Achilles Heel	87	Maximum Force	92
Activation Time	87	Nemesis	92
Backlash	87	Not So Tough	93
Bane	87	One-Way Transformation	93
Blind Fury	88	Owned	93
Concentration	88	Part of Body	93
Conditional Ownership	88	Permanent	93
Confined Movement	88	Phobia	93
Cursed	88	Physical Impairment	93
Dependent	88	Recurring Nightmares	93
Detectable	90	Red Tape	93
Easily Distracted	90	Reduction	94
Famous	90	Restriction	94
Girl/Guy Magnet	91	Sensory Impairment	94
Incomplete Training	91	Significant Other (S.O.)	94
Inept Attack	91	Skeleton in the Closet	94
Inept Defence	91	Special Requirement	95
Involuntary Physical Change	91	Unique Defect	95
Ism	91	Unreliable Power	95
Limited Use, Instantaneous	91	Unskilled	95
Limited Use, Ongoing	91	Vulnerability	95
Magical Restrictions	91	Wanted	95
Marked	92	Weak Point	95

It is recommended that you assign no more than eight Defects to your character. In most cases two-five Defects are appropriate.

ACHILLES HEEL

The character loses twice as many Hit Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a robot taking extra damage from water (as it causes short circuits), or an alien's weakness to weapons from his or her home planet. The GM must approve any Achilles Heel Defects. A character may have an Achilles Heel to either a common, uncommon, or rare attack form (in the context of the campaign).

- 1 BP The attack form is rare.
- 2 BP The attack form is uncommon.
- 3 BP The attack form is common.

ACTIVATION TIME

Linked to Attribute. A character with this Defect cannot use one of his or her Attributes whenever desired because it requires a short time to activate. Once activation has started, only the character can stop it from becoming active when the appropriate time is up. This could represent a physical change that is not instantaneous, the collection of spiritual energies to perform a task, a device that takes time to "power up," or an Attribute that only works when the character is mentally prepared (or angry, or overcome with another emotion).

One additional BP is granted if the activation can be interrupted temporarily, but restarted where it left off. One example of this is an Item of Power body suit that the character must put on. If the character stops activating the Power (i.e. stops dressing) to make a phone call, he or she can continue afterwards. 2 additional BP are granted if the activation must start again from the beginning if it is interrupted before the Activation Time has elapsed. An example of this is a spell that must be chanted completely before the Power activates; if it is interrupted, the spell must be started again from the beginning. The Concentration Defect (page 88) is often linked to these two applications of Activation Time.

- 1 BP The Attribute requires a round to initiate.
- 2 BP The Attribute requires a minute to initiate.
- 3 BP The Attribute requires an hour to initiate.

BACKLASH

Linked to Attribute that requires a check to activate (GM's discretion). The character suffers from an unfortunate side effect whenever an associated Attribute fails to work. If the character fails his or her check when using the Attribute, 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, Ability Score 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 BP The backlash occurs if the character fails the check by 6 or more.
- 2 BP The backlash occurs if the character fails the check by 3 or more.
- 3 BP The backlash occurs if the character fails the check by 1 or more.

BANE

A character with the Bane Defect is vulnerable to an otherwise non-damaging substance such as water, sunlight, or a specific element, material, or object. The Bane should relate to the character's background or powers

in some way. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when touched by a crucifix.

The character suffers damage if his or her skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, hearing the noise of a church or temple bell, or having the Bane in close proximity), the damage is halved. Alternatively, if the Bane only affects the character when ingested, the damage is doubled. Finally, the damage rating assumes that the Bane is common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or rare element, the damage is also doubled. If it is even more rare, such as one particular artefact, the damage may be tripled or quadrupled.

- 1 BP** The Bane causes minor damage (1d6/round of exposure).
- 2 BP** The Bane causes moderate damage (2d6/round of exposure).
- 3 BP** The Bane causes severe damage (3d6/round of exposure).

BLIND FURY

Under specific conditions selected by the player (and approved by the GM), the character will enter a state of unbridled anger. While enraged, the character will furiously attack the closest person, whether that individual is a friend or foe. Once that person is defeated or flees, the berserk character will attack the next closest "threat." Examples of conditions that might initiate Blind Fury include: receiving a certain amount of damage, sight of blood, a specific sound or smell, being outnumbered in combat, seeing a friend in mortal danger, confrontation with a specific opponent, etc.

The character can only return to a normal emotional state under another specific condition. This return could involve a Willpower save, or could be an automatic reversion. Examples of return conditions include: no opponents in the vicinity, a specific calming technique performed by an ally, solitude, injection of a particular drug, being knocked unconscious, etc.

- 1 BP** Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.
- 2 BP** Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.
- 3 BP** Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.

CONCENTRATION

Linked to Attribute. The character must concentrate while using a specific Attribute that functions over a period of time; it does not apply to Attributes with an instantaneous effect. If the character's concentration is interrupted voluntarily or by an outside event, the Attribute ceases to function.

- 1 BP** The Attribute requires slight concentration. The character can still perform other non-combat actions, but cannot engage in combat or use other Attributes that also require Concentration.
- 2 BP** The Attribute requires intense concentration. The character can move at a slow speed and talk with others while using the Attribute, but cannot perform any complex actions or use any other Attribute.
- 3 BP** The Attribute requires full concentration. The character cannot do anything else while using the Attribute; he or she must remain still and devote full attention to the Power.

CONDITIONAL OWNERSHIP

Linked to Attribute. Only a character who possesses the Item of Power, Own a Big Mecha, or Personal Gear Attributes (pages 50, 56, and 57) can acquire this Defect. The character's possessions granted by those Attributes actually belong to another person or organisation. They are issued to the character, but the agency imposes "mild," "strict," or "severe" conditions on their use.

"Mild conditions" indicate that the character can use the objects for some personal business (such as travelling), but if he or she is released from the organisation or disobeys direct orders, the objects can be taken away. The character can also be assigned different objects at any time. For example, a police detective might have conditional use of an unmarked police car.

"Strict conditions" indicate that the character is only permitted to use the objects for activities as ordered by the organisation. This is the way most military and police equipment is issued. If the character is caught using the objects for personal activities, he or she will receive a severe reprimand.

"Severe conditions" indicate that the character can only use the objects under specific orders. A government owned time travel device would probably fall under these conditions. Using the objects at any other time results in incarceration, physical punishment, or even death.

- 1 BP** Mild conditions are imposed on the objects' ownership and usage.
- 2 BP** Strict conditions are imposed on the objects' ownership and usage.
- 3 BP** Severe conditions are imposed on the objects' ownership and usage.

CONFINED MOVEMENT

This Defect prevents the character from leaving a narrowly defined area. This may represent, for example, an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or a government-licensed magical girl that is only registered for travel in a specific region.

- 2 BP** Restricted to a large area (100-mile radius), such as a single county or large city.
- 4 BP** Restricted to a small area (1-mile radius), such as a small town or large, multi-structure complex.
- 6 BP** Restricted to a tiny area (300-foot radius), such as a small village or single building.

CURSED

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did (Curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

- 1 BP** The character suffers from a slight disadvantage.
- 2 BP** The character suffers from a moderate disadvantage.
- 3 BP** The character suffers from a severe disadvantage.

DEPENDENT

Linked to Attribute. The character cannot use the chosen Attribute without first using a second (or more) Attribute. If the character fails to activate the second Attribute, he or she cannot use the other one either. Examples of the Dependent Defect include: a character who can fly after activating his Force Field (Flight dependent upon Force Field), a character who gains additional Armour when invisible (Armour dependent upon





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Invisibility), a character that can run much more quickly after stretching his or her legs and growing (Speed dependent upon Elasticity and Size Change), etc. The player must justify the Dependent Defect to the GM to avoid silly combinations.

- 1 BP** The Dependent Attribute cannot work until 1 other Attribute is activated.
- 2 BP** The Dependent Attribute cannot work until 2 other Attributes are activated.
- 3 BP** The Dependent Attribute cannot work until 3 other Attributes are activated.

DETECTABLE

Linked to Attribute. While using a specific Attribute, the character can be pinpointed and possibly identified by others who have specific detection techniques. For example, the Attribute's use may make a loud noise or a bright flash, send vibrations through the ground, or emanate mental shock waves. Detection techniques include: astral; ethereal; human sight, hearing, or sense of smell; infrared; mental; radar; radiation; sonar; spiritual; ultraviolet; vibration; and others. The Special Attack Attribute (page 61) is an exception to this Defect — characters must acquire an Attack Ability to make the attack undetectable.

- 1 BP** The Attribute's use can be detected using 1-2 methods.
- 2 BP** The Attribute's use can be detected using 3-5 methods.
- 3 BP** The Attribute's use can be detected using 6-9 methods.

EASILY DISTRACTED

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers 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, and magical items. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgement.

- 1 BP** The character is distracted by a trigger that is encountered infrequently.
- 2 BP** The character is distracted by a few infrequent triggers, or by one trigger that is encountered frequently.
- 3 BP** The character is distracted by several infrequent triggers, or by one trigger that is encountered constantly.

FAMOUS

The character is recognisable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. Journalists and photographers may hound the character regularly, and report his or her

- 1 BP** The character has regional fame.
- 2 BP** The character has national fame.
- 3 BP** The character has international fame.

actions on television, in newspapers, and on websites. While being Famous may have some privileges (preferred seating at restaurants, daily special treatment, etc.), it is a significant disadvantage for a character that maintains a secret identity (such as a magical girl).

GIRL/GUY MAGNET

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character but rather his or her fate to constantly meet obsessed people.

- 1 BP** Only a couple of girl/guy characters are actively chasing the character.
- 2 BP** Several girls/guys are actively chasing the character.
- 3 BP** Swarms of girls/guys are actively chasing the character; a new one appears every adventure or two.

INCOMPLETE TRAINING

This Defect requires GM permission. The character's training and development in his or her class was not as extensive as it should have been. The character does not gain one or more "Special" benefits associated with class progression upon gaining a new Rank. The Bonus Points returned by this Defect is equal to the Character Point cost of the specific benefit (though the GM may penalise the character by returning one less Point). The Bonus Points returned are typically used to acquire alternative Attributes.

INEPT ATTACK

This Defect reflects a character's poor judgement in offensive combat situations, which makes it much more difficult to strike an opponent successfully. A character with the Inept Attack Defect suffers a penalty to his or her base attack bonus.

- 3 BP** The character's Base Attack Bonus is decreased by 1.
- 6 BP** The character's Base Attack Bonus is decreased by 2.
- 9 BP** The character's Base Attack Bonus is decreased by 3.

INEPT DEFENCE

This Defect reflects a character's poor judgement in defensive combat situations, which can often place him or her in precarious positions. A character with the Inept Defence Defect suffers a penalty to his or her Armour Class.

- 2 BP** The character's Armour Class is decreased by 1.
- 4 BP** The character's Armour Class is decreased by 2.
- 6 BP** The character's Armour Class is decreased by 3.

INVOLUNTARY PHYSICAL CHANGE

This Defect is only available to characters who have the Alternate Form Attribute (page 39). The character may accidentally change from normal form to the Alternate Form (or vice versa), or an external trigger (cold water, natural force, etc.) may induce the change. This Defect may represent a character who: transforms between identities upon hearing or uttering a specific sound or word, reverts to normal form when a particular chemical in the body is in low quantities (such as sugar or salt), transforms when a button on a gadget or Item of Power is pushed, transforms in times of stress, etc.

This Defect is assigned once to indicate the character can accidentally change from normal to Alternate Form or from Alternate Form to normal form. The Defect is assigned twice if the character can transform both ways unintentionally.

- 1 BP** It is difficult to trigger the Involuntary Change.
- 2 BP** It is moderately easy to trigger the Involuntary Change.
- 3 BP** It is easy to trigger the Involuntary Change.

ISM

Ism is discrimination based solely on one particular aspect of a character. Examples of Ism include: ageism, elitism, racism, sexism, or discrimination based on education, species, genetics, sexual preference, occupation, religion, physical features, etc. The players and GM are strongly encouraged to discuss these contentious discrimination issues, and their role in the game, before play begins.

- 1 BP** The character experiences a small degree of discrimination.
- 2 BP** The character experiences a large degree of discrimination.
- 3 BP** The character experiences a severe degree of discrimination.

LIMITED USE, INSTANTANEOUS

Linked to Attribute with an instantaneous effect. The character can only use a specific Attribute occasionally. This may result from a need to recharge the Attribute (or a device), an incredible drain on the character's internal reserves, or a different form of limitation. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute more often than indicated by this Defect.

- 3 BP** The character can only use the Attribute three times a day.
- 6 BP** The character can only use the Attribute twice a day.
- 9 BP** The character can only use the Attribute once a day.

LIMITED USE, ONGOING

Linked to an Attribute that can be used on an ongoing basis. After the character uses a specific Attribute, he or she cannot use it again for a specific period of time; the longer the Attribute is used, the longer the rest period must be. For example, the muscles of a character with Superstrength may need time to recuperate after use, or an Item of Power that grants Flight may need to be recharged between uses. Only under exceptional circumstances (and at a great sacrifice) can the character use the Attribute again before the waiting period has elapsed.

- 1 BP** For every minute the character uses the Power, he or she must wait 1 minute before the Attribute functions once again.
- 2 BP** For every minute the character uses the Power, he or she must wait 5 minutes before the Attribute functions once again.
- 3 BP** For every minute the character uses the Power, he or she must wait 10 minutes before the Attribute functions once again.

MAGICAL RESTRICTIONS

Only someone with the Dynamic Sorcery or Magic Attributes can take this Defect. The character's magic is either difficult to perform or occasionally ceases to function or both. Magical restrictions can be minor or major.

Some examples of minor restrictions are:

- The character must always dress in a peculiar set of ritual clothing (or body paint, or whatever) to use magic.
- The character must transform into a special costume in order to use his or magic. This is very common for "magical girl" type characters.
- The character's magic works at the pleasure of a patron spirit, god,

goddess, or demon and may cease to function if the character disobeys the patron's commands or violates particular religious or other strictures.

- The character's magic is limited if the character violates certain minor taboos.
- About half of the character's magic powers are dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access these powers.

Some examples of major restrictions are:

- The character's magic ceases to function if he or she is in contact with metal, carrying it, or wearing it on his or her body.
- The character must perform blood sacrifices for his or her magic to work.
- The character's magic only functions half or less of the time; for example, it may not work during daylight or only work when the moon is visible.
- Nearly all the character's magic (except possibly a minor power or two) is dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access the item-dependent powers.

Magical Restrictions of this sort are a good way to establish the nature of a particular form or school of magic. This Defect cannot be taken if its BP value would be equal to or greater than the Points the character spent to acquire Magic or Dynamic Sorcery.

- 1 BP** The character's magic suffers from one or a few minor restrictions.
- 2 BP** The character's magic suffers from a major restriction.
- 3 BP** The character's magic suffers from several minor and 1-2 major restrictions.

MARKED

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying birthmark, a permanent scar, or a unique tattoo. If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Defect. In a standard high-fantasy setting, none of the typical races (dwarves, elves, halflings, etc.) have this Defect.

- 1 BP** The mark is easily concealable because it is small or in an inconspicuous location.
- 2 BP** The mark can be concealed, but this is difficult because it is large or in an obvious location.
- 3 BP** Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

MAXIMUM FORCE

Linked to Attribute. The character cannot use a specific Attribute at the lowest end of its power range. This could represent a character who is too talented for his or her own good, an item that only functions within certain parameters, a powerful character who pushes the Attribute's limits so often that he or she has forgotten how to use it at a low Rank, or something different.

This Defect is only appropriate for the following Attributes: Elasticity, Flight, Insubstantial, Jumping, Projection, Size Change, Special Attack (applies to damage only), Speed, Teleport, Transmutation, and Water Speed.

Maximum Force extends to Rank 6, providing 1 BP each Rank. The restriction on an Attribute's use is given below, where X is the number of Bonus Points granted and (X+1) is one Rank higher than the BP Rank.

- X BP** The character cannot use up to Rank X of the Attribute. The Attribute must be at Rank (X+1) or higher.

NEMESIS

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favour of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same person the character is pursuing.

The Nemesis should be someone who makes the character's life difficult frequently (and cannot easily be removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom they cannot avoid. An overbearing parent who lives at home is an example of this. If for any reason the Nemesis is defeated or goes away, the GM should create another Nemesis, unless the player also wishes to use Power Points gained through advancement to eliminate the Defect permanently.

- 1 BP** The Nemesis is merely annoying and/or interferes infrequently.
- 2 BP** The Nemesis may actively try to harm the character and/or interferes frequently.
- 3 BP** The Nemesis will always harm the character given the opportunity, and/or interferes constantly.



NOT SO TOUGH

The character is less durable than his character Level would otherwise suggest. This Defect is appropriate for characters with a “glass jaw,” or those who succumb to physical trauma easily. A character may not take this Defect if it would reduce his or her Hit Points below 1.

- 1 BP** The character's Hit Points are decreased by 5 Points.
- 2 BP** The character's Hit Points are decreased by 10 Points.
- 3 BP** The character's Hit Points are decreased by 15 Points.

ONE-WAY TRANSFORMATION

Linked to Attribute. This Defect is usually only be taken in conjunction with the Alternate Form, Elasticity, Insubstantial, Invisibility, or, Size Change Attributes. Once the character has transformed from a normal state, he or she cannot transform back to a prior form without meeting certain conditions. This might include a magical ritual, work by mechanics or lab technicians, consuming a specific substance, or simply the passage of time.

- 1 BP** It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.
- 2 BP** As 1 BP, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.
- 3 BP** As 2 BP, but the process takes several days.

OWNED

Free will has little meaning for a character who is Owned by 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. Dire consequences await a character whose actions conflict with the mandate of the owning body.

- 1 BP** The organisation has partial ownership of the character; the character is subject to slight punishment for opposing the owners.
- 2 BP** The organisation has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.
- 3 BP** The organisation has total ownership of the character; the character is subject to severe punishment for opposing the owners.

PART OF BODY

Linked to Attribute. Only part of the character's body is affected by a specific Attribute, most commonly used for: Adaptation, Alternate Form, Armour, Invisibility, and Superstrength. For example, a character might only receive Armour benefits against abdominal attacks, possess the ability to turn his or her left arm invisible, or have bionic legs with Superstrength.

- 1 BP** The Attribute affects a large part of the body (torso, both legs, both arms, etc.).
- 2 BP** The Attribute affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)
- 3 BP** The Attribute affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

PERMANENT

Linked to Attribute. A specific Attribute is always functioning, and the character cannot turn it off. This Defect only applies to Attributes that would inconvenience the character if the Power were always active, such as: Force Field, Invisibility, or Size Change. The player and GM

should discuss the problems and limitations associated with an eternally active Power.

- 1 BP** The Attribute is a slight inconvenience to the character.
- 2 BP** The Attribute is a moderate inconvenience to the character.
- 3 BP** The Attribute is a severe inconvenience to the character.

PHOBIA

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.

- 1 BP** The character has a slight phobia or one that is encountered infrequently.
- 2 BP** The character has a moderate phobia or one that is encountered frequently.
- 3 BP** The character has a severe phobia or one that is encountered constantly.

PHYSICAL IMPAIRMENT

The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) limbs, loss of speech, constant sickness, nagging injury, severe headaches, an android that requires frequent repairs, etc. The player and GM should discuss the problems and limitations associated with the impairment.

- 1 BP** The impairment is a slight inconvenience to the character.
- 2 BP** The impairment is a moderate inconvenience to the character.
- 3 BP** The impairment is a severe inconvenience to the character.

RECURRING NIGHTMARES

When the Recurring Nightmare Defect haunts a character, he or she has trouble sleeping at nights and functions at less-than-optimum performance during the day. The nightmare can be a memory of a tragic event or traumatic experience, or it might be something else such as a prophetic vision or warning. The nightmare may not occur every night but it will haunt the character on a regular basis. Additionally, the nightmares do not need to portray the exact same events repeatedly, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

- 1 BP** The nightmares occur infrequently and have a slight effect on the character's lifestyle.
- 2 BP** The nightmares occur frequently and have a moderate effect on the character's lifestyle.
- 3 BP** The nightmares occur constantly and have a severe effect on the character's lifestyle.

RED TAPE

The character must negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Defect is often associated with characters who are members of law-enforcement organisations or similar government agencies that require paperwork. A large criminal organisation, however, may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs.

Red Tape also includes whatever measures the character must take “after the fact” to appease the organisation to which he or she belongs. For example, a cop may need to fill out a report every time his or her

weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his or her take to the local crime boss or face some very strict penalties.

The Red Tape Defect is usually inappropriate for characters created via the Flunkies or Servant Attributes.

- 1 BP** The Red Tape only impedes the character before or after a major action (but not both) and/or the Red Tape is easy to manage most of the time.
- 2 BP** The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.
- 3 BP** The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

REDUCTION

Linked to Attribute. One of the character's Attributes is limited greatly, resulting in a Reduction of its Point cost per Rank. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the game ramifications and the Attribute's new Rank costs.

Unlike other Defects, Reduction does not return Bonus Points to the character; the Attribute cost changes instead. The Point cost change is directly related to the original cost of the Attribute. For example, a Reduction that limits a 4 Points/Rank Attribute to half of its power might be a 2 Points/Rank Reduction; the same limitation on a 10 Points/Rank Attribute could be a 5 Points/Rank Reduction. This Defect is not usually appropriate for 1 Point/Rank Attributes.

A list of suggested Reductions are shown in Table 9-2: Sample Reductions.

TABLE 9-2: SAMPLE REDUCTIONS

Attribute always used in same way	One aspect
Fewer sub-Points awarded	Partial effectiveness
Less frequent usage	Smaller target group
Limited control	Very specific utility

RESTRICTION

Linked to Attribute. One of the character's Attributes is associated with one or more disadvantages that limit its use. This Defect offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction. A list of suggested Restrictions are shown in Table 9-3: Sample Restrictions.

The GM may increase the Bonus Points returned to the character to an alternate progression (such as 2 BP, 4 BP, 6 BP; or 3 BP, 6 BP, 9 BP) if the Attribute this Defect is restricting has a high Character Point cost at each Rank (see Dynamic Sorcery or Extra Attacks for examples). Severe limitations on an Attribute, which will affect the Point cost per Rank, are covered by the Reduction Defect (see above).

- 1 BP** The Attribute has a minor Restriction.
- 2 BP** The Attribute has a moderate Restriction.
- 3 BP** The Attribute has a major Restriction.

TABLE 9-3: SAMPLE RESTRICTIONS

Cannot use on oneself	Requires consumable focus
Check needed to maintain control	Requires maintenance
During specific times of the day	Requires special equipment
Easy to counteract	Requires Ability checks
Flawed results	Restricts movement
In particular locations	Specific targets
Initiative penalty to use	Time limit
Limited functioning	Under certain conditions
Loss of specific effect	Usage inflicts pain
Naked form only	Use weakens character

SENSORY IMPAIRMENT

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a -4 penalty on checks to notice things with that sense. An example of a lost sense is blindness or deafness. Any diminishment or loss is based on the character's status after benefiting from any technological aids such as eyeglasses or hearing aids in the setting. For example, if a character has a hearing aid but is still hard of hearing, he or she has Sensory Impairment (Diminished Hearing, 1 BP). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (Deaf, 2 BP) instead.

- 1 BP** BP The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).
- 2 BP** The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.
- 3 BP** The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

SIGNIFICANT OTHER (S.O.)

A character with this Defect has someone for whom he or she must go to any lengths to keep safe from harm, even at the risk of his or her own life. The S.O. should be a regular fixture in the campaign. A one-night stand, or a cousin visiting for two weeks is a plot complication and not an appropriate S.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins), and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 3 BP Defect by the GM in terms of the frequency with which it affects the game.

S.O. is inappropriate for most Flunkies and Servant characters.

- 1 BP** The S.O. is rarely placed in grave danger and appears infrequently.
- 2 BP** The S.O. is often placed in grave danger and appears frequently.
- 3 BP** The S.O. is always placed in grave danger and appears constantly.

SKELETON IN THE CLOSET

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. The number of BP gained from this Defect is based on the severity the consequences if the secret is revealed. The secret must be important enough that the character will actively take steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Defect or Defects worth at least as many BP as Skeleton in the Closet. Skeleton in the Closet is inappropriate for most Flunkies and Servant characters.

- 1 BP** The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.
- 2 BP** The Skeleton is relatively easy to discover, and/or the consequences of discovery are moderate, and/or the character's reputation will be seriously impacted.
- 3 BP** The Skeleton is very easy to discover, and/or the consequences of discovery are severe, and/or the character's reputation will be devastated.

SPECIAL REQUIREMENT

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. 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. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

- 1 BP** The Special Requirement is easy to obtain and/or needed infrequently.
- 2 BP** The Special Requirement is difficult to obtain and/or needed often.
- 3 BP** The Special Requirement is extremely difficult to obtain and/or needed constantly.

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 BP** The Defect occurs infrequently and/or has a slight effect.
- 2 BP** The Defect occurs frequently and/or has a moderate effect.
- 3 BP** The Defect occurs constantly and/or has a severe effect.

UNIQUE DEFECT EXAMPLE: ATTACK RESTRICTION

A character with the Attack Restriction Defect has limitations on whom he or she can attack due to a reduction of free will (such as "hard coded" commands). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. This Defect obviously does not apply to heroic characters who cannot "attack innocent people."

- 1 BP** The character's restriction applies to very few people, or the character has slight reservations.
- 2 BP** The character's restriction applies to many people, or the character has strong reservations.
- 3 BP** The character's restriction applies to a large group of people, or the character has extremely strong reservations.

UNRELIABLE POWER

Linked to Attribute. One of the character's Attributes frequently does not function when desired. Before the character can use the Attribute, he or she must make a successful Ability check. If the Attribute does not have a "Relevant Ability" entry, the character's Wisdom should be used as a default. If the Ability check fails, the character can try to use the Attribute again during the next round (when the character is in combat), or in a short period of time (when the character is not in combat).

At the GM's and player's discretion, Unreliable Power can also represent an Attribute that does not always function in the manner desired. For example, a character with Size Change might not always grow to the desired size, or a Force Field might not always appear in the correct place. For this alternative, the Ability check determines if the Attribute operates properly; a failed check indicates that it activates in an unexpected manner.

- 1 BP** The character must make the check against DC 14. In non-combat situations, the character cannot attempt to use the Attribute again for 1 to 10 minutes.
- 2 BP** The character must make the check against DC 17. In non-combat situations, the character cannot attempt to use the Attribute again for 10 to 30 minutes.
- 3 BP** The character must make the check against DC 20. In non-combat situations, the character cannot attempt to use the Attribute again for 30 minutes to 2 hours.

UNSKILLED

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute. Additionally, characters may not take this Defect if it would reduce his or her Skill Points below zero.

- 1 BP** The character has 4 fewer starting Skill Points.
- 2 BP** The character has 8 fewer starting Skill Points.
- 3 BP** The character has 12 fewer starting Skill Points.

VULNERABILITY

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 some of his or her Attributes (GM determines which Attributes are affected). The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely.

- 1 BP** The character's accessible Attribute Ranks all drop by up to 2 Ranks when affected by the Vulnerability.
- 2 BP** The character's accessible Attribute Ranks all drop by up to 4 Ranks when affected by the Vulnerability.
- 3 BP** The character cannot use any Attributes when affected by the Vulnerability.

WANTED

The character is wanted by the law, a powerful criminal, or private organisation that has placed a price on his or her head. Being Wanted is different from having a Nemesis; there is no single person devoting his or her life to annoying or hunting down the character. The character will need to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character (depending on the circumstances).

- 1 BP** The incentive to hunt the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.
- 2 BP** The reward, contract, or other incentive offered to hunt the character is significant.
- 3 BP** The reward, contract, or other incentive offered to hunt the character is extreme.

WEAK POINT

The character's body possesses an abnormal weak point (in addition to the normal human weak points, like the heart and head). If the weak point is ever hit during combat with a Called Shot (see page 116), the result is an automatic critical hit (see page 122). If the attacker rolls a natural critical hit (a natural 20), the target is immediately reduced to 0 Hit Points and falls unconscious. The opponent, or even the character, may not be aware the weak point exists, however, until its presence is discovered by accident or through careful study.

- 1 BP** The weak point is tiny (-6 Called Shot attack penalty).
- 2 BP** The weak point is small (-4 Called Shot attack penalty).
- 3 BP** The weak point is large (-2 Called Shot attack penalty).

STEP 10: DETERMINE CALCULATED VALUES

Now that the majority of character creation is finished, you can determine your character's Calculated Values.

BASE ATTACK BONUS

Every character has a Base Attack Bonus (even if the bonus is +0). The Base Attack Bonus is a representation of the character's skill in combat. It is determined by taking the character's Base Attack Bonus earned from character Level and adding any Ranks of the Attack Combat Mastery Attribute acquired during creation.

ARMOUR CLASS BONUS (OPTIONAL RULE)

A character may decide, for each Level gained, whether he or she wants to use the Base Attack Bonus for that Level either as Base Attack Bonus or as an Armour Class Bonus. Once this is decided, the character may not change it. The character also does not gain any Character Points for choosing one way or the other. For example, when a character advances to a 3rd Level Samurai, gaining an additional +1 Base Attack Bonus, she could assign the +1 to her Armour Class Bonus rather than increase her Base Attack Bonus. If this option is selected, the GM may also award the character one free Character Point to keep the Points balanced.

ARMOUR CLASS

Every character (and items in some circumstances) has an Armour Class (AC) that is a reflection of how hard a character is to hit in combat. *BESM d20* uses the Defence Roll variant rule from the *DMG*. Armour Class is determined by adding the character's modifier from Dexterity, any Ranks of the Defence Combat Mastery Attribute, Size Modifier (see Table 10-1: Size Categories), and any other appropriate bonuses or penalties. When a character defends against an attack, his or her Defence Roll is equal to $d20 +$ the character's Armour Class, plus any other applicable modifiers. Note that characters lose their Dexterity bonus to Armour Class when they are flatfooted, unaware of the attacker, or otherwise unable to fully benefit from their Dexterity bonus. If the character is not moving at all (by choice or because he or she is hindered), the character does not gain benefits from Dexterity or Defence Combat Mastery, and no *d20* Defence Roll is made.

Why the Defence Roll?

BESM d20 uses the variant defence roll rule because we feel it better reflects the dynamics of combat — the worst combatant periodically defends against an attack very well while the best combatant sometimes takes a misstep. GMs may, however, wish to use the familiar *d20* Armour Class rules to speed up combat by removing the defence roll. In these instances, a character is considered to always "take 10" for defence rolls and thus his or her Armour Class is always calculated as $10 +$ the character's base Armour Class — no roll is required.

HIT POINTS

This value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character dies). Damage delivered in combat is subtracted from your character's current Hit Point total. If the total ever falls below zero, the character falls unconscious. If the total even drops to a negative number that is lower than the negative number of the character's total Hit Points (for

example, a character has 45 HP and drops below -45 HP) then the character is dead. A character's Hit Points are determined by the Hit Dice appropriate for their class Rank, plus any Ranks of Damn Healthy!, plus their Constitution modifier per die rolled, minus any modifier for the Not So Tough Defect, plus any other modifiers. For instance, a Level 5 Samurai (d10 Hit Dice) with a Con of 14 (+2 modifier) and 2 Ranks of Damn Healthy! (+2d8 + Con modifier) would have Hit Points equal to $5d10 + 2d8 + 14$.

BESM d20 assumes character death is rare. Characters are more frequently knocked unconscious than killed, thought that may not suit the specific style of game the GM wishes to run. If character death should be more common, the GM may have characters die when they fall to -10 Hit Points, which is how most *d20* System games handle death.

ENERGY POINTS

This value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult or spiritual tasks. Energy Points are needed to fuel certain Attributes such as Dynamic Sorcery and Magic, but they can also be used to temporarily increase Ability Scores or Hit Points. This advantage only lasts for a few minutes — the duration of an important task.

Any Ability can be raised by 1 value for every 5 Energy Points drained from your character's total. Hit Points can also be increased by 2 for every 5 Energy Points sacrificed and may keep a character who has fallen deep into the negatives alive long enough to receive medical attention. Finally, your GM may decide that Energy Points can be used in other ways as well, such as altering game events or re-rolling dice. If your character's Energy Points total is ever reduced to 0, he or she will fall unconscious from exhaustion.

A character's Energy Point total is determined by taking the lowest modifier of Intelligence, Wisdom, or Charisma (the weakest aspect of the character determines his or her energy reserves) and adding 1d2 per character Level (with a minimum of 1 per Level). For example, a Level 8 character with an Int 12, Wis 16, and Cha 8 (the lowest modifier, Charisma, is -1) would have Energy Points equal to $8d2-8$.

Characters with Ranks in the Dynamic Sorcery Attribute (page 44) gains increased dice for Energy Points. Additionally, the Energy Bonus Attribute provides extra Points.

SAVING THROWS

When your character is subjected to an unusual attack such as Mind Control or an attempt to Teleport the character in front of a truck, he or she is allowed to make a saving throw to reduce or completely avoid the effects. A saving throw roll is $d20 +$ the character's base save bonus + other modifiers due to equipment, active effects, environment, circumstance, etc. The saving throw succeeds if the total of the die roll plus modifiers equals or exceeds the DC.

The three different kinds of saving throws are these:

FORTITUDE

These saves measure a combatant's ability to stand up to massive physical trauma, or attacks against a character's vitality and health. Apply a character's Constitution modifier to Fortitude saving throws.

REFLEX

These saves test a combatant's ability to evade attacks or otherwise avoid deadly situations. Apply the character's Dexterity modifier to Reflex Saving throws.

WILLPOWER

These saves reflect a character's resistance to mental influence and domination. Apply the character's Wisdom modifier to Will saving throws.

TABLE 10-1: SIZE CATEGORIES

SIZE	POINT COST	APPROXIMATE EXAMPLE SIZE	WEIGHT	STR	DEX	CON	NATURAL ARMOUR	ARMOUR CLASS	BASE ATTACK BONUS	MOVEMENT MODIFIER
Fine	38	Insect	1/8 lbs or less	-10	+8	-2	-	+8	+8	x1/4
Diminutive	17	Rodent	1/8 — 1 lbs.	-10	+6	-2	-	+4	+4	x1/2
Tiny	7	Cat	1 — 8 lbs.	-8	+4	-2	-	+2	+2	x1
Small	3	Dog	8 — 60 lbs.	-4	+2	-2	-	+1	+1	x2
Medium	0	Human	60 — 500 lbs.	+0	+0	+0	-	0	0	x3
Large	2	Horse	500 lbs — 2 tons	+8	-2	+4	+2	-1	-1	x4
Huge	5	Elephant	2 — 16 tons	+16	-4	+8	+5	-2	-2	x5
Gargantuan	5	Sperm Whale	16 — 125 tons	+24	-4	+12	+9	-4	-4	x6
Colossal	-4	Blue Whale	125 — 1,000 tons	+32	-4	+16	+14	-8	-8	x7

TABLE 10-2A: CHANGING SIZES — GROWING

OLD SIZE	NEW SIZE	STR	DEX	CON	NATURAL ARMOUR	ARMOUR CLASS	BASE ATTACK BONUS
Fine => Diminutive		-	-2	-	-	-4	-4
Diminutive => Tiny		+2	-2	-	-	-2	-2
Tiny => Small		+4	-2	-	-	-1	-1
Small => Medium		+4	-2	+2	-	-1	-1
Medium => Large		+8	-2	+4	+2	-1	-1
Large => Huge		+8	-2	+4	+3	-1	-1
Huge => Gargantuan		+8	-	+4	+4	-2	-2
Gargantuan => Colossal		+8	-	+4	+5	-4	-4

TABLE 10-2B: CHANGING SIZES — SHRINKING

OLD SIZE	NEW SIZE	STR	DEX	CON	NATURAL ARMOUR	ARMOUR CLASS	BASE ATTACK BONUS
Diminutive => Fine		-	+2	-	-	+4	+4
Tiny => Diminutive		-2	+2	-	-	+2	+2
Small => Tiny		-4	+2	-	-	+1	+1
Medium => Small		-4	+2	-2	-	+1	+1
Large => Medium		-8	+2	-4	-2	+1	+1
Huge => Large		-8	+2	-4	-3	+1	+1
Gargantuan => Huge		-8	-	-4	-4	+2	+2
Colossal => Gargantuan		-8	-	-4	-5	+4	+4

MOVEMENT

To determine a character's base speed in feet per round, multiply the appropriate size movement modifier by his or her Dexterity (see Table 10-1: Size Categories).

SIZE CLASSES

Characters are classified into nine size categories, as outlined in Table 10-1: Size Categories. Creating a character at any size other than medium costs (or returns) the Character Points outlined in Table 10-1. Also, if a character changes sizes (perhaps using the Size Change Attribute; page 61), his or her Ability Scores, Natural Armour, Armour Class, and Base Attack Bonus may change as well. Table 10-2: Changing Sizes outlines the affects of increasing or decreasing size by one category. Should the character change more than one size category, all modifiers are cumulative.

MODIFYING SIZE

In some campaigns, characters who deviate from the average size of their companions will suffer societal disadvantages. The generalised inconveniences — the Marked Defect, standing out in a crowd, inability

TABLE 10-3: SIZE COST MODIFIERS

DEVIATIONS FROM AVERAGE SIZE OF PLAYER CHARACTERS	MINOR DISADVANTAGE	MAJOR DISADVANTAGE	SEVERE DISADVANTAGE
1 size category	+1 BP	+2 BP	+3 BP
2 size categories	+2 BP	+4 BP	+6 BP
3 size categories	+3 BP	+6 BP	+9 BP
4 size categories	+4 BP	+8 BP	+12 BP
5 size categories	+5 BP	+10 BP	+15 BP
6 size categories	+6 BP	+12 BP	+18 BP
7 size categories	+7 BP	+14 BP	+21 BP
8 size categories	+8 BP	+16 BP	+24 BP

to easily find clothing and weapons of the right size, trouble entering certain buildings, etc. — are represented by awarding such characters Defect Bonus Points.

Determine the average size of the player characters. For every size category the character deviates from this average, he or she is awarded 1 to 3 Bonus Points, depending on the societal impact size has on the campaign (GM Discretion; see Table 10-3: Size Cost Modifiers).

STEP 11: EARN BACKGROUND POINTS

Now that the numerical component of your character is complete (Abilities, Attributes, Defects, Skills, and Calculated Values), you should concentrate on fine-tuning his or her personality, while still leaving room for the character to grow in the future. One of the most effective ways to better visualise your creation is to provide detail through a background history, a character story, or a character drawing. 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. As an incentive, the GM will award you 1-3 Background Points for each contribution you complete, which are then distributed among the Ability Scores or Character Attributes. If any of your character's Abilities are changed after using the Background Points, you must recalculate any appropriate Calculated Values.

This final step in character creation also serves as your last chance to answer important character questions before game play begins. Where does he or she live? Work? Earn money? What are your character's likes? Dislikes? What about family? Friends? Romantic interests? Enemies? 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.

ANIME TOYS

What would an anime campaign be without the sleek vehicles and high-tech toys that so many of the characters wield in their adventures? It would be incomplete.

The following section provides quick and simple rules that help players and Game Masters create a plethora of weapons and vehicles with which to outfit characters. The equipment created with the following rules is intended for use with the Personal Gear Attribute (see page 57). If a character requires a more powerful item, such as power armour or a magical ring, it should be created using the Item of Power Attribute (page 50). Item of Power reflects magical or supertech items that are exceedingly difficult to create. Gear, however, may be high-tech or incredibly expensive, but are within the ability of modern science. While a character's vehicle may be the best car on the road, anyone with enough funding and skill could build one. The power armour worn by the JSDF supersoldier, however, requires far more than money and skill to create. Ensure that the desired item is, in fact, Personal Gear before attempting to build it with the rules herein.

WEAPONS

Table 11-2: Weapons lists the damage values and other characteristics of common weapons. If a weapon is not listed, the GM should assign a damage value based on one that is similar in form and function.

Some weapons possess Abilities and Disabilities to reflect their unique capabilities. Full descriptions of these modifiers are on pages 62-67. Note that special or magical weapons might cause additional damage or possess unique abilities beyond those listed here.

The Armour Ratings and Hit Points of operation weapons, such as firearms, are indicated in the table as well.

IMPROVISED WEAPONS

In combat between anime characters, it is not uncommon for someone to pick up a nearby object and wield it as a weapon. It is impossible to account for every conceivable weapon that the player characters may decide to throw at their opponents, but Table 11-1: Improvised Weapons provides commonly encountered examples of improvised weapons and their statistics. GMs are encouraged to use this table as a guideline should their players decide to grab something in the middle of combat that is not listed. Naturally, most weapons have the Melee Disability (page 66) as well, though they can be thrown in combat if necessary.

TABLE 11-1: IMPROVISED WEAPONS

OBJECT	DAMAGE	ABILITIES	DISABILITIES	STRENGTH REQUIREMENT
Bus	3d10	Area Effect	Inaccurate Low Penetration	Strength 56
Car	2d10	Area Effect	Inaccurate Low Penetration	Strength 42
Dumpster	2d8	-	Inaccurate Low Penetration	Strength 40
Manhole Cover	2d10	-	Low Penetration	Strength 28
Park Bench	1d8	-	Low Penetration	Strength 32
Steel Girder	2d10	Spreading	Inaccurate	Strength 48
Telephone Pole	2d8	Spreading	Inaccurate	Strength 40
Stop Sign	1d6	-	-	Strength 18

CUSTOMISING FIREARMS

Sometimes, nothing gets the trick done like a reliable firearm. The following options can be added to different types of weapons to enhance

WEAPON TABLE NOTES

"Damage" is how much punishment the weapon inflicts (the damage of the attack).

"Abilities" or "Disabilities" are any special capabilities or limitations the weapon possesses. See pages 62-67. Unless noted otherwise, a weapon has Medium range. All Improvised Weapons have the Muscle-Powered Ability.

"Skill" is the Skill and Specialization that provides a bonus when firing the weapon.

* Requires two hands to wield properly; delivers +2 damage when wielded two-handed.

** Some shotguns are "double-barrelled" and can fire both barrels at once. If so, an additional +1d6 damage is delivered. Double Barrelled shotguns have the Limited Shots Disability x2 (2 shots).

"Strength Requirement" indicates the minimum Strength Ability Score required to wield the object as a weapon effectively. If any improvised weapon is thrown, it is treated as a Short Range weapon. The range increases by one category every 8 Points of Strength above the Strength requirement. For example, if a Giant Robot character who has Strength of 56, threw a manhole cover, it would be treated as a Long Range weapon (a Manhole cover has a Strength requirement of 28; the base Short range increases to Medium for a Strength of 36 and Long for a Strength of 44). Conversely, if the character throws a car, which requires Strength 42, it would be treated as a Medium Range weapon (Medium range for a Strength of 50 but requires Strength of 58 for Long range). If it wished to throw a bus at an opponent, it would be treated as a short-range weapon because it is only two above the Strength Requirement to wield a bus as a weapon.

performance or otherwise alter them. Each accessory or feature normally counts as a minor item of Personal Gear. Some options are considered "mundane" (their advantages and disadvantages cancel), and do not cost Points.

Options for weapons are classed as either accessories or features. A feature is a change to the basic weapon template that reflects a particular factory model, or extensive after-market customisation. This requires the Knowledge: Mechanics (Gunsmith) Skill to install, and may require several hours or more. An accessory is something that can be easily attached or removed from the weapon within a few seconds to several minutes. Weapon options are available for any class of weapon unless otherwise noted.

ACCURISED

Modification Type: Feature

The weapon has been specially modified (custom grips, improved sights, polygonal rifling, heavier barrel, etc.) to improve its accuracy. This is typical of target pistols and competition or sniper rifles. This modification grants a +1 bonus to any attack check when firing single shots, but no bonus if used with Auto-Fire. An accurised weapon must be in excellent condition with its sights precisely aligned — it will lose its bonus if knocked about, dropped, or otherwise mistreated.

BAYONET

Modification Type: Accessory

The weapon is fitted with a lug to accept a bayonet (included with this option). When attached, the weapon is a bit more awkward, but it can be used in melee combat as a spear. When detached (requires one round), the bayonet is also usable as a knife. A bayonet is available for any rifle.

BIPOD ATTACHMENT

Modification Type: Accessory

When the bipod is unfolded, the weapon is treated as if it is Accurate (cumulative with any other Accurate bonuses) and Static. The weapon must be fired at rest with the shooter lying prone behind it. Folding or unfolding the bipod requires one round. A bipod is available for any rifle.

TABLE 11-2: WEAPONS

Weapon	Damage	Abilities	Disabilities	Skill	Weapon	Damage	Abilities	Disabilities	Skill
Melee Weapons					Assault Weapons (3 Armour, 35 Hit Points)				
Bladed Weapons					Light Mini-Gun	1d8+1	Accurate Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Axe	1d8	Muscle-Powered	Inaccurate Melee	Melee (Axe)	Heavy Mini-Gun	2d8+2	Auto-Fire Spreading	Limited Shots (6) Static	Gun Combat (Auto-fire)
Broadsword	1d10	Muscle-Powered	Melee	Melee (Sword)	Machine Gun	2d8+1	Auto-Fire Spreading	Static	Heavy Weapons (Machine Gun)
Knife or Dagger	1d4	Concealable Muscle-Powered	Melee	Melee (Knife)	Submachine Gun	1d8+1	Auto-Fire Spreading	Limited Shots (6) Short Range	Gun Combat (Auto-fire)
Long Sword	1d8*	Muscle-Powered	Melee	Melee (Sword)	Heavy Weapons (2 Armour, 30 Hit Points)				
Short Sword	1d6	Concealable Muscle-Powered	Melee	Melee (Sword)	66 mm LAW	3d6+6	Area Effect Burning Penetrating	Inaccurate Limited Shots (1) Self-Destruct Slow Static	Heavy Weapons (Launcher)
Spear	1d8	Muscle-Powered	Melee	Melee (Polearm)	Light Anti-Tank Weapon				
Blunt Weapons					Thrown Weapons				
Bo, Staff or Pipe	1d6*	Muscle-Powered	Melee	Melee (Polearm)	Concussion Grenade	2d10+1	Area Effect x3 Concealable	Limited Shots (1) Self-Destruct Short Range	Thrown Weapons (Grenades)
Club, Baseball Bat	1d6	Muscle-Powered	Melee	Melee (Club)	Thrown Knife	1d4	Concealable	Limited Shots (1) Short Range	Thrown Weapons (Blades)
Nunchuku or Chain	1d6	Flexible Muscle-Powered	Melee	Melee (Whips/Chains)	Non Lethal Ranged Weapons (2 Armour, 25 Hit Points)				
Whip, Rope, or Belt	1d4	Concealable Flexible Muscle-Powered	Low Penetration Melee	Melee (Whips)	Tear Gas Grenade	2d10+1	Area Effect x2 Enduring	Inaccurate Limited Shots (1) Self-Destruct Slow Stun Toxic	Heavy Weapons (Grenades)
Bows (1 Armour, 20 Hit Points)					Ordinance (5 Armour, 60 Hit Points)				
Crossbow	1d10	none	Slow, Limited Shots (1)	Archery (Crossbow)	120 mm Heat	5d6+10	Area Effect Burning Long Range Penetrating	Limited Shots (1)	Heavy Weapons (Launcher)
Long Bow	1d8	none	Limited Shots (1)	Archery (Bow)	120 mm Sabot	6d6+12	Accurate Long Range Penetrating x2	Limited Shots (1)	Heavy Weapons (Launcher)
Guns					Shotguns (3 Armour, 35 Hit Points)				
Pistols (2 Armour, 30 Hit Points)					Shotgun	2d6+2**	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Light Pistol	1d6+1	Concealable	Low Penetration Short Range	Gun Combat (Pistol)	Heavy Shotgun	2d8+2**	Spreading	Limited Shots (6) Low Penetration Short Range	Gun Combat (Rifle)
Heavy Pistol	1d8+1	Concealable	Short Range	Gun Combat (Pistol)	Stinger Missile				
Machine Pistol	1d8	Auto-Fire Concealable Spreading	Inaccurate Limited Shots (6) Short Range	Gun Combat (Auto-fire)	4d6+8	Area Effect Homing Long Range Penetrating	Backblast Limited Shots (1) Only Air Targets Self-Destruct Slow Static	Heavy Weapons (Launcher)	
Magnum Revolver	1d8+2	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)	Tomahawk Missile	7d6+14	Accurate x4 Area Effect x3 Long Range x8 Penetrating x2	Limited Shots (1) Self-Destruct Slow Static Stoppable	Heavy Weapons (Launcher)
Medium Pistol	1d8	Concealable	Short Range	Gun Combat (Pistol)	Brass Catcher				
Revolver	1d6+1	Concealable	Limited Shots (6) Short Range	Gun Combat (Pistol)	Modification Type: Accessory				
Rifles (3 Armour, 35 Hit Points)					Briefcase-Firing				
Assault Rifle	1d8+2	Auto-Fire Spreading	Limited Shots (6)	Gun Combat (Auto-fire)	Modification Type: Accessory				
Heavy Assault Rifle	2d6+2	Auto-Fire Spreading	Inaccurate Limited Shots (6)	Gun Combat (Auto-Fire)	<p>This weapon is designed to be concealed in and fired from a briefcase or attaché case without removing it, using a hidden trigger in the case handle. The weapon must be an auto-loading pistol, machine pistol, or a submachine gun. The weapon suffers a -4 penalty to the</p>				
Hunting Rifle	1d8+2	none	none	Gun Combat (Rifle)					
Light Rifle	1d6+1	none	none	Gun Combat (Rifle)					
Sniper Rifle	2d8+1	Accurate	Limited Shots (6)	Gun Combat (Rifle)					

BRASS CATCHER

Modification Type: Accessory

This attachment collects cartridges as they are fired out of the weapon, and thus either saves them for hand loading or prevents any incriminating ballistics evidence from being left behind. A brass catcher is available for any rifle or assault weapon.

BRIEFCASE-FIRING

Modification Type: Accessory

This weapon is designed to be concealed in and fired from a briefcase or attaché case without removing it, using a hidden trigger in the case handle. The weapon must be an auto-loading pistol, machine pistol, or a submachine gun. The weapon suffers a -4 penalty to the

attack check when fired from within a brief case. The gun can usually be unclamped from the case and used normally (takes one round). GMs may use similar rules for umbrella guns or other disguised weaponry.

CARBINE-FORMAT

Modification Type: Mundane Feature

The weapon has a shorter barrel and stock. A carbine format subtracts 1 damage but allows the weapon to be concealed under a long coat (see Concealable Ability, page 64) as if it were a submachine gun. A carbine-format weapon is available for any rifle.

FLASH SUPPRESSOR

Modification Type: Accessory

The hot gasses produced when a bullet is fired are quite visible at night. A flash suppressor is a long device that can be attached to the end of a weapon, masking this signature. A weapon with a flash suppressor attached is easier to detect if hidden (+1 bonus). A flash suppressor is not available for a grenade launcher, LAW, taser, or minigun.

FLASHLIGHT ATTACHMENT

Modification Type: Accessory

This attachment allows any weapon to be used with a flashlight, and permits illumination of targets at short range so that attackers can target them without any penalties for darkness. Of course, someone using a flashlight at night can also be detected at a greater distance.

FOLDING OR TELESCOPING STOCK

Modification Type: Feature

The stock on the weapon can be folded or telescoped down, making it handier and more concealable. Unfortunately, a weapon with this feature also suffers from the Inaccurate Disability (-4 penalty) when firing at targets at over half its effective range. It requires one round (one attack if the character has the Extra Attacks Attribute) to fold or unfold the stock. If the weapon is also carbine-format, sawed-off, or a submachine gun, there is an extra -1 penalty to any check to spot the weapon while concealed, which is cumulative with other modifiers. This feature can be assigned to any rifle, shotgun, or assault weapon.

LASER SIGHT

Modification Type: Accessory

A laser sight projects a small, bright dot of laser light exactly where the weapon is pointing, which helps the attacker determine whether or not he or she is on target. In game terms, the attacker

receives a +1 bonus to their appropriate attack check in situations where they can see the laser dot on the target (usually up to Short Range unless combined with a scope). Laser sights with an infrared beam (visible only to people with night vision scopes or goggles) are also available.

NIGHT VISION SCOPE

Modification Type: Accessory (counts as 2 minor Personal Gear)

This scope uses thermal imaging or light intensification technology to "turn night into day." This functions exactly like a regular scope, except that it also eliminates any penalties for darkness.

SAWED-OFF BARREL

Modification Type: Feature

This modification is for shotguns only. Sawing off the barrel of a shotgun means that it is easier to conceal, but is also shorter ranged. A sawed-off shotgun can be concealed under a long coat (see Concealable weapon Ability, page 64) as if it were a submachine gun. At up to Melee Range (10 feet or less) it has a wider spread of pellets (+1 bonus on attack checks), but suffers -4 penalty to damage at ranges beyond Melee Range.

SNUB-NOSE

Modification Type: Mundane Feature

A snub-nose is a shorter-barrel versions of any auto-loading pistol, revolver, or machine pistol. The weapon suffers a -2 attack check penalty at any range greater than 10 feet and delivers less damage (-1 to damage), but is substantially easier to conceal (-1 penalty to spot the hidden weapon, cumulative with other bonuses or penalties of the weapon).

SCOPE

Modification Type: Accessory

A telescopic sight mounted atop the weapon gives the shooter an extra +1 bonus to his or her attack check when taking an entire turn to aim at a target (see page 117). This bonus only applies to targets further away than Melee Range (over 10 feet). Scopes are available for all guns.

SILENCER

Modification Type: Accessory

A silencer, or more technically, a sound-suppressor, is a tube that attaches to the weapons barrel and reduces the noise the weapon makes while firing. A silenced weapon cannot be heard at a range of greater than 10 feet unless a nearby character makes a successful Listen Skill check. The GM should modify this distance/check for conditions such as ambient noise, range, and Heightened Senses. Auto-loading pistols, machine pistols, submachine guns, and rifles may be fitted with silencers. A silenced weapon cannot be concealed or holstered until the silencer is removed, which requires one round.

SPEED LOADER

Modification Type: Accessory

A speed loader is a device that holds a number of revolver cartridges and permits them to be rapidly inserted into a cylinder. If a character has this minor Personal Gear, he or she can ignore the Limited Shots Disability of any revolver.

TRIGGER LOCK

Modification Type: Mundane Feature

An integral lock that prevents the gun from being used without the right key or combination. It takes an extra round to unlock the gun before it can be ready to fire. In some areas, the law may require trigger locks on some or all firearms.



TYPES OF AMMUNITION

It is assumed that characters have access to ammunition of whatever type they need for their standard weapons. Standard ammunition for auto-loading pistols, revolvers, rifles, and machine guns is a lead bullet; this type of bullet is called “ball” in military parlance. Standard ammunition for shotguns is shot. If characters have more than one type of ammunition, each extra type that is carried counts as a minor Personal Gear.

ARMOUR PIERCING (AP)

This is a bullet specifically designed to punch through Armour, using a steel or tungsten core rather than jacketed lead. Some brands of Armour-piercing ammunition are Teflon-coated, but contrary to myth, the coating on AP bullets has nothing to do with the Armour-piercing qualities — it simply helps protect the rifling inside the gun from the tougher material from which the bullet is made. Weapons using AP bullets are assigned the Penetrating (Armour) Ability (page 65). AP bullets are somewhat less lethal against flesh, and thus the actual damage is always halved (round up) after the effects of Armour are considered. These bullets are available for auto-loading pistols, machine guns, shotguns, revolvers, and rifles. AP pistol or revolver ammunition (“cop killer bullets”) is usually illegal.

BIRD SHOT

The statistics given for shotguns assume they are using buckshot, which is the usual combat load. If using birdshot (with a greater number of smaller pellets) damage is reduced by 4 (minimum 1 damage) but the attacker gains a +1 bonus to his or her attack check. Bird shot is only available for shotguns.

BLANKS

A blank is a cartridge without the bullet that also has a reduced powder load. A blank normally does not deliver any damage when fired, but if the gun’s muzzle is directly in contact with someone, the hot gasses expelled can still be dangerous or fatal. When a character is using a blank-firing gun in combat, the gun is treated as if it is firing a rubber bullet, but range is limited to Melee Range. Blanks are available for auto-loading pistols, machine guns, revolvers, rifles, and shotguns.

HOLLOW POINT (HP)

This is a bullet designed to expand after entering a target, therefore doing greater damage. Hollow Point bullets are known by various trade names, and include bullets described as “expanding,” “dumdum,” or pre-fragmented rounds such as “safety slugs.” HP ammo is standard issue in many police departments, since the rounds are better man-stoppers and are less likely to pierce walls and injure bystanders on the other side. The Hague Convention prohibits HP bullets for military use in international conflicts. Hollow Point bullets have less Armour-penetrating power: Armour protection is doubled against the bullets. These disadvantages are cumulative with any Low Penetration modifiers. If even 1 damage succeeds in penetrating Armour, however, or if the target was unarmoured, 1d6 bonus damage is added to the damage that a living target suffers (the bullets “mushroom” inside living tissue), but only if the base damage penetrates the target’s Armour. No extra damage is inflicted on machines or structures by HP bullets. HP bullets are available for auto-loading pistols, machine guns, revolvers, and rifles.

RUBBER

These are bullets encased in rubber or plastic, which are designed to be “less lethal.” A weapon using rubber bullets automatically suffers from the Low Penetration Disability (page 66) and delivers 4 less damage (minimum 1 damage). Rubber bullets are available for auto-loading pistols, machine guns, revolvers and rifles, and for shotguns firing slug ammunition.

SHOTGUN SLUGS

A shotgun can fire big bullets instead of shot. Police will often use slugs to stop cars or blow open barricades. When using slugs, a shotgun loses both the Spreading Ability (page 65) and the Low Penetrating Disability (page 66). Slugs are available for shotguns only.

INCENDIARY SHELLS

Special shells are also available for shotguns; these shells contain phosphorous chemicals that convert the shotgun into an improvised flamethrower. Damage is reduced by 4 (minimum 1), but if any damage penetrates Armour, the target receives fire damage, and suffers one quarter (round up) the basic damage per round for the next five rounds. This damage is also very painful, imposing a -2 penalty on all checks. The ammunition tends to foul the gun after use, however. Any further shots fired before the gun can be carefully cleaned suffer a -2 attack check penalty, and the gun will jam on any roll of 1 or 2 (requiring cleaning before the gun can be reused). These shells are available for shotguns only.

GRENADES AND EXPLOSIVES

The user throws these hand-held explosive weapons at a target. Their use uses the Thrown Weapons (Grenade) Skill. All of these explosives count as minor Personal Gear except a satchel charge, which is treated as major Personal Gear.

CONCUSSION GRENADE

This grenade is filled with high explosives. 2d10 damage is delivered to everyone in a 15-foot radius who fails a Reflex save vs. DC 15 (those who make the save take half damage).

TEAR GAS GRENADE

This grenade bursts to fill a room-sized area (10 foot radius) with (usually) non-lethal irritant gas. Damage is the same as concussion grenade (2d10 damage with a Fortitude save, instead of a Reflex save), but is “stun only” — it wears off after a few minutes, and it does not affect non-living things or anyone wearing a gas mask. Anyone exposed to the gas also suffers a -2 penalty on all checks due to irritation if they fail a Fortitude save. This penalty lasts for a number of rounds equal to the amount by which the save was failed. Tear gas grenades also release a lot of smoke and may occasionally (GM’s option) start fires if they explode next to paper or other flammable substances.

FLASH-BANG GRENADE

These special grenades produce a super firecracker effect, stunning people with sound and light. This weapon is a favourite of hostage-rescue teams. No physical damage will be suffered, but the victims must make a Fortitude save against a DC of 20 or be blinded and deafened for a number of combat rounds equal to the difference between the save DC and the roll. The character suffers a -2 save penalty if he or she is right next to the grenade when it explodes. Characters wearing anti-flare goggles (such as a welding mask) and ear protectors will receive a +6 bonus to their save to avoid the grenade’s effects.

SMOKE GRENADE

This grenade fills a room-sized area (10 foot radius) with non-toxic chemical smoke for 3 to 8 rounds (depending on wind). Anyone without night vision goggles or a night vision scope will suffer a -4 attack check penalty when attacking a target obscured by smoke.

DYNAMITE STICK

This explosive functions like a concussion grenade, except the blast covers only a 10 foot radius, and the damage is 2d8 with a save DC of 13 for half damage.

SATCHEL CHARGE

This is a knapsack full of plastic explosive or multiple dynamite sticks. The explosion is treated as a concussion grenade, but the blast covers a 25 foot radius and the delivers 5d6 damage with a save DC of 18 for half damage. Unlike a grenade, a satchel charge is too heavy to throw far, so its range is limited to melee range for average humans — the attacker will be caught in the charge's blast unless it has a timer.

TIMED OR REMOTE DETONATOR

This device is used to explode a satchel charge (or other bomb) from a distance, either at a specific time or in response to an electrical or radio signal. Attaching the detonator to the explosive and properly setting it requires a Demolitions Skill check, with failure indicating a late or premature blast.

VEHICLES

Along with their specialised weaponry, many modern era characters use rigged and modified vehicles. Additionally, many international organisations use high tech vehicles in their quests to keep their interests safe.

This section describes the standard vehicles likely to appear in a modern-day game. Some vehicles are suitable for use as personal vehicles by characters, while a desperate individual may commandeer others (such as a city bus) when no better transportation is available. This section concentrates on general types that are in common use, rather than providing individual statistics for specific models. All costs are approximate US dollar (USD) values, which can vary greatly.

Each vehicle counts as a major item of Personal Gear, with the exception of the motor scooter and ultra-light (minor Personal Gear). These basic templates can be modified using the Customising Vehicles guidelines (pages 104). Using the customisation options, the vehicle can be further modified to match the character's personal vision (adding options such as supercharged engines or armoured glass windows) with each option normally considered to be as a minor Personal Gear.

AUTOMOBILE

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. Standard features on modern vehicles include headlights, seat belts, air bags, and air conditioning.

PASSENGER CAR

An ordinary compact or mid-sized automobile. Cars are available in coupe (two doors, often with a hatch back and extra cargo space), sedan (four door), or station wagon (extra room in back, but reduced rear visibility for driver) body styles. Year 2003 cost: \$12,000+ USD. For an expensive luxury car, add custom options such as Big Engine and Luxury Interior.

SUB-COMPACT CAR

A small, somewhat cramped passenger car. It seats four, but with a lot less comfort than a comparable mid-sized vehicle. It is easier to park, but not as robust. Year 2003 cost: \$10,000+ USD.

PICKUP TRUCK OR SPORT/UTILITY VEHICLE

A light truck with cab seating (2-3 people), off-road suspension, and four-wheel drive and either an open cargo bed (pickup truck) or extra passenger capacity (sport/utility vehicle). Year 2003 cost: \$20,000+ USD.

RACE CAR

A dedicated race car (such as a Formula 1 racer or funny car) with an aerodynamic body, a single seat, and very powerful engine. Such a vehicle is not "street legal." Race cars are "hangar queens" that require periodic maintenance every few hours just to keep their finely tuned engines and transmissions in working order. Year 2003 cost: \$100,000+ USD.

SPORTS CAR

A car with good aerodynamics, a powerful engine, and superior transmission and suspension. Some sports cars carry two people, while others sacrifice already-meagre cargo space to carry an extra person or two in cramped back seats. Year 2003 cost: \$50,000+ USD.

STRETCHED LIMOUSINE

An oversized passenger car. It will usually have a number of posh features, such as a luxury interior. Year 2003 cost: \$50,000+ USD.

VAN

A light panel truck or mini-van, with one or two big rear doors and sliding side doors. Use this template with appropriate customisation for ambulances. Year 2003 cost: \$15,000+ USD.

MOTORCYCLE

A two-wheeled bike powered by a gasoline engine. Standard features include headlights and rear-view mirrors.

MOTORBIKE

A big bike with a reasonably powerful engine. A second person can usually be carried without much difficulty. Year 2003 cost: \$3,000+ USD.

SCOOTER

A small bike with an anaemic engine. Scooters are suitable for a single rider only. A minor gadget. Year 2003 cost: \$2,000+ USD.

DIRT BIKE

A motorbike designed for off-road operations. Dirt bikes include the Off-Road Suspension option (page 105) at no extra cost. Year 2003 cost: \$4,000+ USD.

OVERSIZED VEHICLE

A big ground vehicle with six or more wheels, usually powered by a diesel engine rather than gasoline engine (diesel fuel is cheaper, and less flammable). Standard features include headlights, seat belts, airbags, and air conditioning.

BIG RIG

An 18-wheel tractor-trailer combination, with a powerful tractor cab designed to tow a big trailer. With trailer, a big rig may be 20 yards long. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. If the trailer is unhooked from the "fifth wheel" (this takes at least two rounds outside the vehicle to do this), the rig's speed can increase by 10-20 mph. Year 2003 cost: \$60,000+ USD.

BUS

A city, school, or excursion bus. In action series, these usually make their appearance when someone hijacks or plants a bomb on them. A typical bus seats 35-45 people (with plenty of standing and cargo room) and is about 10-15 yards long. Year 2003 cost: \$50,000+ USD.

HEAVY TRUCK

A large truck, bigger than an ordinary van. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. A heavy truck may also be a cement mixer, dump truck, street cleaner, fire engine, etc. Year 2003 cost: \$30,000+ USD.

HELICOPTER

A rotary winged vehicle. Modern helicopters are usually powered by a gas turbine engine, and require a pilot's license to operate. They have a horizontal main rotor that provides lift and (by tilting the helicopter)

TABLE 11-3: VEHICLES

VEHICLE	SPEED	MB	SIZE	PEOPLE	CARGO	ARMOUR	HIT POINTS	SKILL
AUTOMOBILES								
Compact Car	160	-	2	4	200 lbs.	4	50	Drive (Car)
Passenger Car	160	-	2	5	400 lbs.	5	60	Drive (Car)
Pickup Truck	160	-	2	3	1 ton	6	70	Drive (Car)
Race Car	300	+1	1	1	-	5	60	Drive (Car)
Sports Car	200	-	2	2	400 lbs.	4	50	Drive (Car)
Sport/Utility	160	-	2	6	400 lbs.	6	70	Drive (Car)
Stretched Limousine	160	-1	2	6	1000 lbs.	5	60	Drive (Car)
Van	150	-1	3	2	1 ton **	7	80	Drive (Van)
MOTORCYCLES								
Dirt Bike	140	+1	1	2	-	3*	40	Drive (Motorcycle)
Scooter	120	+1	0	1	50 lbs.	2*	30	Drive (Motorcycle)
Motorbike	180	+1	1	2	100 lbs.	3*	40	Drive (Motorcycle)
OVERSIZED VEHICLES								
Big Rig	150	-2	4	2	10 ton	10	110	Drive (Big Rig)
Bus	120	-2	4	30-50	1 ton	9	100	Drive (Big Rig)
Heavy Truck	150	-1	3	2	5 tons	8	90	Drive (Van)
HELICOPTERS								
Combat Helicopter	300	+1	4	2	2 tons	10	80	Pilot (Helicopter)
Light Helicopter	200	+1	2	3	500 lbs.	4	50	Pilot (Helicopter)
Utility Helicopter	200	-	3	2	2 tons **	7	80	Pilot (Helicopter)
AIRPLANES								
Combat Jet	2500	+1	4	2	5 tons	16	100	Pilot (Jet Fighter)
Light Airplane	350	+1	2	4	500 lbs.	4	50	Pilot (Light Airplane)
Heavy Airplane	300	-3	5	4	40 tons **	11	120	Pilot (Heavy Airplane)
Ultra-Light	100	+1	1	1	-	2*	30	Pilot (Light Airplane)
SPEED BOATS								
Off-shore Racer	180	-	3	6	1000 lbs.	7	80	Boating (Small Boat)
Recreational Boat	80	+1	2	3-4	200 lbs.	4	50	Boating (Small Boat)
MILITARY GROUND VEHICLES								
Armoured Personnel Carrier	70	-	4	13	2 tons	20	120	Drive (Tank)
Heavy Tank	80	-2	4	4	2 tons	30	200	Drive (Tank)

Speed is the top speed in miles per hour. Pickup trucks, sport/utility vehicles, and dirt bikes move at half speed off-road. Other non-military ground vehicles are road-bound and can move a maximum of one-quarter speed off road.

MB is the Manoeuvre Bonus. +1 means a +1 bonus to Initiative rolls (only), while a -1 or -2 means that penalty is applied to both Initiative rolls and to Driving Skill checks.

Size is a relative measure of the vehicle's mass and volume. "1" means the vehicle is about the size of a motorcycle — you could drive it through a house's door, or stow it in the back of a van (weighs up to 1000 lbs.). "2" means it is about the size of a car or pickup truck, and you can park it in a normal garage (weighs 1-5 tons). "3" means it is the size of a large truck (uses multiple parking spaces, often weighs 6-10+ tons when loaded). "4" means it is even larger, such as a big tractor-trailer combination that might haul 20+ tons. "5" is exceptionally large (100+ feet).

People is how many the vehicle is designed to seat, including the driver/pilot.

Cargo is how many tons or pounds of cargo the vehicle can typically carry without suffering movement penalties. An ** indicates that the cargo area can be converted into passenger space at a ratio of 5 people per ton.

Armour is the number of damage points that the Armour stops. An * indicates that the Armour only protects the vehicle, not the driver or passengers.

Hit Points indicate how much damage the vehicle can sustain before it ceases to function. The vehicle is not necessarily destroyed when its Hit Points are reduced to zero — it has merely sustained enough damage to shut the engine down, hinder the control systems, or in some other way prevent the vehicle from working. For rules on destroying a vehicle, see Breaking Objects, page 108.

No range is listed, since all vehicles except the ultra-light can operate for 3-10 hours before requiring refuelling. The ultra-light's endurance is under one hour. Oversized vehicles (trucks, big rigs, busses) usually burn diesel fuel, while most other vehicles use gasoline.

propulsion, and a small vertical tail rotor to act as a stabiliser. A helicopter is capable of executing vertical takeoffs or landings, and hovering. Standard features include landing lights (treat as headlights), seat belts, and often air conditioning.

COMBAT HELICOPTER

A devastatingly offensive helicopter (such as the AH-1W Super Cobra), typically used in battle against combat forces and either very

powerful or very large monster threats. A combat helicopter counts as three major items of Personal Gear. Year 2003 cost: \$10,000,000+ USD.

LIGHT HELICOPTER

A small helicopter that can carry a couple of people. This is a typical news or police helicopter. Year 2003 cost: \$100,000+ USD.

UTILITY HELICOPTER

A larger helicopter that is often a civilian version of a military troop-carrying model. These choppers are designed to carry a dozen people or a decent cargo load. Helicopters of this sort are often used as air ambulances. Year 2003 cost: \$1,000,000+ USD.

AIRPLANE

An airplane relies on wings for lift and a propeller or jet engine for propulsion. It requires a smooth, flat runway for takeoffs and landings. While airborne it must maintain a minimum speed (usually about 1/10 its maximum speed) to avoid stalling. Standard features include landing lights (treat as headlights), seatbelts, emergency parachutes, and often air conditioning.

COMBAT JET

Military jets and bombers (such as the F/A-18 Hornet or B-2 Spirit) are incredibly powerful machines used to assist ground assaults or carry out missions alone. A combat jet counts as four major items of Personal Gear. Year 2003 cost: \$50,000,000+ USD (sometimes exceeding \$1 Billion USD).

LIGHT AIRPLANE

A single-engine propeller-driven passenger airplane, capable of operating out of grass strips or landing on a smooth stretch of highway if necessary. Light aircraft are a favourite of drug runners. Use Pilot (Light Plane) Skill. Year 2003 cost: \$100,000+ USD.

HEAVY AIRPLANE

A large plane, often with two or four engines, which is used primarily to transport large numbers of people or cargo. Heavy airplanes often require longer runways in order to take off or land. A heavy airplane counts as two major items of Personal Gear. Year 2003 cost: \$10,000,000+ USD.

ULTRA-LIGHT

A small one-man powered hang-glider that is used mainly for recreation. Counts as a minor item of Personal Gear. Year 2003 cost: \$10,000+ USD.

SPEED BOAT

Boat designs come in a variety of shapes, depending on their desired function. Speed boats have sleek hull designs and powerful engines in order to travel at high speeds. Standard features include a VHF radio (treat as a CB radio), convertible tops, running lights, and lifejackets.

RECREATIONAL SPEED BOAT

A medium-sized powerboat, usually with an outboard engine. These boats are often used for water-skiing. Year 2003 cost: \$10,000+ USD.

OFFSHORE RACER

These large race boats, usually measuring between 10 and 18 yards in length, are used in offshore racing. Smugglers often utilise these sleek, fast boats to transport illegal goods. Year 2003 cost: \$80,000+ USD.

MILITARY GROUND VEHICLES

When battling against foreign incursions or giant monsters, the army will come to the rescue with their awesome firepower. Unfortunately, sometimes even that is not enough.

ARMoured PERSONNEL CARRIER (APC)

A lightly armoured, full-tracked, air-transportable personnel carrier designed to carry and protect personnel and certain types of cargo. Year 2003 cost: \$500,000+ USD.

HEAVY TANK

Heavy tanks (such as the M1 Abrams) are the backbone of military forces. They provide strong mobile firepower while providing heavy protection for its crew in almost any environment. A heavy tank counts as three major items of Personal Gear. Year 2003 cost: \$4,000,000+ USD.

CUSTOMISING VEHICLES

Options can be added to different types of vehicles to enhance performance or give them additional capabilities. Unless otherwise noted, each accessory counts as one minor Personal Gear and can only be taken once.

Note that Engine Rebuild, Turbocharger, and Big Engine have approximately the same effect in game terms. A superfast vehicle may have all three options assigned, however.

Some vehicles possess supertechnology, which grants them abilities beyond those outlined below. These abilities are covered using the Item of Power Attribute (see page 50). Creating a vehicle such as this not only requires minor and major Personal Gear for the base abilities of the vehicle plus any modifications but also requires a Rank in Item of Power sufficient to purchase the Attribute(s) granted by the supertechnology.

AIRFOILS

An aerodynamic feature (airdams, spoilers, etc.) that improves traction by increasing the downward force on a car. Gives a +1 bonus to any Drive (Car) Skill check at speeds over 100 mph. Airfoils are available for any automobile and some exceptionally fast boats.

ARMOUR

The vehicle is retro-fitted with armoured panels, Kevlar inserts, and bullet proof glass on the windows. Each time the armour is assigned, the extra weight reduces top speed by 10 mph but increases the vehicle's Armour Rating by 3. Armour is available for any vehicle except an ultra-light aircraft, and counts as two minor items of Personal Gear.

BIG ENGINE

An upgraded engine, such as a big V8 in a passenger car, or a V12 in a sports car. The engine often differentiates an ordinary passenger car from a luxury model, or a basic sports car from a racer. A big engine adds 20 mph to the top speed of any ground vehicle or 10% to aircraft speed.

BURGLAR ALARM

If a door, trunk, or window is opened without the proper key, an alarm will sound to alert (and annoy) everyone in the vicinity. Defeating the alarm requires an appropriate Skill check against a DC of 25. Marginal failure means the thief realises he or she cannot disarm it while a worse failure means will trigger the alarm.

CITIZEN'S BAND (CB) RADIO

With a range of a few miles, truckers favour CBs for exchanging information on road conditions, speed traps, and general gossip. Unlike a personal cell phone, a CB broadcasts to everyone in the area — it is not useful for private communication, but is great for distress calls. A similar option can be taken for taxi dispatcher radios. A CB radio can be installed in any vehicle.

CONSUMER ELECTRONICS

These electronic gadgets include small TV sets, a vehicular computer, fax machines, etc. A cassette or CD player in a car can be considered a fairly mundane item. Electronics can be added to any vehicle, provided the size seems reasonable.

CONVERTIBLE TOP

The vehicle with this option has a removable or retractable plastic, fiberglass, or fabric top. Removing the top gives a better view and nice breeze, but also means that the driver and passengers are now "partially exposed," and are at the mercy of the weather. Exposed occupants are also

completely unprotected from overhead attacks and can be attacked (bypassing vehicle Armour/Hit Points) more easily from the side or rear (-4 attack check penalty to ignore the car's Armour). On the plus side, those occupants can also fire out of the vehicle without any difficulty, and jump in or out more easily. This feature is available for automobiles; recreational speed boats and most offshore racers automatically possess this option.

DOOR MOUNT

This option is a post and bracket for mounting a light or heavy machine gun out a helicopter's or van's open side door.

ELECTRONIC COUNTERMEASURES

This advanced defence system enables the vehicle to avoid detection by radar and other sensors. Any attempt to mechanically detect the vehicle (except through the basic senses such as sight or hearing) incurs a -6 penalty.

ENGINE REBUILD

A rebuild is major custom upgrade to the engine, rather than just simply increasing its size. In a car, this may involve removing and completely cleaning the existing system (including "hot tanking" the engine block in a chemical bath to remove grime), then adding various modifications (known as "blueprinting"). Other engine "buzz-words" include forged dome pistons, tuneable fuel injection, strengthened rods and bearings, adjustable or hot cam socket, tubular headers, custom intake manifolds, big valves, and a bored-out throttle body. This option adds 20 mph to the top speed of any ground vehicle or 10% to aircraft speed.

FURNISHINGS

Furnishings include a mini-bar, mini-fridge, kitchenette, chemical toilet, bunk bed, etc. For larger furnishings (kitchenette, bunks, etc.) each one added also requires replacing one or two seats, depending on the size. Furnishings can be added to any vehicle with Size 2 or more.

GLOBAL POSITIONING SYSTEM (GPS)

This option uses satellite systems to provide precise navigational coordinators, which prevents the driver from becoming lost. Naturally, it is still possible to miss a turn through human error. A GPS can be added to any vehicle.

HIDDEN CARGO SPACE

This space is often used in vehicles that are designed to smuggle goods across borders or past highway patrols. Up to 10% of the vehicle's cargo capacity can be considered "hidden" under fake panels and bogus fixtures. Hidden space can be added to any vehicle with cargo capacity.

IMPROVED BRAKES

This option includes high quality brakes, drag chutes, or spiked tires that allow the vehicle to stop faster than normal. Those breaks provide a +2 bonus to Drive Skill checks on any manoeuvre where sudden, sharp deceleration is important. Improved brakes can be added to any ground-based vehicle.

IMPROVED SHOCKS

Some vehicles have high quality or adjustable shock absorbers or springs, which provide an extra +1 bonus to Drive Skill checks in any circumstance where the suspension would be important (such as crossing over obstacles).

LIGHTS AND SIREN

Any vehicle can be fitted with a noisy siren and flashing lights. This option can also provide a powerful spot search light.

LUXURY INTERIOR

Leather upholstery, lots of chrome, extra head room, or other items on a vehicle are a sure way to impress someone special. A plethora of luxury options are available for most vehicles.

MANUAL TRANSMISSION

There are two types of transmissions: manual and automatic. An automatic transmission is assumed to be standard issue for automobiles (but not other vehicles), and means that the gear mechanism changes by itself. In a manual transmission, the driver must shift the gears on his or her own, usually with a stick and the clutch pedal. In the case of automobiles, a manual transmission gives an additional -1 penalty to characters who are trying to do something else while they drive, such as shoot a gun. If, however, a vehicle with an automatic transmission and one with a manual transmission are competing in a race, the GM should give any driver who has both the Drive Skill and a manual transmission an extra +1 bonus to reflect the greater speed control the manual transmission provides. This is a mundane option for automobiles.

NITROUS OXIDE TANK

This option adds a nitrous oxide tank and push-button injection system. Nitrous oxide ("laughing gas") can be injected into the engine, which releases more free oxygen and improves cylinder pressures and engine temperature. This action allows extra fuel to be burned in a more controlled fashion, resulting in a quick power boost for a short sprint. A single injection adds 30 mph to speed and +2 to Initiative on any round it is used. A tank can be used for up to five rounds before depleting the nitrous oxide bottle. This performance enhancer is available for any vehicle except aircraft and tracked military ground vehicles.

OFF-ROAD SUSPENSION

A raised suspension and special tires allow the vehicle to drive cross-country at two-thirds of the on-road top speed. The extra suspension weight also means -5 mph to road speed. For airplanes, this option corresponds to Rough-Field Landing Gear that lets the aircraft land without a proper runway. Off-road suspension is available for any ground vehicle or light aircraft.

POLICE-BAND RADIO

This radio allows the driver to listen to, and communicate on, police and emergency frequencies. If the cops find one of these in a vehicle, they may be a little suspicious, however. This radio is available for any vehicle.

PONTOONS

Pontoons allow an aircraft to land in, or take off from, water. The extra air drag reduces the aircraft's top speed by 5 mph. Pontoons are available for any helicopter or light airplane.

RADAR DETECTOR

A detector can warn the driver if a police radar trap is within a few miles. Recent models also detect police laser scanners.

ROCKET ENGINE

The vehicle is outfitted with a rocket engine (either replacing propellers for an airplane or as a booster rocket for ground vehicles). The engine drastically increases the speed of the vehicle by an additional 100 mph but the expensive modification counts as a major item of Personal Gear. Additionally, for ground based vehicles, the driver incurs a -2 penalty on all Drive Skill checks while the rocket booster is activated. This option is not available to tracked military vehicles.

ROTATING LICENSE PLATE

With a flick of a switch, the license plate can flip to reveal an alternative identity for a vehicle. This illegal modification is available for any automobile or oversized ground vehicle.

SIDECAR

Sidecars are attached to motorcycles, allowing an extra person to ride. This option reduces the top speed by 10 mph. A motorbike sidecar requires three rounds to attach or detach.

SLICK TIRES

A vehicle may be outfitted with flat racing tires (no grooves) for better traction. Slicks give a +1 bonus to any Drive checks on smooth, dry tracks, but unfortunately have a poor grip on wet roads: an additional -2 penalty is assigned to any penalties suffered by a vehicle for the weather conditions. Slicks are available for any wheeled ground vehicle.

SMOKE SCREEN/OIL SLICK

This option releases smoke behind the vehicle, obscuring view in a cloud about 10 yards in diameter. The screen will last for 1-6 rounds depending on the wind. Alternatively, it could act as an oil slick, which creates a slippery area that hampers the control of any vehicle driving through it. A driver may avoid the oil slick if he or she spots it in time. At GM's option, a character caught in a smoke screen/oil slick might be required to make a successful Driving Skill check to avoid an accident. A fully charged smoke screen/oil slick is good for three rounds of use, and is available for any automobile or oversized ground vehicle.

SPECIAL TIRES OR PUNCTURE-RESISTANT

Tires may be designed with various special abilities. These include solid puncture-resistant tires that run while flat (halve penalties for losing a tire) or special snow tires (reduce or negate any penalties that the GM may assign for manoeuvring on snow or ice). Any wheeled ground vehicle can be equipped with special tires.

STRETCHERS AND MEDICAL EQUIPMENT

This option differentiates ambulances from regular vehicles. Each stretcher replaces two seats for passenger capacity purposes. Medical equipment can be added to any van or utility helicopter.

STRIPPED

These vehicles are carefully stripped down to improve their power to weight ratio. In a car, this might mean removing glass from side windows (replacing them with nets), taking out the headlights, stripping out the doors (the driver will now climb through the window), modifying the seats, and otherwise removing items that are required for regular driving but unnecessary or unsafe for a high-speed race. Stripping a vehicle will add 20 mph to top speed if the vehicle is still "street legal" or 30 mph if enough stuff is removed so that the vehicle no longer meets minimum safety standards. All vehicles, except an ultra-light, can be stripped.

SUN ROOF

A sun roof is an open hatch in the top of the vehicle, which can be added to any car or van. Characters who lean out the opening can be attacked, but receive a benefit for partial cover (-4 penalty to the attacker's check). A sun roof is available for any automobile or oversized ground vehicle.

SUPERCHARGER

A supercharger is designed to increase an engine's power. The supercharger uses a belt-and-pulley mechanism linked to an engine's crankshaft. It functions by forcing extra air and fuel into the engine's combustion chambers. A supercharger adds 20 mph to top speed and the extra acceleration gives a +2 Initiative bonus. Superchargers count as two minor items of Personal Gear, and are available for any vehicle except aircraft and heavy tanks.

TOW WINCH

A winch allows the vehicle to tow other vehicles of equal or smaller size (similar to pulling a trailer — see Trailer below). A winch is available for any pickup truck or oversized ground vehicle.

TRAILER

A trailer lets the vehicle tow extra cargo. A typical trailer is designed for a car or van and can hold a half-ton (for a car-sized trailer) or 1-2 tons (for a larger trailer). The vehicle's top speed will be reduced

by 25 mph and it will have a -4 initiative penalty while towing the trailer. Trailers can be added to any automobile or oversized vehicle.

TURBOCHARGER

This device uses the engine's exhaust stream to drive an air compressor, which increases the engine's power output. This extra power adds 20 mph to top speed, but there is no extra initiative bonus, due to "turbo lag" — the delay it takes for the turbocharger to respond. Turbochargers are available for any vehicle except aircraft and heavy tanks.

WEAPON MOUNT - LIGHT

A weapon mount is a bracket or pintle for mounting a light or heavy machine gun on the vehicle's roof, deck, or the underside of a wing.

WEAPON MOUNT - HEAVY

This mount is used for mounting heavy weapons such as rockets.

BODY ARMOUR AND PROTECTIVE DEVICES

Most armour only covers some of the body, leaving the face and often other extremities unprotected. An attacker can aim for an unprotected spot in exchange for suffering a penalty on his or her attack check (see Called Shot to Partial Armour, page 116). The Armour values listed in this section represent average-quality construction and materials. Shoddy workmanship, poor construction techniques, or weak materials can penalise the given Armour values by -1 to -4. Exceptional workmanship, advanced construction techniques, or resilient materials can increase the given Armour values by +1 to +4.

TABLE 11-4: ARMOUR AND PROTECTIVE DEVICES

ARMOUR TYPE	ARMOUR VALUE	PENALTIES
ANCIENT ARMOUR		
Light Mail	4	-2 on physically-oriented Skill checks
Partial Metal Armour	5	-4 on physically-oriented Skill checks
Full Metal Armour	6 to 8	-6 on physically-oriented Skill checks
MODERN ARMOUR		
Leather Jacket	1	None
Soft Body Armour	4	-2 on physically-oriented Skill checks
Tactical	8	-4 on physically-oriented Skill checks
SHIELDS		
Buckler	4	None
Standard Shield	6	Requires one free hand to use
Heavy Shield	8	Requires one free hand to use, -4 on physically-oriented checks
Tactical Shield	10	Requires one free hand to use, -2 on physically-oriented checks

ANCIENT ARMOUR

LIGHT MAIL

A light shirt of fine metal links that can be hidden under a normal jacket and stops 4 damage. Due to the armour's weight, the character suffers a -2 penalty on physically-oriented Skill checks. Minor Personal Gear.

PARTIAL METAL ARMOUR

A mail hauberk or cuirass, open helmet, and arm or leg protection. It stops 5 damage. Due to the armour's weight, the character suffers a -4 penalty on physically-oriented Skill checks. Minor Personal Gear.

FULL METAL ARMOUR

A complete head-to-foot suit of metal armour, similar to those worn by medieval knights in battle. It stops 6 to 8 damage. Due to the armour's bulk, the character makes physically-oriented Skill checks at a -6 penalty. Major Personal Gear.

MODERN ARMOUR

LEATHER JACKET OR RIDING SUIT

This mundane item stops 1 damage from melee attacks or concussion damage.

SOFT BODY ARMOUR

This armour is a light-weight ballistic-fibre “flak jacket” or “bullet proof vest.” The armour works by catching the bullet in fibres and rapidly distributing the impact energy, often turning a potentially lethal penetration into a bruising blow. Armour is usually made of poly-aramid plastic fibres (Kevlar or Twaron) or extended-chain polyethylene (Spectra). A typical vest subtracts 4 from the damage inflicted on the character, but can be worn concealed under a jacket or coat. It is cumbersome, however, and penalises the wearer with a -2 penalty on physically-oriented Skill checks. Spotting the armour requires a Spot Skill check; it will be obvious if anyone does a pat-down search. Minor Personal Gear.

TACTICAL ARMOUR

This armour is a heavy armoured outfit (with a helmet) of the sort worn by SWAT teams and soldiers. It consists of a rigid ballistic jacket, usually made of composite material such as Spectra Shield (Spectra fibres held in a special Kraton resin), sometimes with ceramic or metal plate inserts. The armour is resistant to nearly all pistol fire and some less powerful rifle rounds. Tactical armour cannot be concealed — everyone seeing the character will know he or she is wearing body armour. Tactical armour is uncomfortable to wear all the time, and characters will not be able to rest and relax while wearing it. Someone who wears the armour for several hours on a hot day may have to make Fortitude saves (against an appropriate DC) to avoid passing out from heat stroke. Tactical armour subtracts 8 from the damage inflicted to the wearer. The armour requires at least three rounds to strap on or take off, and is sufficiently heavy that physically-oriented Skill checks suffer a -4 penalty. Major Personal Gear.

SHIELDS

Shields stop a significant amount of damage if they are interposed between an attack and the target with a successful Block Defence (page 120). If the damage exceeds the Armour rating, the remaining damage is delivered to the intended target. This damage can reflect several events: penetration of the weapon through the shield; damage delivered to the target’s arm through a forceful impact; the shield slamming against the head or body of the target; a piece of the shield splintering away into the target; a target’s physical exhaustion after successive shield impacts; etc. The reason why the target receives the excess damage is best determined by the combat situation.

BUCKLER

This small shield can be strapped to a character’s arm and be used to block attacks. Since it is strapped to the character’s arm, it does not require a free hand to use. Stops 4 damage. Minor Personal Gear.

STANDARD SHIELD

This shield is approximately 3 feet in diameter and provides excellent protection for the character. Due to its size, however, the character must have

one free hand with which to wield the shield. Stops 6 damage. Minor Personal Gear.

HEAVY SHIELD

This shield is approximately one to two yards in height and acts as a virtual wall, protecting the character from damage. Not only does it require a free hand for use, but its large size also makes it difficult for the character to accomplish physically-oriented Skill checks, imposing a -4 penalty. Stops 8 damage. Minor Personal Gear.

TACTICAL SHIELD

This modern version of a Heavy Shield is built from light-weight materials. Due to its advanced construction, it not only provides greater protection but also is easier to wield, imposing only a -2 penalty on physically-oriented Skill checks. Stops 10 damage. Major Personal Gear.



SPECIAL PROTECTIVE DEVICES

GOGGLES AND EAR PROTECTORS

This gear provides a +6 bonus to resist the stunning effects of flash-bang grenades, but prevents the character from hearing any normal conversations. They require one round to put on or remove. Minor Personal Gear.

GAS MASK

A gas mask protects against tear gas and similar attacks, but imposes a -4 penalty on all checks for actions requiring peripheral vision. It requires one round to put on or remove. Minor Personal Gear.

BREAKING OBJECTS

Battles between powerful foes often result in a great deal of collateral damage. How effective is a manhole cover as a shield? How much damage can a telephone pole deliver before it breaks?

Objects are divided into two main categories: static and operational. Static objects are those that exist without working parts, such as most melee weapons, furniture, buildings, etc. Operational objects are things that have moving parts that work together in some way to accomplish a task. Examples include firearms, vehicles, computers, and other similar objects.

STATIC OBJECTS

Static objects possess an Armour Rating. This is an amount of damage that the object is capable of stopping. If the object is hit with more damage than this, it suffers damage up to its Armour Rating and any remaining damage passes through it (possibly injuring characters behind it). Though the object is damaged, it still maintains its structure but will require repairs later. If an object suffers repeated damage, roughly 5 to 10 times within a short period of time (GM discretion), it has suffered sufficient damage to break. If the object suffers five times its Armour Rating in damage in one attack, it is completely destroyed — it is beyond repair and must be completely rebuilt or replaced.

OPERATIONAL OBJECTS

Operational objects have both an Armour Rating and Hit Points. If the object suffers more damage than its Armour Rating, the excess damage is deducted from its Hit Points. If its HP are ever reduced to zero, it ceases to function in its given task; a car will no longer run, a gun will no longer fire, etc. The object is not destroyed — it is simply rendered non-functional. It can be repaired later and returned to normal. Additionally, as with Static objects, if the item suffers five times its Armour Rating in damage in one attack, regardless of how many Hit Points it has remaining, it is completely destroyed — it is beyond repair and must be completely rebuilt or replaced.

PENETRATING (ARMOUR) VS. OBJECTS

When a character uses a Special Attack with the Penetrating (Armour) Ability (see page 65), the attack is more likely to destroy an



object. Each assignment of Penetrating (Armour) reduces the multiplier required to destroy an object by 1. For example, if a character attacks a steel girder, he or she must inflict over 75 damage (Armour Rating of 15 times 5) to destroy it. If the character had special claws with Penetrating (Armour) assigned three times, however, the character only needs to inflict over 30 damage (Armour Rating of 15 times [5 minus 3 due to three assignments of Penetrating: Armour = 2] = 30).

ARMOUR RATINGS OF OBJECTS

The Armour Rating of an object indicates how much damage the object can stop and it is dependent on the material from which the object is made, the size of the object, and how well it is constructed. A hollow, aluminium pole will be far weaker than a solid aluminium pole of the same size. Table 11-5: Static Object Armour Ratings provides rough Armour Ratings for common Static objects. GMs are encouraged to use this chart as a basis when determining the Armour Rating of other objects encountered in their games, adjusting for the material from which the object is made, the thickness of the material, the quality of construction, and other similar factors. The Armour Ratings and Hit Points for common operational objects are listed in Tables 11-2: Weapons and 11-3: Vehicle. In most cases, the Hit Points of an operational object is equal to 10 plus five times the object's Armour Rating.

TABLE 11-5: STATIC OBJECT ARMOUR RATINGS

OBJECT	ARMOUR RATING	OBJECT	ARMOUR RATING
Bench/Table, Metal	4	Steel Cables	4
Bench/Table, Wood	2	Steel Girder	15
Cement Barrier	15	Stop Sign	3
Door, Wooden	4	Telephone Pole, Metal	10
Door, Vault	25	Telephone Pole, Wood	8
Dumpster, Metal	9	Tree, Giant	20
Furniture, Wood	3	Tree, Large	15
Ladder, Metal	4	Tree, Medium	10
Manhole Cover	12	Tree, Small	5
Melee Weapons	Equal to the weapon's maximum damage, see Table 11-2: Weapons		
Buildings	See Table 11-6: Building Armour Ratings		
Planetary Objects	See Table 11-7: Planetoid Armour Ratings		

DAMAGE TO WEAPONS

When a character uses a melee weapon against an armoured foe, there is a risk of the attack's force breaking the object. The damage from an attack must either be delivered to the target, or (if the target is armoured) delivered to the weapon itself. If the target's Armour prevents damage equal to five times the weapon's Armour Rating in one attack, the weapon breaks, snapping under the strain. When a character scores a critical hit (see page 122), his or her weapon will not break, regardless of any damage prevented.

BREAKING ITEMS OF POWER

Items of Power are treated as if they possess an additional 5 Armour per Rank of the Item of Power when determining whether or not they break.

For example, a character with a long sword that is a Rank 4 Item of Power attacks a dragon. The character strikes a fantastic blow, delivering 42 damage. The dragon has 45 Armour. Under normal circumstances, a typical long sword, which can inflict a maximum of 8 damage, would break if 40 damage was prevented (5 times it's Armour Rating of its maximum damage value of 8). Since the character's sword is an Item of Power, however, it will only break if 140 damage is stopped by an attack (8 Armour Rating + 5 damage per Rank of Item of Power = 28; 28 x 5 = 140).

DESTROYING BUILDINGS

Characters usually gain automatic successes when they target a building in a melee or ranged attack. Most buildings, whether they are mainly comprised of stone, brick, wood, or steel, have 5 Armour for each size ranking. If a building suffers more damage than its armour rating, it has suffered structural damage; there will be holes in walls and/or floors, powered systems begin to cease working, etc. If the building ever suffers five times its armour rating in damage in one attack, some or all of the building will collapse. For example, a mid-sized office building partially collapses if it suffers 125 damage in one attack. Characters within or adjacent to a collapsing building may suffer damage equal to the building's Armour rating, unless they can reach safety (possibly via a movement Attribute or with a successful Reflex save, GM's discretion). As with normal Static objects, repeated damage may eventually destroy a building (see page 108).

Weapons without the Area Effect or Spreading Abilities are much less effective against large structures such as buildings: any damage that penetrates the building's Armour is localised, representing the attack only damaging a small area of the structure.

TABLE 11-6: BUILDING ARMOUR RATINGS

TYPE OF BUILDING	SIZE RANKING	ARMOUR RATING
Phone Booth	1	5
Wood Shed	2	10
Three-Bedroom House	3	15
Small Office Building (6 Floors)	4	20
Mid-Sized Office Building (12 Floors)	5	25
Large Office Building (24 Floors)	6	30
Skyscraper (50 Floors)	7	35

BLOWING UP WORLDS

Really large and dense objects like an asteroid, moon, or planet has an exceptionally high armour rating (15 Points for each size ranking) representing the massive thickness of rock or gas that surrounds its core. In order to do any significant damage to the planet itself (rather than just blowing away cities, vegetation, or other surface features) this Armour value must also be penetrated. Only weapons with Area Effect assigned multiple times are useful — all other attacks simply do not affect a large enough section of the object to be noticeable. Table 11-7: Planetoid Armour Ratings shows the armour rating of planetoids. If an attack delivers more damage than this value, 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, blasting it into smaller chunks or an asteroid belt. As with normal Static objects, repeated damage may eventually destroy a planetoid (see page 108).

TABLE 11-7: PLANETOID ARMOUR RATINGS

SIZE OF OBJECT	SIZE RANKING	ARMOUR RATING
Meteor (100 yard diameter)	6	90
Small asteroid (1 mile diameter)	9	135
Medium asteroid (10 miles diameter)	13	195
Big asteroid (100 miles diameter)	16	240
The Moon or Mercury	21	315
Mars	23	345
Earth or Venus	24	360

COMBAT INTRODUCTION

In a role-playing game, most character or NPC actions do not require any particular rules. A player simply says his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this simply happens. Personal interaction between characters or NPCs normally consists of the players and GM talking “in character” and describing what their characters are doing. In the GM’s case, he or she describes what the characters are seeing, hearing, smelling, touching, and tasting.

In 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. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character’s car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people fight, who wins?

A character’s Ability Scores, Attributes, Skills, and Calculated 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.

In some situations, the GM may elect to determine the results by simple fiat, without rolling dice (see *Should I Make my Players Roll Dice?*, page 111). The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary to the game.

One situation the rules cover in greater detail is combat. The rules for combat are extensive, giving players a greater sense that they are in control of their characters’ every step. If they lose, they will know the GM has not arbitrarily killed or injured their characters. The GM can also follow a similar procedure with any other actions that affect a character’s fate: treat routine activities in passing and delve into more detail whenever an action influences the player character physically or emotionally.

THE PASSAGE OF TIME

“In game” passage of time in a role-playing game is fluid, just as it is in anime movies or TV series. In some situations, like a conversation between two characters, the movement 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 and officiated by the

BESM d20 Versus Normal d20

In the creation of an anime game, certain rules changes have been made from the traditional d20 System to suit the style. Players familiar with d20 may notice some of those changes (some are specifically called out). It is recommended, when running a game of BESM d20, that GM’s use the modified, anime-specific mechanic over the traditional d20 mechanic. The mechanics have been designed with achieving a cinematic, anime feel in mind. In the end, however, you are the final arbiter of what mechanics you do and do not use and should always select the mechanics with which you feel most comfortable.

Since there is a wealth of material published by numerous companies for the d20 System, players and GMs may prefer either the traditional, core d20 system published by Wizards of the Coast or third party d20 material. Feel free to use the mechanics that best suit your style and preference of play. So long as you and your fellow players are having fun, there is no wrong way to use the d20 System.

IMPORTANT! Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented in the BESM d20 RPG, you are encouraged to modify it to suit your needs and those of the players. Do not let your own vision of an anime role-playing game be superseded by anything you read in this book. These pages are filled with guidelines and suggestions, but 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.

GM, who may say something like “It takes you two hours to reach the castle” or fixing the computer takes 20 minutes.” The GM should telescope time until something interesting happens: “Two weeks pass as you go about your jobs and engage in routine training. Then the Empress summons you for a special mission...” Finally, in very dramatic situations such as combat, the GM may keep very precise track of time, using individual “combat rounds.” GMs may go back in time as well to employ flashback scenes. A flashback is a useful tool to establish the background for a story without simply recounting the information in dry lecture fashion, allowing the player to work through the event.

SCENE, ROUND, AND INITIATIVE

Three common measures of game time in *BESM d20* are a scene, round, and Initiative. A scene is any situation where the events remain linked, moment-to-moment. Think of it in anime terms — a scene lasts until the camera cuts to an entirely new setting, potentially with new characters. If, for example, a character is listening to the pleading of a distraught farmer, the conversation constitutes a scene. Once the GM switches scenes to the character entering a dark uninhabited section of the forest, the farm scene ends and a new scene begins in the forest. If a bandit interrupted the conversation by attacking the farmer, intent on shutting him up before he could reveal any important information, the scene would not yet end when the character chased after the bandits toward the forest. Since the events are still linked moment-to-moment, it is still a part of a scene although the setting has changed.

A round is a measure of time of approximately 6 seconds in length, while an Initiative is one specific moment in time. When combat occurs, characters roll Initiative (see page 114) and each is allowed to act on his or her Initiative. The round is broken into a number of Initiatives equal to the highest Initiative rolled for the round. For example, in a combat between three characters who roll an 11, 19, and 24, the combat round has 24 Initiatives. The round remains 6 seconds in length, but for the purposes of action within the conflict, there are 24 potential individual moments — 24 instances where a character could decide to act.

TAKING ACTION

Every character is capable of performing or attempting a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building), or combat activities (fighting, dodging, shooting). A later section on combat (page 114) covers combat action in detail and thus is not discussed here. Additionally, players can assume that characters carry out routine skilled activities successfully on a regular basis unless specified otherwise by the GM. For example, the GM can assume that characters with the Gun Combat Skill routinely keep their weapons clean, safely stored, and properly maintained.

Every GM has a preferred method for having players describe their characters’ actions. Usually this involves the GM moving from player to player 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). Conversely, players are responsible for relating their characters’ intended actions to the GM. In return, the GM will describe the results of those actions or will request an Ability or Skill check to determine the outcome.

Consider the three action descriptions below:

- Action 1:** "My character, Naruto, is going to search for the artefact."
Action 2: "My character, Naruto, is going to search for the artefact in the lower levels of the castle."
Action 3: "My character, Naruto, is going to quickly search for the artefact in the lower levels of the castle. He will knock down doors if he has to, not caring who or what is on the other side, in order to find it as fast as possible."

All three accounts involve Naruto looking for the artefact, but the level of detail is quite different. You should not be overly concerned with detail if it is irrelevant to your character's actions (such as exactly how Naruto is forcing open the doors in Action 3), but sometimes a little detail can greatly alter the GM's interpretation of the event.

ATTRIBUTES AND ACTIONS

In some situations, it is important to know how many Attributes a character can activate at one time and how quickly he or she can activate the Attribute. Innate Attributes, such as Armour or Superstrength, are considered always active, unless the character selects a Restriction Defect (see page 94) whereby the Attribute is not always active. Powers which must be activated but do not usually require a dice roll, such as Force Field, can be activated at a rate of one per Initiative starting on the character's Initiative roll; these activations do not require the character to use an action. Attributes that must be activated and do require a dice roll demand focus, and thus the character must spend one or more actions to activate the Attribute. A character can have any number of Attributes active at any moment, though GMs may wish to impose penalties if the character is focusing on too many things. It is usually obvious which Attributes fall into which category, but the final classification is at the Game Master's discretion.

USING ATTRIBUTES AT REDUCED RANKS

Unless a character assigns the Maximum Force Defect (page 92) to an Attribute, he or she can voluntarily use the Attribute at reduced Attribute Ranks. For example, a Ninja with Rank 6 Teleport (maximum safe distance of 1,000 miles) could choose to teleport any distance up to 1,000 miles.

FRACTIONAL ATTRIBUTE USE

The GM might also allow the character to use a fraction of an Attribute's effect. A character with Rank 4 Insubstantial, for instance, may only want to turn a single body part, such as a hand or head, incorporeal. The GM could decide that fractional Attribute use is more or less difficult than using an Attribute's full effect, assigning appropriate modifiers to the Attribute's use.

DICE AND DICE ROLLS

BESM d20 uses one twenty-sided die (1d20) to handle many aspects of the game mechanics. The core mechanic is a d20 dice roll plus modifiers against a number called the Difficulty Class (DC). If the dice roll plus modifiers is equal to or greater than the Difficulty Class, the attempted task is successful.

There are three major types of dice rolls, or checks, a GM or player may use during game play: an Ability check dice roll, a Skill check dice roll, and one of two combat checks (a "to hit" roll and a defence check). When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM chooses which type of check is most appropriate.

In most cases, a player rolls dice to determine the success of an action his or her character performs, while the GM rolls the dice to determine the results of NPC actions when they impact the characters. In situations where NPCs are only involved with other NPCs, the GM should simply decide what happens rather than rolling dice.

In some circumstances, the GM may roll the dice to determine the results of a character's action instead of having a player roll, keeping the actual dice roll — and the reason for rolling — secret. This is normally done when the player rolling would give away an event that should

remain unknown to the character. If, for example, there is something hidden that the character may or may not notice, the GM can secretly roll dice to see if the character spots it. If the GM allowed the player to roll the dice, the player would know that a clue existed even if the character did not succeed in noticing it.

Should I Make My Players Roll Dice?

It is important for the GM to realise that not all actions require a dice roll. Obviously 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 check is really necessary. While it is true that the character might fail, having the player roll the dice will slow the game down. Thus, GMs should recognise when a character is almost certainly going to succeed at a task and, in those situations, not interrupt the check and allow game play to continue, uninterrupted.

Conversely, one might think that if a character only succeeds if the player rolls a 20, then the GM should similarly not request a check and, instead, state that the action fails. This, however, is not the case — player characters should always be given that one slim chance of success, even at difficult tasks that seem doomed to failure (with the exception of tasks that the GM deems impossible). While the dice roll may slow game-play down a bit, that slim chance of success allows characters to accomplish heroic feats that will be remembered for years. GMs may wish to allow only player characters to make this roll, even in the face of near-certain failure — since NPCs are not the stars of the game, they should not be allowed the same chance of pulling off superhuman feats.

The following is a list of suggestions when the dice should and should not be rolled. If a check 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 distracted or cannot concentrate
- 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...

- a roll 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 rank

ABILITY CHECKS

An Ability check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During an Ability check, the GM decides which Ability Score would be most relevant to the action in question. For actions that fall under the domain of an Attribute, the relevant Ability Score is usually given in the Attribute description (see page 37).

A successful Ability check involves the player rolling equal to or greater than the difficulty class for the given task with 1d20 + the character's modifier for the applicable Ability Score. DCs usually fall between 5 (rather easy task) and 30 (very challenging task) though they can certainly be higher for exceptionally difficult or near impossible tasks.

The check is unsuccessful if the value is less than the DC. The greater the difference between the value and the DC, the greater the degree of success or failure (see Table 12-1: Degrees of Success).

TABLE 12-1: DEGREES OF SUCCESS

Roll is less than the DC by 16+	Overwhelming Failure
Roll is less than the DC by 11 to 15	Extreme Failure
Roll is less than the DC by 7 to 10	Major Failure
Roll is less than the DC by 4 to 6	Minor Failure
Roll is less than the DC by 1 to 3	Marginal Failure
Roll is equal to or 1 greater than the DC	Marginal Success
Roll is greater than the DC by 2 or 3	Minor Success
Roll is greater than the DC by 4 to 6	Major Success
Roll is greater than the DC by 7 to 10	Extreme Success
Roll is greater than the DC by 11+	Overwhelming Success

TASK DIFFICULTY CLASSES

The Difficulty Class (DC) is a number set by the GM that reflects how easy or challenging any given task is to complete. Providing a list of sample DCs is pointless because the DC of each task changes based on the situations involved. Walking across a tightrope may be a DC 15 task one time but may be a DC 12 task the next time (the GM decides the rope is thicker or more stable this time) or the DC may be 22 (a thinner rope with a stiff and erratic cross-breeze). The GM must take all variables into account when assigning a DC to a task and should endeavour to remain as consistent in selecting the DC of a task as possible. If the GM decides a “difficult” task has a DC of 20, then all “difficult” tasks should have a DC of 20. GMs should use Table 12-2: Difficulty Classes as a rough guideline when determining the DC of a task.

TABLE 12-2: DIFFICULTY CLASSES

DC	TASK DIFFICULTY
3	Practically Guaranteed (why roll dice?)
5	Extremely Easy
7	Easy
10	Average Difficulty
15	Above Average Difficulty
20	Difficult — success above this DC is possible only under favourable conditions (when a situational bonus is applied) or by talented characters (who have a Skill Rank and/or Ability bonus)
25	Quite Difficult
30	Extremely Difficult
35	Supremely Difficult
40	Practically Impossible

CRITICAL SUCCESS OR FAILURE

Regardless of the actual DC, an unmodified or “natural” roll of 20 always succeeds (it is considered at least a “marginal success”), and an unmodified roll of 1 always fails (it is considered at least a “marginal failure”). This rule is important because it reflects the extreme possibilities that even the most talented characters sometimes fail in their tasks, while even the most awkward characters can succeed.

CONTESTED ACTIONS

If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a check. The character with the greatest degree of success (or least degree of failure if both characters fail) is considered to have the advantage over the contested action. In the event of a tie, the characters are locked in contest and may re-roll next round.

RETRIES

Often, a character can try a Skill check again if he or she fails, and can keep trying indefinitely. Some actions have consequences to failure that must be taken into account, however, as determined by the situation and GM.

In some instances, the GM shouldn't even bother to make the player roll dice (see Should I Make My Players Roll Dice?, page 111) and instead allow the player to Take 10 or Take 20.

CHECKS WITHOUT ROLLS — TAKING 10

When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 10.

CHECKS WITHOUT ROLLS — TAKING 20

When the character has plenty of time, and when the Skill being attempted carries no penalties for failure, the character can take 20. Instead of rolling 1d20 for the Skill check, calculate the character's result as if the character had rolled a 20 (but its is not considered a “natural” 20). Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take. Unless the GM deems the task is considered impossible (such as performing brain surgery without any training), the character automatically succeeds.

For example, a character who is attempting to break the coding on a computer disk to read the top secret files can take a 20 — nothing bad will happen if the character fails and the character has all the time in the world to slowly break the code. If the character had to break the code in ten minutes to learn the location of the bomb that is about to explode, however, he or she could not take a 20. The character is working against the clock and doesn't have the luxury of slowly puzzling the coding out. Further, if the character was instead attempting to disarm the explosive, he or she similarly could not take a 20 since failure will probably result in the bomb exploding.

SKILL CHECKS

A Skill check is similar to an Ability check, except it is used when the task is one that the GM decides would be governed by both a particular ability and a particular Skill. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), an Intelligence check would be made. Determining the origin of a rare alien species would also require an Intelligence check, but this task is governed by the Knowledge: Biological Sciences Skill (more specifically, the Xenobiology Specialisation, if Specialisation optional rule is used). In game terminology, this task would require a “Intelligence-based Knowledge: Biological Sciences (Xenobiology) Skill check.”

The DC of a Skill check is determined by the difficulty of the task (see left column). If the character possesses the appropriate Skill (even without the exact Specialisation), he or she receives a bonus to the check. This bonus is equal to the character's Skill Rank (if the task does not fall under his or her Specialisation) or one more than the character's Skill Rank (if his or her Specialisation does apply). A successful Skill check involves the player rolling equal to or greater than the DC.

The GM is responsible for deciding which Ability Score, Skill, and specialisation are relevant to a particular task, using the Ability Score and Skill descriptions given in Chapter 7: Skills. Since these questions can often be tricky, the GM should listen to the player's reasoning why a particular Skill or Specialisation might apply. The final decision belongs to the GM, however.

COMBINING SKILL CHECKS

When more than one character tries the same Skill 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 makes a Skill check against the assigned DC, while each helper makes a Skill check against DC 10 (the character can't take 10 on this check). For each helper who succeeds, the leader gets a +2 circumstance bonus to his or her Skill check. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits co-operation as she sees fit for the given conditions.

SKILL SYNERGY

It is possible for a character to have two Skills that work well together, such as Investigate and Knowledge: Streetwise, or Computer



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Use and Open Lock for a computerised lock. Having 5 or more Ranks in one Skill gives the character a +2 synergy bonus on Skill checks with its synergistic Skills, as determined by the situation and the GM.

UNSKILLED ATTEMPTS

Often, a character will attempt an action for which he or she does not possess the relative Skill.

FAMILIAR ACTION

If the character is undertaking a familiar action, the Skill check is unchanged — the task is treated as a simple Ability check without a bonus from the relevant Skill. The familiarity should have been established previously, such as in the character's background story, or be consistent with the character's role within the setting. The player should explain to the GM why his or her character is familiar with the current task. The GM, of course, has final say whether the character is sufficiently familiar 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 New York City will be familiar with the process of driving a car, even if they do not possess the Drive Skill; in North America, attempting car-related actions is familiar to nearly everyone. 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.

UNFAMILIAR ACTION

If the character is undertaking an action with which he or she is unfamiliar, the task should be treated as a normal Ability check with an unskilled penalty applied to the roll. This reflects how difficult it is for an unskilled character to accomplish the task. The unskilled penalty should range from -2 to -10, depending on how much the GM feels training is required and how background aspects of the character could affect the attempt. The DC does not change; rather, the character's chance of succeeding is reduced.

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 suffer a -8 penalty to the check. A character who is an aficionado of combat jets and aircraft documentaries might only suffer a -4 penalty ... even if he or she has 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.

POWER USAGE SKILLS

Some characters may select the Power Usage Skill for one or more of their Powers. This Skill provides a bonus when the character makes any check involving the specific Power. Unlike other Skills, Power Usage does not provide an additional +1 bonus for Specialisations. For example, a teleporter with an Intelligence of 16 (+3 bonus) and the Power Usage: Teleportation Skill at Rank 4 (+4 bonus) makes Teleportation checks with a +7 bonus.

COMBAT DICE ROLLS

The combat check resolves any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat check is very similar to a Skill check except the DC is now the target's defence roll.

A character can attack or defend with a weapon (or unarmed) even if he or she does not possess the relevant attack combat Skill (combat is a Familiar Action). Consequently, attacking characters lacking the appropriate Skill do not suffer a penalty; a character without the appropriate combat Skill simply does not receive a bonus.

Skills adjust the dice roll, but other Attributes may also provide modifiers as well. A natural dice roll of 20 is a critical success and cannot

be negated by an opponent's defence (the defender does not even have the opportunity to make a defence check).

See Combat (see below) for more information on physical conflict.

COMBAT SKILLS

Unlike most other d20 System games, *BESM d20* uses combat Skills in addition to combat Feats. Offensive combat Skills are treated exactly like Skills for any other action — they serve as a bonus to a character's dice roll. Defensive combat Skills are applied to the character's defence roll when defending in an appropriate situation.

For example, a character with Defence Combat Mastery at Rank 2, a Dexterity of 11, and Melee Defence (Sword) at Rank 3 is wielding a sword and attacked by an opponent in melee combat. His Armour Class is normally 2 (+0 Dex modifier and +2 from the Defence Combat Mastery). When defending with his sword, he gains a +4 bonus to his defence roll (+3 for the Melee Defence Skill Rank, and +1 for the Sword Specialisation), but only against melee or unarmed attacks. If another character attacks him with a gun, thus initiating a ranged combat attack, he makes a defence roll without a bonus since he does not have the Ranged Defence Skill.

USING ATTRIBUTES

If an Attribute does not specifically require an Ability check, Skill check, or a combat check, GMs can assume they function automatically in most situations, though the Game Master may decide that a check is necessary in unusual circumstances. For example, a character with the Aura of Command always commands some attention, but the GM might require a Charisma check were he or she attempting to convince someone to do something specific.

Certain Attributes occasionally require checks (sometimes Skill checks) to properly use the Attribute. Other Attributes provide favourable modifiers to Ability checks or Skill checks. If an Attribute interacts with Ability or Skill checks, this is noted in the Attribute's description in Character Creation.

COMBAT

Conflict is an essential component of any role-playing game, and certainly of most anime games. Physical conflict, or combat, is an important element of the *BESM d20*, but important is not 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 for *BESM d20* were designed to mimic dynamic, fast-paced combat. Whenever a character enters physical conflict with another character or NPC, the physical Combat Phase begins. Each round of combat covers 6 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances.

Characters are permitted to take one action (attack or non-combat action) each round. Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

The Physical Combat Phase is subdivided into four parts: Initiative, Character Action, Defence, and Damage.

INITIATIVE

Initiative determines the order in which characters act and is checked at the beginning of each combat to determine the character's Initiative in the battle as is normal for most d20 System games. Alternatively, the players and Game Master can roll at the beginning of each combat round to determine their characters' Initiatives for that particular round.

Each player involved in the fracas roll d20 plus the character's Dexterity modifier and adds bonuses for certain Attributes and Feats (such as the Speed Attribute and Improved Initiative Feat). The GM does the same for any NPCs engaged in the conflict. The GM may also grant bonuses or penalties if he or she believes the situations calls for it.

The character with the highest total has “gained Initiative” and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, the character with the highest Dexterity acts first. If the characters have the same Dexterity as well, their actions are simultaneous. This means both characters attack and deliver damage at the same time; if one character drops below zero Hit Points as a result, he or she still acts before falling unconscious.

A character may delay his or her action until any time later in the round to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends in a dramatic stand-off and a new one begins.

If a character holds one or more actions until the end of a round and does not act, he or she acts on the first Initiative in the next round. The character does not gain an additional action — he or she simply acts first regardless of Initiative rolls. All held actions occur during the first Initiative. If two (or more) characters hold their actions until the following round, then both characters act simultaneously (assuming neither continues to hold their action) and then everyone else involved in the combat acts based on Initiative rolls.

CHARACTER ACTION

Characters act in the sequence determined by the Initiative roll. When it is time for a character to act, he or she may make one offensive action (i.e. attack) or one non-combat action, unless the character has the Extra Attacks Attribute (page 47). Attacks are normally against a single target, though some weapons or attack Abilities may allow the character to engage multiple targets simultaneously.

Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character uses (if any), and the target. If the character is trying something unusual (such as a Called Shot or attacking with two weapons), he or she should specify this beforehand.

To successfully attack an opponent, the player (or GM for an NPC) must roll equal to or greater than the target’s AC. Remember to include all relevant Attribute, Skill, Defect, and Weapon Abilities/Disabilities.

If the Attack check succeeds, the character is on target and will hit unless the opponent can defend against the attack. Refer to defence checks (page 120) for more information. If the target fails the defence roll or does not defend at all, he or she suffers the effects of the attack. This is normally damage and/or any other special effects associated with the attack. To reflect some of the brutally successful attacks demonstrated in real life, movies and TV series, a natural dice roll of 20 is a critical success and cannot be negated by an opponent’s defence.

If an Attack check fails, the character has missed. 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 (this is up to the GM). A natural roll of 1 will always miss and may result in an exceptional failure, such as hitting an innocent bystander or a weapon malfunctioning.

MULTIPLE ATTACKS FROM BASE ATTACK BONUS

Characters with a Base Attack Bonus of +6 or higher may make multiple attacks against a target. If the character decides to use these additional attacks, the character is assumed to be highly focused on combat and thus may only perform minimal other actions (move only a short distance, for example). Additional attacks gained through the Extra Attacks Attribute do not impose this restriction — only additional attacks gained via a high Base Attack Bonus. Furthermore, additional attacks gained via a high Base Attack Bonus occur after a character completes all bonus actions gained through the Extra Attacks Attribute. Lastly, unlike standard attacks, these additional attacks may not be used for non-combat actions — they may only be used for extra attacks.

MELEE VS. RANGED ATTACKS

Some attacks are useful at a distance, while others are limited to close, hand-to-hand fighting. For simplicity, ranges are grouped into the four categories listed below. It is up to the GM to decide whether he or she wishes to track ranges and distances, or abstract them.

The distance given for each attack range is the effective reach of that attack — the maximum distance at which the attack is most effective. Some may be fired out to twice that range at -4 penalty or four times the distance at -8, though the GM may decide that some attacks or weapons cannot exceed their listed ranges.

MELEE

The attack is only usable against adjacent opponents within touching distance (usually five to ten feet). This is the range for swords, melee combat, etc.

SHORT

The attack has an effective range out to about 30 feet. Most pistols, shotguns, grenades, submachine guns, and hurled weapons such as a thrown rock or throwing knife, are short-ranged.

MEDIUM

The attack has an effective range out to about 300 feet. The energy blasts from most characters, as well as bows, crossbows, rifles, and machine guns, are medium-ranged. This is the default range for weapons if none other is listed.

LONG

The attack is effective out to considerable ranges: about one to five miles (or more if specifically noted). A surface-to-air missile, an anti-tank rocket, or a tank’s main gun are examples of long-range weapons.

Range Increments and BESM d20

BESM d20 uses a simpler, abstract system for range rather than the traditional, detailed d20 System method of range increments. If GMs would prefer to use the standard d20 System method of range, simply consider half of the indicated BESM d20 range as the range increment for the attack. Thus, if an attack is “short range” (a range of 30 feet in BESM d20), its range increment is 15 feet. For each 15 feet beyond the initial 15, the attacker suffers a -2 to his or her attack roll, to a maximum range of 10 range increments.

Conversely, when converting existing d20 System material to the BESM d20 range, simply double the attack’s range increment and use this as the attack’s range in BESM d20.

SPECIAL COMBAT SITUATIONS

The following are special situations that can occur during combat.

ATTACKING MULTIPLE TARGETS WITH ONE ATTACK

When a character absolutely must take down a number of targets but he or she does not have enough Extra Attacks to do so, the character may attempt to use one attack to strike multiple targets. For each additional target beyond the first, the character suffers a -4 check penalty. Only one attack check is made, not one check per target. Each target, however, is allowed to make a defence check as normal. Additionally, the damage inflicted to each target is reduced by one half. For example, if a character attempted to swing his sword and strike three people in one blow, he would make one attack check with a -8 penalty (-4 for each of the two extra targets). If he successfully hits any of the targets, his damage is reduced by half. Characters with certain Feats (for example, Cleave or Whirlwind Attack) are exempt from these penalties.

ATTACKING MULTIPLE WEAKER OPPONENTS

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 10 CRs) lower than the attacker. Characters represented by the Flunkies Attribute (page 48) are considered CR 1 characters for the purpose of determining these modifiers.

For example, a 12th Level Magical Girl uses her magical tiara Item of Power to combat a hoard of 8 Ninja with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. The Magical Girl suffers no penalty for the two Level 1 and two Level 2 Ninja (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 Ninja (since they are at least 5 Levels lower), and a full -4 for the Level 8 Ninja (since he is only 4 Levels lower, which is less than 5). The final attack check penalty the Magical Girl suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

Mooks in BESM d20

The rules for **Attacking Multiple Weaker Opponents** is for cinematic games where the heroes are able to dispatch significantly weaker foes without much concern. The rules should not be used in grittier, realistic games.

ATTACKS WITH TWO WEAPONS

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -6 penalty for the primary or first hand and a -10 for the other hand (the off hand). An additional -2 penalty is applied on each attack (-8 and -12 penalties) if the attacks are aimed at different targets. If a character has Extra Attacks, he or she can only use this option with one attack and not every attack.

The penalty applied to the off hand attack is reduced by 4 if the character has the Ambidexterity Feat. Additionally, each time the Two-Weapon Fighting Feat is assigned, penalties applied to both attacks are reduced by 2.

CALLED SHOTS

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armour (by attacking a small, unarmoured spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

CALLED SHOT - DISARMING

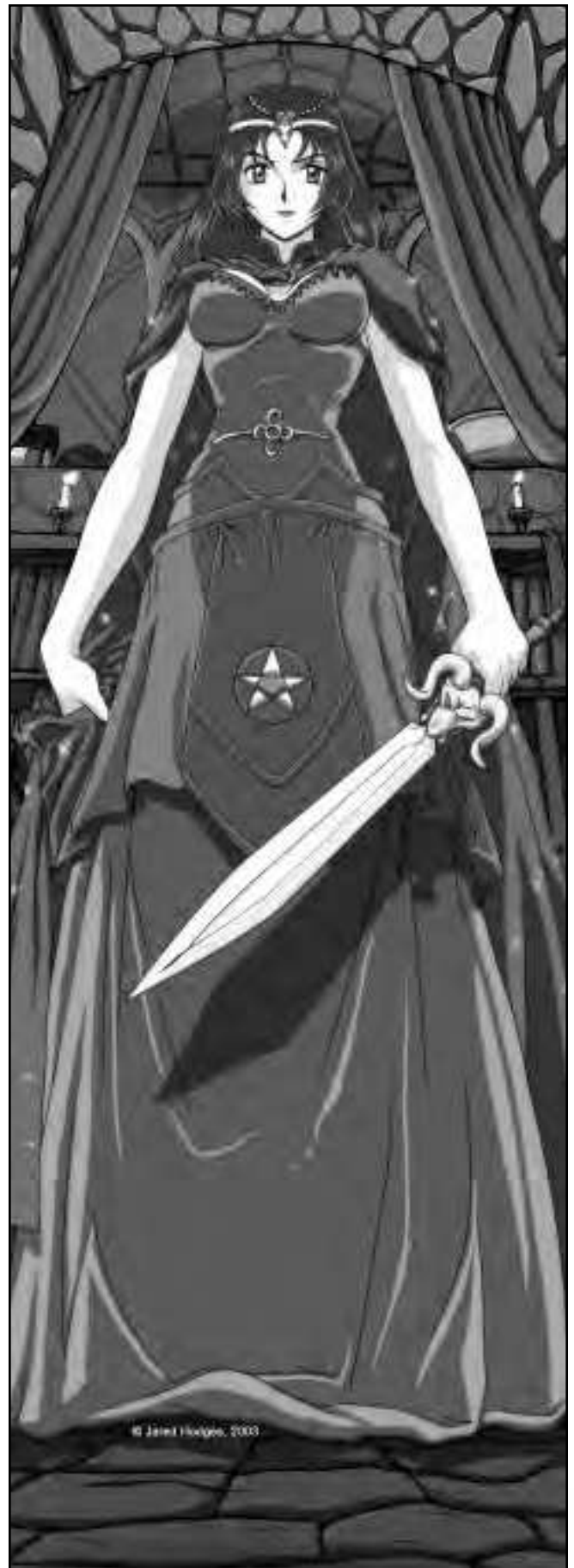
A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weapon's user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

CALLED SHOT TO PARTIAL ARMOUR

Some armour may provide partial protection, like a flak vest only protecting a person's torso. An attack aimed at a thin or unarmoured area suffers a -4 attack check penalty and ignores the effects of the armour if successful.

CALLED SHOT TO VITAL SPOT

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next



size: d4 becomes d6; 6d becomes d8; d8 becomes d10; d10 becomes d12; and d12 becomes d20. For example, a character with a Rank 6 Special Attack, which normally delivers 6d8 damage, would inflict 6d10 damage if he or she made a successful Called Shot to Vital Spot.

CALLED SHOT TO WEAK POINT

If the character knows his or her enemy has a Weak Point Defect (page 93), a Called Shot can be made to hit it in combat. The attack check penalty depends on the size of the Weak Point: a tiny spot gives a -6 penalty; a small spot gives a -4 penalty; and a large spot gives a -2 penalty.

COMBINED ATTACKS

Sometimes, characters will find themselves facing an extremely tough opponent whose Armour or Force Field is tough enough to prevent the characters from inflicting harm. In these situations, characters will often co-ordinate their attacks, attempting to strike the same point at the same time in the hopes of overwhelming the target's defences. For each character attempting a combined attack after the first, the attackers each suffer a -2 penalty to their attack check. Each character must hold his or her attack until the slowest character's Initiative (or later) before launching the attack. Each character makes an attack check to see if he or she hits the target. If the character hits, he or she determines how much damage is inflicted by the attack normally. All successful attackers combine their damage values into one total and this amount is inflicted upon the target as if from one attack.

If one attack fails to hit with the combined attack penalty but otherwise would normally hit, the character still hits the target but does not successfully co-ordinate with the other characters. Naturally, if only one character co-ordinates, a combined attack does not occur. The character determines how much damage is inflicted but reduces the damage delivered by half (round down). If the character misses, no damage is delivered.

The target of a successful combined attack is only required to make a single defence roll to determine if she or he is hit by the incoming combined attack. A penalty of -1 is applied to the roll for each opponent beyond the first who participates in the combined attack.

Characters who possess the Combination Attack Attribute (page 42) have special rules for performing this manoeuvre, and are not subject to the same limitations.

EXAMPLE

Three characters are attacking an extremely tough villain who has 40 points of Armour. Their attacks, thus far, have simply bounced off his Armour and done nothing to slow his rampage through town. Desperate to end the villain's spree of destruction, the three characters decide to co-ordinate their attacks. Everyone rolls Initiative for the new combat round. The hero characters roll 26, 17, and 12. They must therefore wait until Initiative 12, at the earliest, before being able to launch their combined attack. On Initiative 12, the three strike. They each make an attack check with a -4 penalty (-2 for the each of the 2 characters that are in addition to the first). The villain makes his defence roll, to determine his Armour Class, with a -2 penalty. The first character successfully hits and rolls for damage, resulting in 32 points of damage. The second character rolls fails to hit with the -4 penalty, but rolls well enough that he would have succeeded under normal circumstances, therefore still hitting the villain. He rolls 29 points for damage but has that reduced by half. He only delivers 14 points of damage which bounces harmlessly off the villain's Armour. The third character succeeds in the combined attack. She rolls for damage and inflicts 36 points of damage. Added to the first character's 32 points of damage, the combined attack of the two characters inflicts 68 points of damage. Finally, the characters breach the villain's Armour, inflicting 28 points of damage (after the Armour reduces the damage inflicted). It might not be a lot against this powerhouse, but it is certainly a start.

Combined Attacks Make No Sense

Some people might point out that a character's failure to combine an attack with allies, which results in a reduction of damage inflicted, makes no sense. The decision for implementing this rule is twofold.

First, it was done for a game balance purpose. While BESM d20 makes every attempt to reflect the cinematic reality common in anime, it is first and foremost a game. It therefore attempts to maintain both game balance and a fun atmosphere. Combined attacks, when successful, are very effective and provide attackers with a tremendous advantage. They can quickly overwhelm Force Fields and Armour to bring down a foe. To offset this advantage, there needs to be a counter-balance — a detriment to prevent characters from constantly using it as a mode of attack. There has to be a reason that characters do not always combine their efforts into one massive attack upon their opponents. Thus, a mechanic was built into the Combined Attack rule that penalised characters when they failed their attack roll. While a successful Combined Attack remains incredibly effective, a failed attempt is enough of a detriment to force characters to consider if the attempt is worth it. If they can bring the foe down individually, the combined attack is not necessary and the risk of inflicting reduced damage is incentive to not try. If they cannot affect the character normally, then the risk of reducing the damage they inflict is not a consideration — reducing the damage of an ineffective attack still results in an ineffective attack.

Secondly, GMs can easily explain the reduction of damage by pointing out that failure to combine one's attack with allies results in a glancing blow. The character hits the target but his or her effort to hit a precise spot results in a less-than-solid strike.

EXTRA AIM

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move during that period, he or she receives a +2 attack check bonus, or +3 if he or she is using a scope. If an aiming character chooses to move or suffers any damage before he or she can fire, the character loses the benefit of Extra Aim.

STRIKING TO INCAPACITATE

A character attacking in hand-to-hand combat or with a blunt melee weapon may attempt to knock a surprised opponent unconscious. The target of the attack must be unaware of the attack to be vulnerable. The attacker makes his or her attack check with a -6 penalty. If the target suffers any damage (after all defensive Attributes are applied), he or she must make a Fort Save (DC 10 + attacker's Strength modifier). If the target succeeds on this save, he or she maintains consciousness. If the target fails this check, however, he or she falls unconscious. Damage inflicted by an Incapacitating Strike is one-quarter of the attack's maximum damage (round down).

For example, a character wants to capture an opponent so she strikes to Incapacitate. Her punch (with three Ranks of Massive Damage) normally inflicts 1d3 + 6, for a maximum of 9 damage. She rolls to hit with a -6 penalty and successfully hits her opponent, forcing the target to make a Fort save. Regardless of whether or not the target remains conscious, he takes $2(9 \div 4 = 2.25, \text{ rounded down to } 2)$ damage from the blow.

STRIKING TO WOUND

A character in combat can elect to reduce his or her delivered damage below the normal damage value to a minimum of 1 (known as striking to wound). He or she may not attempt this with attacks possessing the Area Effect, Auto-Fire, or Spreading Ability, however.

THROWING HEAVY THINGS

A character with a high Strength Ability (sometimes gained through the Superstrength Attribute) can lift heavy things — up to 10% of his or her maximum capacity — and throw them to deliver damage. It takes one action to grab and lift a large, awkward object, and another to throw it. Consequently, throwing objects is slower than firing most weapons. The advantage of throwing an object is that big things are harder to dodge than smaller ones. The GM should assign each object a size category (see page 95) based on its size and weight.

The attack delivers damage, and receives an attack roll bonus, based on the size of the object (see Table 12-3: Throwing Damage Bonuses). The damage is increased by the attacker's Strength modifier plus any bonuses for Massive Damage.

TABLE 12-3: THROWING DAMAGE BONUSES

SIZE CATEGORY	DAMAGE (*)	ATTACK ROLL BONUS
Medium	1d4+2	0
Large	2d4+4	+1
Huge	3d4+6	+2
Gargantuan	4d4+8	+4
Colossal	5d4+10	+8

* Plus the attacker's Strength modifier and any other bonuses

TOTAL ATTACK

A character can take this option in conjunction with an attack. It means he or she focuses intently on an offensive action with little thought given to defence. The character gains a +2 bonus to a single attack check, but the character's Armour Class decreases by 2 for the entire round in which he or she is making an Total Attack. A character with the Extra Attacks Attribute can initiate more than one Total Attack each round, but each Total Attack reduces his or her AC by 2.

TOUCHING A TARGET

Some Attributes require a character simply touch his or her target. It is much easier to just touch a person than it is to physically strike him or her with enough force to cause damage. Thus, any character who is simply attempting to touch an opponent gains a +6 bonus to his or her attack check. Touching a specific part of a target's body may require a Called Shot (page 116). This assumes the character is simply attempting to make physical contact with the target. If prolonged contact is required, the target must either be willing or the character must grapple the target. This rule replaces the standard d20 System method for resolving Touch Attacks.

GRAPPLING

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone and pin him or her. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object not that is not held by someone else (see Sphere of Control, page 124) does not require a full action.

Game Masters resolve a grappling attempt like a normal attack using the Unarmed Attack (Grappling) Skill. If the attack hits and the target's defence (if any) fails, then the attacker successfully grabbed his or her opponent. The attacker gains a grappling advantage if he or she has more free hands than the defender. "Free" means not holding weapons or other objects, or not otherwise incapacitated. In this case, the defender suffers a cumulative -2 penalty for each free hand the attacker uses to grapple in excess of the number of free hands the defender is using. The maximum penalty assigned for this disadvantage is -8. For example, if a Mecha Pilot (two hands) tries to escape from the grasp of a Mantis Man (four hands), she suffers a -4 penalty (4 — 2 = 2; 2 x -2 = -4). If the Mantis Man is holding an object in one of its four hands, however, the Magical Girl only suffers a -2 check penalty (3 — 2 = 1; 1 x -2 = -2). Characters with the Elasticity Attribute (page 45) gain a bonus to attempts to grapple.

The attacker can hold a grabbed character relatively stationary. The target suffers a -4 penalty on all checks when performing most melee attacks

(including grabbing, biting, kneeling, etc.) or -8 when attempting to perform other tasks requiring freedom of movement like using hand-held equipment. Exception: if the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, his or her penalty is halved, and the character can still move freely. The GM may consider a character much stronger if his or her Strength is at least 8 points higher. Thus, a small child (Strength 4) could not stop a strong man (Strength 16) from pinning him or her, while the strong man would be able to move freely if grabbed by the small child. It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when grappling).

GRAPPLING MANOEUVRES

Once a character grabs an opponent, he or she can attempt a grappling special manoeuvre (Lock, Throw, or Pin) as his or her next attack (see below).

LOCK

Instead of attacking normally, the grabbing character can choke, crush, or strangle his or her foe. This attack automatically hits and inflicts damage equal to 1d4, plus bonuses from Strength and Massive Damage.

THROW

Instead of attacking normally, a grabbing character can hurl the foe to the ground. A character must make an attack check at a +4 bonus, modified by the Unarmed Attack (Throws) Skill. If successful, a throw delivers 1d6 damage (as well as bonuses from Strength). Additionally, if the defender fails his or her defence check, the attacker may throw the character out a window or off a ledge, and the GM can assign extra damage based on the situation. If the attacker throws the opponent at another enemy, he or she may make an attack check. If the attack is successful, the grabbed opponent hits the target and both suffer equal damage. A throw normally breaks the grip on the target unless the attacker attempts to maintain a hold and succeeds in an Unarmed Attack (Grappling) check against a DC of 15 (which must be made whether the throw is successful or not).

PIN

A character who has grabbed someone may attempt to improve his or her hold during the next attack by completely immobilising the opponent in a pin. Treat this manoeuvre the same as the first grab attack. If the attack succeeds, then the foe is pinned, usually under the weight of the attacker's body. Attackers may not attempt a pin if the opponent is much stronger (see earlier for definition of much stronger). Once a character pins an opponent, the target suffers a -6 penalty on checks when attempting to escape. A pinned character cannot attack or move.

BITING

Since biting does not require the use of hands, it is an effective tactic when a character has either grabbed or been grabbed by an opponent. Game Masters should treat this as a normal attack that inflicts 1d3 damage, unless the aggressor is using a Natural Weapons Attribute (Fangs, Beak, or Mandibles).

ESCAPING

A grabbed character may attempt to struggle free. On the character's Initiative, he or she can attempt to escape instead of attack. Both characters roll a Strength or Dexterity check (as appropriate) with modifiers for the Unarmed Attack (Grappling) Skill. The character with the highest degree of success (or least degree of failure) wins. If the grabbed character wins, he or she escapes, and may also attack or take another action. If the characters tie, the grabbed character escapes, but forfeits his or her current action. If the grabbed character loses, he or she is immobilised and forfeits one attack action that round. If a grabbed character chooses to attack the person who grabbed him or her (with appropriate penalties) and inflicts damage equal to or greater than his or her foe's Constitution, he or she automatically escapes the grab.

FIGHTING FROM THE GROUND

Fighters thrown to the ground or who are otherwise forced to fight from a prone position make all attacks at a -4 penalty.

MOVEMENT IN COMBAT

The GM decides whether he or she wishes to keep detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances — a general idea of the overall situation is sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: “you’re behind him and in melee range” or “you can reach her 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 to increase the gap gradually between him or her and the other runner.

If the GM wishes to keep precise track of movement and distances, assume an average character moves a number of feet equal to his or her size-related movement modifier (3 for an human; see page 95) times his or her Dexterity while walking (one-half foot times Dexterity if swimming or crawling). Jogging is a double move, running a triple move and sprinting a quadruple move. This guideline assumes six-seconds per round, but the GM can modify exact speeds when necessary.

JUMPING

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a person can jump about 6 feet forward, or 3 feet up or back, with range doubled on a short running start. Use the Jump Skill (page 77) to determine exact distances for trained characters and for characters with the Jumping or Speed Attribute. A wheeled or tracked vehicle or a boat can only jump if it has a ramp.

MOVEMENT ATTACK PENALTIES

When a character is moving in combat, he or she may incur penalties to attack and Block Defence checks (see Table 12-4: Movement Attack Penalties). The penalty incurred depends on how quickly the character is moving relative to his or her maximum movement ability. The following chart indicates the movement rates and penalties incurred. For a normal character who does not have or is not using an Attribute to move (Speed, Flight, Hyperflight, or Water Speed), the character’s movement rate is dictated by his or her Dexterity, as outlined in the Normal Character column. Characters who are using a movement Power refer to the Movement Attribute column to determine their rate of movement.

If a character is sprinting, he or she incurs a -4 penalty to attack and Block Defence checks. If the character is running, he or she incurs a -2 penalty on attack and Block Defence checks. Characters who are jogging do not incur penalties. Additionally, characters do not incur penalties when attempting Parry/Dodge Defence checks regardless of their speed. GMs do not need to keep exact track of movement rates unless they wish; they may simply keep movement abstract.

NORMAL CHARACTER	MOVEMENT ATTRIBUTE	PENALTY
Jogging (up to Base Movement x 2)	Up to Maximum Attribute Rank -2	no penalty
Running (Base Movement x 3)	Maximum Attribute Rank -1	-2
Sprinting (Base Movement x 4)	Maximum Attribute Rank	-4

FIRING WEAPONS FROM MOVING VEHICLES

Characters who are inside a fast-moving vehicle fire their weapons at a penalty. Firing weapons when moving at moderate speeds incurs a -4 penalty, while moving very quickly earns a -8 attack check penalty. Game Masters should impose an additional -4 penalty for characters also piloting the vehicle while firing.

ATTACKING MOVING TARGETS

Attempting to hit a target that is moving at exceptional speeds is very challenging. When attempting to hit a target that is moving quickly, the character suffers an attack check penalty. See Table 12-5: Attack Situation Modifiers for the appropriate penalty based on the target’s speed.

ATTACK CHECK MODIFIERS

The GM may impose appropriate modifiers when the players make an attack check. An attack action normally assumes characters are engaged in active combat — dodging enemy attacks, making quick strikes when the opportunity arises, moving about, etc. The GM should not apply any penalties for this sort of normal combat-related activity. If circumstances are such that a character’s aim or concentration seems likely impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down), the GM may assign penalties to the attack check. Likewise, in stress-free situations (such as whacking an immobile victim, or target range shooting with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success.

A number of possible penalties or bonuses are described on Table 12-5: Attack Situation Modifiers. The GM may adjust or ignore these modifiers if he or she prefers.

ATTACKER IS:	
Taking an action to aim	+2, or +3 with scope
Attacking Multiple Targets with one action	0, -2, or -4 per additional target
Attacking with two weapons (same target)	-6 and -10
Attacking with two weapons (different targets)	-8 and -12
Attempting a Combined Attack	-2 per attacker after the first
Attempting to Touch the Target	+6
Making a Total Attack	+2
Firing personal weapons from a moving vehicle	-2 or -4
Firing personal weapons while piloting a vehicle	-8
Firing personal weapons while swimming or performing acrobatics	-4
In an awkward position (on the ground, etc.)	-4
ATTACKER IS:	
Jogging: At Base Movement x 2 or lower	no modifier
Running: At Base Movement x 3 per round	-2
Sprinting: At Base Movement x 4 per round	-4
Jogging: At two Ranks below maximum Attribute movement rate	no modifier
Running: At one Rank below maximum Attribute movement rate	-2
Sprinting: At maximum Attribute movement rate	-4
ATTACKER IS ATTEMPTING A CALLED SHOT:	
Disarming (with melee attack)	-4
Disarming (with a ranged attack)	-8
Targeting a partially armoured point	-4
Targeting a vital spot	-8
Targeting a Weak Point	-2, -4, or -6
TARGET IS MOVING AT:	
up to 99 mph	no modifier
100 to 499 mph	-2
500 to 999 mph	-4
1,000 to 4,999 mph	-6
5,000 to 10,000 mph	-8
10,000 mph or more	-10
TARGET WITHIN MELEE RANGE, AND:	
Concealed by trees or brush	-2 to -6
Partially concealed by darkness, fog, or smoke	-2 to -4
Fully concealed by darkness, fog, or smoke	-6 and up
Taking cover	-2 to -8
TARGET BEYOND MELEE RANGE, AND:	
Concealed by trees or brush	-4 to -8
Partially concealed by darkness, fog, or smoke	-4 to -6
Fully concealed by darkness, fog, or smoke	-12 and up
Taking cover	-4 to -10
RANGE MODIFIERS:	
Attacking at up to twice range	-4
Attacking at up to four times range	-8

NON-COMBAT ACTIONS

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. Players may also use non-combat actions to safely withdraw from melee combat, provided the opposition does not attack at a later Initiative number in the same round. Note that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM can require an Ability check or Skill check to determine whether it succeeds. Some non-combat actions may require several rounds to perform at the GM's option.

OTHER ACTIONS

Some activities do not count as attack or non-combat actions. A character can perform either of the following activities in addition to an attack or non-combat action:

- Move a short distance or manoeuvre his or her vehicle.
- Say anything that fits within the span of 6 seconds.
- Perform Defensive Actions in response to any attacks against him or her. Note that if the character performs more than one defensive action in a round, subsequent defenses after the first (or later, if he or she has the Extra Defences Attribute, page 47) in the same round suffer penalties.

DEFENCE

If a character is the target of a successful attack (any attack check that is equal to or greater than the character's Armour Class), he or she may attempt to defend against it with a Dodge/Parry defence (avoiding the attack by moving out of the way, or using a weapon to push the attack to the side or "off-line"), an Attribute defence (see page 125), or a Block Defence (interposing an object between the attack and the target). Defensive actions are not dependent on Initiative order but resolved immediately after the attack before the attack damage is calculated or revealed.

To successfully defend, the player must roll greater than the attacker's modified attack roll. The character's defence roll is equal to 1d20 + the character's base Armour Class + any additional appropriate

modifiers. Each character can attempt a defence only once against a particular attack (including grapples). A character may defend against more than one attack in a round, but with an appropriate penalty to each defence after the first (unless the character has the Extra Defences

Attribute; the penalty then applies to each defence after the final bonus defence). Should the opponent not defend (perhaps in anticipation of a more powerful attack still to come), he or she cannot change that decision later in the round.

If a vehicle is the target of an attack, its driver or pilot makes the defence checks. If a vehicle is unable to manoeuvre (trapped in a confined space, for example) the GM may rule that it cannot defend at all. Likewise, a vehicle cannot normally defend against attacks made by a character who is riding in or on it.

A defence combat check of a natural 1 is an automatic failure, regardless of the modifiers. In this case, the GM may decide the character automatically suffers full damage from the attack or perhaps even double damage.

DEFENDING AGAINST MULTIPLE ATTACKS

When defending against multiple attacks in a single round, each defence after the first incurs a cumulative defence roll penalty of -2 penalty: -2 for the second defence, -4 for the third, -6 for the fourth, etc. This means that even the greatest fighter may be overwhelmed if badly outnumbered. Remember to include all relevant Attribute, Skill, Feat, and Defect modifiers. If successful, the defender blocks, dodges, or otherwise negates the attack, and suffers no damage. The Extra Defences Attribute (page 47) allows the character to make a certain number of additional defences without penalty.

RELEVANT DEFENCE SKILLS

When a character defends against a ranged attack, the relevant Skill is Ranged Defence. For a hand-to-hand or other melee attack, the relevant Skill is either Unarmed Defence (if the character is dodging, or blocking the attack with his or her body), or Melee Defence (if the character is using a weapon to parry).

BLOCK DEFENCE

Rather than attempting to avoid an attack with a Dodge/Parry defence, the character may instead choose to block the attack with a shield or other suitably large and resistant object (a Block defence). When a character attempts to block, he or she gains a +2 bonus to his or her defence roll. If the defence is successful, the character has interposed the object in front of the attack. The object's Armour Rating provides protection to the character. Thus, a plank of wood can be used to block a powerful energy blast but, if the attack does more damage than the wood's Armour Rating, it will still strike the character, inflicting reduced damage.



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See Breaking Objects (page 108) for suggested Armour Ratings of common items or Table 11-4: Armour and Protective Devices (page 106) for shields. If the attack delivers five times the object's Armour Rating, the object is destroyed. Characters may only attempt to block melee or unarmed attacks unless they have the Block Ranged Attack Feat (see page 83).

Why is Block Defence Easier?

Of the two defence options — Block Defence or Dodge/Parry Defence — we have decided to make the Block Defence easier for two reasons. First, we believe that interposing an object, like a sword or shield, between your own body and an attack is indeed easier than completely avoiding any contact (a dodge). We also think it's easier than using your own weapon to parry, which requires some skill.

Secondly, we assigned the +2 bonus for Block Defences for game balance reasons. With a successful Parry/Dodge Defence, the defender avoids all damage completely. Powerful attacks can potentially break the object the defender uses in a Block Defence, however, still inflicting partial damage. In exchange for a higher-risk defence manoeuvre, we are awarding your character a +2 bonus.

INDEFENSIBLE ATTACKS AND FLAT-FOOTED

A character may not attempt a defence check if he or she is completely unaware of the attack, unable to move, or is struck with a Critical Hit (see page 122). If a character is caught unprepared but who is aware of the attack (such as when surprised), however, he or she is considered flat-footed and may still attempt a defence but does not gain any bonuses from a high Dexterity score.

TOTAL DEFENCE

A character can elect to forgo any attempt to act and focus solely on defence. Instead of attacking or engaging in another activity, he or she concentrates completely on defence. A character performing a Total Defence may still move normally, but may not attack or take non-combat actions; the character is dodging and weaving, parrying frantically, ducking, and hiding. The character receives a +4 bonus to his or her defence roll for the round, starting on the character's Initiative, lasting until the character acts again next round. Total Defence is a good tactic for anyone retreating, or someone buying time until his or her allies arrive.

TABLE 12-6: DEFENCE SITUATION MODIFIERS

DEFENCE SITUATION	DEFENCE ROLL MODIFIER
Dodge/Parry Defence	No Modifier
Block Defence	+2
Total Defence	+4
Defending Against Multiple Attacks	-2 per additional attack (cumulative)
Defending Against Undetectable Assailant	-8
Defending When Surprised or Flat-Footed	No Dex Bonus
Defending Against Critical Hit	No Defence Possible

DEFENDING OTHERS

A character can defend the target of an attack in three ways: by pushing/pulling him or her out of the way, by interposing an object (such as a shield, or the character's body) between the target and the attacker, or using an Attribute. The first two methods are described below, while the final method is detailed under Defending With an Attack (page 125).

The first option, pushing or pulling (or grabbing a target as the character swing by), is similar to a Dodge/Parry Defence. The character uses a defence action, and rolls a defence check. It is difficult to defend someone else, however, and the attempt usually suffers a significant penalty (see Table 12-7). Obviously the action has to make

sense — if the character has no way to reach a target, he or she cannot defend the individual.

To shield another person is akin to a Block Defence. Like any other Block Defence, the character gains a +2 to his or her Armour Class, and must have the Block Ranged Attacks Feat in order to defend against missile weapons. A character can Block for another person with a Shield, weapon, extendable Force Field, or simply by standing in the way and absorbing the brunt of the attack.

If the character is out of defence actions, however, he or she normally cannot attempt to defend another (although in dire situations a GM might allow the character to make a roll with the normal cumulative penalty for additional defences, plus any other modifiers).

TABLE 12-7: DEFENDING OTHERS

DEFENCE SITUATION	MODIFIER
Target (or attacker) is within reach	-2
Target (or attacker) is at medium range	-4
Target (or attacker) is at long range	-6
Target (or attacker) is in an awkward position	-2
Defender is in an awkward position	-2
Target concealed by trees or bush	-2
Target concealed by darkness, smoke	-4
Defending against additional attacks	-4 (cumulative)
Defender is surprised	Defence Not Possible
Defending against undetectable assailant	Defence Not Possible

DAMAGE

Characters suffer damage through combat, accidents, or other hazards. Damage ratings indicate the dice roll required to determine the amount of damage inflicted. The target character subtracts any damage inflicted from his or her Hit Points if the attack successfully penetrates Armour, Force Fields, and other defences.

AMOUNT OF DAMAGE INFLICTED

Each attack has a damage rating, which is equal to the base damage of the attack (which includes a weapon's damage value) plus any bonuses from Massive Damage and Strength, as is appropriate for the attack. When the character successfully strikes an opponent, he or she rolls the number of dice indicated, plus any bonuses, to determine the amount of damage the attack inflicts.

Characters may choose to inflict less damage than the dice roll indicates, if they desire. Thus, a heroic character who scores a crushing blow against her opponent on his last legs can reduce the damage inflicted to ensure that he does not kill her foe by mistake, rendering him unconscious instead. For example, a character attacking with an 5d8 Special Attack that scores 32 damage may elect to only inflict 15 damage if he or she sees the target is about to collapse.

UNARMED COMBAT

The attack's damage is equal to 1d3 plus the character's bonuses for Strength and Massive Damage. This is Stund damage (see page 65).

MELEE WEAPONS

The attack's damage is equal to the weapon's damage value, plus bonuses for Strength and Massive Damage. If the weapon has Abilities or Disabilities, refer to the relevant section (pages 62-67) for their effects. See Table 11-2: Weapons (page 99) for damages delivered by various melee weapons.

RANGED WEAPONS

The attack's damage is equal to the weapon's damage value, plus bonuses for Massive Damage. A Strength bonus may also be added when appropriate (such as for thrown weapons). If the weapon has Abilities or Disabilities, refer to the relevant section (pages 62-67) for their effects.

See Table 11-2: Weapons (page 99) for damages delivered by various ranged weapons.

SPECIAL ATTACKS

The attack's damage is equal to the Special Attack's damage value, plus bonuses for Strength (as appropriate) and Massive Damage.

IMPACT DAMAGE

Damage may also result from a non-combat action such as crashing a speedboat into land or falling from a tree. Naturally, some non-combat actions may result in an NPC's death, but these events should only kill a player character in exceptional circumstances.

CRASHING

During the course of an adventure, a character's vehicle may accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space. GMs should assess whatever damage they deem appropriate upon both the vehicle and occupants in a crash. The Armour and Force Field Attributes may protect against this damage. Similar damage can be applied to a character who jumps or is pushed from a speeding vehicle, or is struck by one.

Table 12-8: Crashing and Falling Damage assists the GM in determining the damage for hitting the ground, water, a building, or some other immovable object based on how fast the vehicle was moving during that round. If a speed falls between two damage values, use the greater of the two.

FALLING

A character who falls a great distance will suffer damage depending on the height he or she plummeted. He or she may also make a Thumble Skill check with success halving the sustained damage to indicate a proper break fall (DC of 15 + 1 per foot fallen above 10 feet). The Armour and Force Field Attributes may protect against this damage (GM's discretion).

TABLE 12-8: CRASHING AND FALLING

SPEED	FALLING DISTANCE	DAMAGE DELIVERED
10 mph	10 ft	1d6
20 mph	20 ft	2d6
30 mph	30 ft	3d6
45 mph	40 ft	4d6
60 mph	50 ft	5d6
75 mph	60 ft	6d6
90 mph	70 ft	7d6
120 mph	80 ft	8d6
150 mph	90 ft	9d6
180 mph	100 ft	10d6
300 mph	110 ft	11d6
400 mph	120 ft	12d6
500 mph	130 ft	13d6
1,000 mph	140 ft	14d6
2,000 mph	150 ft	15d6
3,000 mph	160 ft	16d6
4,000 mph	170 ft	17d6
5,000 mph	180 ft	18d6
7,500 mph	190 ft	19d6
10,000 mph	200 ft	20d6
each doubling of speed	above 200 ft.	+3d6

ARMOUR OR FORCE FIELDS AND DAMAGE

If a character has Armour (page 40) or a Force Field (page 48), this reduces the delivered damage from each successful attack by an amount equal to its rating. The character suffers any damage not negated by the Armour or Force Field, subtracting it from his or her current Hit Points. See Effects of Damage to a Character (right column) for the result.

CRITICAL HITS

In the event of a natural attack dice roll of 20, the attacker inflicts a critical strike. Unlike other d20 games, the character is not required to make a second to hit roll to see if the critical is, in fact, delivered. A roll of 20 always inflicts a double-damage critical hit, unless the GM decides otherwise. For example, a 6d8 attack inflicts 12d8 damage when a critical is scored.

GMs may wish, alternatively, to use the normal rules from traditional d20, requiring a player to roll a second to hit roll to see if the attack is a critical hit.

EFFECTS OF DAMAGE TO A CHARACTER

Total loss of Hit Points can cause a character to pass out or die. Should a character or NPC's Hit Points ever drop below zero, he or she suffered a severe wound and is rendered unconscious. If a character is reduced to the negative value of his or her Hit Points, he or she has suffered a mortal wound and will die (or fall into a coma, depending on the tone of the game) unless medical attention arrives immediately. The GM may allow the character to linger long enough to say a few last words or perform some other final, heroic action.

Unlike most d20 System games, characters in *BESM d20* do not die when they reach -10 Hit Points (unless they only have 10 Hit Points normally). *BESM d20* is a cinematic game that rarely inflicts lethal wounds. If the GM wishes to have a grittier, more realistic game, they may use the standard d20 rule for Hit Points — when a character drops to -10 Hit Points, they die.

Wound Difficulty Penalties

The Game Master may wish to assign difficulty penalties to characters who have been injured in combat. When the character's Hit Points are reduced to 75% of their original value or less, all tasks suffer a -2 penalty. This penalty applies to all Ability, Skill, and combat checks. At 50% Hit Points, tasks suffer a -4 penalty; at 25%, tasks suffer a -6 penalty.

Second Wind

If an event occurs during the course of combat that induces an affect (a powerful emotional response) within a damaged character, the character is given an opportunity to refocus on the combat and eliminate all damage difficulty penalties — getting a "second wind." The GM decides which events are significant enough to evoke such a reaction. In these situations, the penalties are removed if the character makes a successful Willpower or Fortitude save (player's choice) against a DC of 10.

If a character drops below one of the remaining damage tiers (50% or 25% of original Hit Points) after getting a second wind, he or she will immediately suffer from the corresponding damage difficulty penalties once again: -4 at 50% or -6 at 25%. A character can only get a second wind once during any combat scene.

TABLE 12-9: DAMAGE DIFFICULTY PENALTIES

PERCENTAGE OF ORIGINAL HEALTH POINTS	MODIFIER
100-76%	0
75%-51%	-2
50%-26%	-4
25%-0%	-6

SHOCK VALUE AND CRITICAL INJURY (OPTIONAL RULE)

The rules for Shock Value and Critical Injuries are only appropriate for dark and gritty games and are not recommended for the average light-hearted anime game.

If a character suffers an amount of damage equal to his or her Shock Value, there is a danger that the character will be stunned. If the attack penetrates the skin (such as a bullet or knife), the Shock Value also represents the damage necessary to inflict a major wound, which, if untreated, can result in the character bleeding to death. The Shock Value is equal to the character's maximum Hit Points divided by 5 (round down).

SHOCK

If a character suffers more damage from a single attack than his or her Shock Value, he or she must make a Fortitude save vs a DC of 15 + 1 per 5 damage inflicted above the character's Shock Value (round down). If the check fails, the character is stunned and will collapse. The character will also let go of anything he or she is holding. The character's incapacitation will last for a number of rounds equal to the amount by which the save was failed. An incapacitated character is effectively out of action, either knocked out or awake but immobilised by pain or shock. He or she may not take any offensive, defensive, or non-combat actions. The duration of incapacitation from multiple failed saves from several injuries occurring in a short period of time is cumulative.

CRITICAL INJURY

A character that suffers more damage than his or her Shock Value from an attack that breaks the skin (such as a bullet, knife, arrow, grenade fragment, etc.) has taken a critical injury. A character who suffers a critical injury loses one additional Hit Point every round (every minute, if out of combat) until given successful first aid. Just stopping the bleeding through first aid is not enough, however — it only slows the loss of Hit Points. A critically injured character that has undergone successful first aid will lose one Hit Point every 10 minutes until he or she undergoes successful surgery (best performed in a hospital) or magical healing. Thus, a character who is badly hurt might die because of shock and internal injuries before he or she can be stabilised. A character can suffer multiple critical injuries. If so, each must be treated separately, and Hit Point losses are cumulative.

MEDICAL TREATMENT FOR CRITICAL INJURIES

If a character suffered a critical injury, he or she will lose one Hit Point every round (or every minute if out of combat) until treated via first aid. This requires a successful Medical (Emergency Response) Skill check against a DC of 15 + 1 per critical injury suffered. Each attempt takes 10 rounds (or one minute); several tries can be made until successful. If the character is trying to perform first aid on him or herself, apply a -2 penalty. If the character does not have an actual first aid kit handy but is forced to improvise dressings, etc., apply a -2 penalty.

As mentioned before, a critical injury that is treated will still result in the loss of one additional Hit Point every 10 minutes until the character undergoes surgery or magical healing. This requires a Medical (Surgery) Skill check against a DC of 15 + 1 per critical injury suffered. There is no penalty if performed with a full staff in a modern hospital, but a -4 penalty applies if it is performed with less adequate medical facilities (for example, in a doctor's office or a poor third-world hospital) or -8 if performed with completely improvised equipment. Each attempt will take at least 10 minutes. Success stabilises the patient while failure causes him or her to lose additional Hit Points equal to twice the margin of failure. Another try is possible, however.

Optionally, a character who has been badly injured (negative Hit Points) because of cumulative Hit Point loss may also require treatment, even if he or she did not suffer a critical injury. This may be dependent on the nature of the injuries — someone who was badly burned may be in worse condition than someone who was beaten up. The GM can rule that keeping the character alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check and that full recovery (at doubled healing rate) will require a Medical (Surgery) Skill check.

MIND COMBAT

Mind combat is a special type of conflict, that uses the Telepathy Attribute (page 70) to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Attribute with the Mind Attack Ability. This mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, or destroying brain cells. Physical strength does not play a role in this battle, only the power of the mind. Each round of mind combat covers 6 seconds of time from the characters' perspectives, the same amount of time as one round of physical combat.

Mind combat can only be carried out once mental contact has been established, usually using the Telepathy Attribute. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind contact, the player cannot initiate any other actions for one round and must make a successful Willpower save against a DC of 15 plus the attacker's Telepathy Attribute Rank. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round, he or she can attack through mind combat. A successful attack requires the player to make a successful Wisdom check against a DC of 10 plus the target's Wisdom modifier (plus any bonuses from Mind Shield or other appropriate abilities). The GM has the option of modifying the DC should the attack be particularly easy or difficult.

The psychic damage of a successful attack is equal to the attacker's Intelligence modifier (thus, only characters with a positive Intelligence modifier can inflict damage in mind combat). The damage is removed from the target's Hit Points. If a character is ever reduced to or below zero Hit Points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

A telepath who wishes to alter a target's mind after winning a mind combat battle must spend a great deal of time to alter it. Minor changes such as removing unimportant memories or implanting unessential false memories can take a couple of hours. Massive changes, such as instilling (or removing) a prejudice or phobia, rebuilding a large portion of the target's memories, or similar large scale remodelling should take days to complete. Characters may rush the procedure, if pressed, but there is a risk of the alteration failing over time. The target may notice a gap in his or her memory and question what happened, or a personality adjustment (new phobia, for example) may weaken over time. If the character wishes to perform a change quickly, the character may perform minor changes in a matter of rounds while the character can accomplish massive changes in about an hour.

When a character attempts to alter a target's mind, he or she must make a Knowledge: Social Sciences (Psychology) Skill check against a DC appropriate for the extent of the change; 10 for minor changes, 20 for major changes, 30+ for massive changes. The GM may increase the DC further if the alteration is particularly severe or drastic. The character's margin of success determines how long the modification lasts, measured in years if the character took his or her time with the procedure or measured in days if the character rushed things. GMs should make this Skill check secretly and not inform the player of the result unless it is a failure — he or she will not know how long the change will hold, only that it has occurred or not.

The Mind Shield Attribute (see page 54) provides a bonus to the character's attempt to resist mind combat and mental alterations, as well as Armour against mind combat damage.

RECOVERY

A character who suffers lost Hit Points due to damage may heal naturally (or be repaired, for mechanical characters).

RECOVERING HIT POINTS

Hit Points regenerate at a rate equal to one Hit Point per character Level for each day (or each hour for less “realistic” campaigns) of rest. For example, a Level 5 character rejuvenates 5 Hit Points every day while resting. The healing rate doubles if the character is in the care of someone with Medical Skill but halved if he or she does not spend time resting.

RECOVERING ENERGY POINTS

The highest of the character’s Intelligence, Wisdom, or Charisma modifiers equals the number of Energy Points the character recovers every hour whether the character rests or not.

REPAIRING EQUIPMENT

Equipment, such as weapons, vehicles, or other gadgets can become damaged in the course of fighting crime. Characters can repair damage to equipment by making a Crafts Skill check. If the object has Hit Points, each successful Skill check repairs 10 Hit Points. Each Skill check should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required.

USING ATTRIBUTES IN COMBAT

In some situations, players will want to use various Attributes in inventive ways in the middle of a fight. The following rules outline the use of Attributes in combat. In many instances, the appropriate Power Usage Skill (page 79) can influence the chances of success.

USING ATTRIBUTES AGAINST OPPONENTS

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways in the middle of combat. Special Attacks are obviously designed for offensive use against an opponent, but what about Teleportation? Could a character not teleport an opponent in front of a moving truck or simply out of a fight entirely?

When a character wishes to use a normally inoffensive Attribute against an unwilling opponent, the character must use a non-combat action to make a Power Usage Skill check. If the check is successful, the target is allowed a save (whichever type of save is most appropriate) to defend against the Attribute’s effect. The DC of the save is equal to 10 + 1 per Rank of the Attribute being used against him or her.

SPHERE OF CONTROL

If a character attempts to use an Attribute on an object within the sphere of control of a character, the character is allowed to make a save to resist the effect as though he or she was the target of the attack. For example, a teleporter who wished to teleport the bullets out of an opponent’s gun would still be required to make an Intelligence check against the target’s AC (the appropriate DC for the action) and the person holding the gun would be allowed a Willpower save to resist the effect. Other common objects usually in a target’s sphere of control include: the ground beneath the target, air around the target, objects the target holds or carries, etc. The GM determines what objects are under the defender’s sphere of control.

ALL-OR-NOTHING OR PARTIAL EFFECTS

When an Attribute is used against a group of targets, GMs may use one of two options for resolving the resistance check. When a large group of people attempt to resist the effect of a Power, the GM makes one save, using the average save modifier of the targets. Important characters (player characters or key NPCs) should be allowed to make individual rolls for themselves to prevent villains from teleporting a group of 50 people, including the players characters, thereby using the more vulnerable citizens to avoid the player characters’ higher saves. In this way, either all of the targets are affected by the Attribute (on a failed save) or none are affected (on a successful save).

Alternatively, the GM may wish to use one dice roll which is used as the same roll for each character’s check — characters with high saves bonuses within the group may successfully resist the effects of the Attribute while characters with low saves are affected.

ATTRIBUTE VS. ATTRIBUTE

When two characters pit their Attributes against each other, who wins? In most situations, the character with the highest Rank wins. For example, a criminal alien is attempting to make his get-away by Flight. The hero grabs the alien with Telekinesis and tries to hold the character back, preventing him from flying away. The hero has Telekinesis at Rank 5 while the alien has Flight at Rank 3. The hero, therefore, is strong enough to prevent the alien from escaping.

If the two Attributes are close in Rank (usually the same or differing by one Rank), the GM may request an opposed check to see who wins the contested action. Using the above example, if the alien’s Flight Rank was 4, instead of 3, the GM could request an opposed check. The alien makes a Dexterity check (since Dexterity is the relevant Ability for Flight) and scores a result of 16. The hero must now make an Intelligence check (since Intelligence is the relevant Ability for Telekinesis) and score a result of 16 or higher to prevent the alien from escaping.

What if a character has two or more Attributes that can be used in the opposed check? What if the alien, in the first example, also has Telekinesis at Rank 4? In a situation like this, the GM should simply add the two Attribute Ranks together to determine who wins the opposed action. Thus, the alien has Flight at Rank 3 and Telekinesis at Rank 4 for a total of 7 which is much higher than the hero’s Telekinesis Rank of 5. The alien is therefore able to make his escape (possibly lifting the hero into the air or simply breaking free of his hold, depending on the GM’s discretion).

USING ATTRIBUTES AS ATTACKS

In anime movies and TV series, characters regularly use seemingly passive, non-hostile Attributes to attack opponents, causing harm. A character who can teleport may disorient foes by teleporting them repeatedly within one combat round or selectively teleporting portions of non-living foes away, causing massive trauma, for example. The list of possible attack applications of an Attribute is endless — anime characters are well known for pushing the bounds of innovation. Most Attributes, however, do not account for these offensive tricks and stunts — they are accomplished using Special Attacks. A Special Attack is not limited simply to powerful energy blasts — it can be any “attack” that causes harm or detriment to an opponent. The teleporter who repeatedly teleports a target in a combat round may have a Special Attack with the Drain Body Ability and the No Damage Disability, reflecting the sudden disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the teleporter is capable of teleporting just a select portion of a target away causing harm to the target, the Special Attack may be designed to do an incredible amount of damage. By using the Attack Abilities and Disabilities, players can create any sort of attack, which will account for the numerous and creative ways that characters utilise their abilities. Some Special Attacks designed this way will have the Linked (Attribute) (page 65) or Dependent Defect (see page 88).

USING ATTRIBUTES DEFENSIVELY

Just as characters can find imaginative ways to use their Attributes against opponents, they are just as likely to think of ways to use their Attributes to defend themselves from harm. For a character to utilise such a Attribute defensively, he or she must select the Power Defence Attribute (page 59). If the character does not select this Attribute, he or she does not have the experience required to use the Power defensively. Thus, a character with Teleportation who does not have the Power Defence: Teleportation Attribute may be able to teleport but he does not have the training or knowledge needed to teleport at a moment's notice and avoid an incoming attack.

DEFENDING WITH AN ATTACK

By holding an action until attacked by an opponent, a character can defend him or herself with the offensive use of an Attribute. This simultaneous attack and defence option combines the advice under Using Attributes Against Opponents and Using Attributes Defensively into a single action. To succeed, the character must activate the Attribute with an appropriate check and also make a successful save (for the Power Defence Attribute) to activate the effect properly. For instance, when a character attacks a criminal who has a held action remaining, the criminal might attempt to use Teleportation to place a bystander between him and the character's *ki* blast. The criminal must first make a successful Intelligence check to see if the Teleportation works. If the attempt is successful, and the bystander fails to resist, a Reflex save determines if the criminal activates the Teleportation in time.

This method can also be used to defend others with an Attribute. If an ally (or innocent bystander, etc.) is attacked, the character can attempt to Teleport (for example) the target out of the way of the attack with a successful use of Teleportation and Power Defence.

CHARACTER ADVANCEMENT

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve their characters. Advancement is not a requirement, but it can reflect the characters' learned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

The GM is encouraged to award all characters Experience Points (XP) at the end of each game session. The amount of the award should depend on the events of the game session as well as the quality of the role-playing of the player. Use the following as a guideline for determining the XP award for each player:

See the *Player's Handbook* for rules on the application of XP.

TABLE 12-10: XP AWARDS

Base Award = 100 times the average character Level of the player group
Add half the base award if the characters overcame weak/inferior conflict
Add the base award if the characters overcame moderate/comparable conflict
Add 1.5 to 2 times the base award if the characters overcame strong/superior conflict
Add 10% of the base award if the characters fail to overcome minor/inferior conflict
Add 20% of the base award if the characters fail to overcome moderate/comparable conflict
Add 30% of the base award if the characters fail to overcome strong/superior conflict
Add half the award for good, heroic, in-character role-playing
Add the base award for strong, heroic, in-character role-playing
Add 1.5 to 2 times the base award for exceptional, heroic, in-character role-playing

BASE AWARD

All players who participate in a game session should earn a number of XP equal to 100 times the average character Level (not class Level, see page 9) of the characters in the group.

OVERCOMING CONFLICT

When determining the XP awards for conflict, GMs must remember that conflict does not necessarily mean combat. While combat is a type of conflict, it is not the only form. Solving a mystery, saving someone from a raging fire, escaping a magician's death trap, negotiating the release of hostages, or other similar situations where the character is pitted against an opposing force, is considered conflict. Any situation where there is a consequence for the character failing his or her attempted course of action is conflict.

For conflicts of note, GMs should award a number of XP, which represents the characters learning from the events. All characters involved in a conflict earn the XP, regardless of their involvement. For example, the Samurai who went toe-to-toe with the main villain while his Tech Genius ally attempted to diffuse the bomb while the third member of the team flew the innocent bystanders to safety all earn the same number of XP for the conflict. Each character played a role in successfully resolving the situation.

The quantity of the award depends on how much of a challenge it was for the characters to overcome. If the characters are virtually guaranteed of success, the GM should not provide an XP bonus — it is essentially a mundane activity and is subsumed in the base XP award. If the conflict presents a minor challenge to the characters but one they are likely to overcome, such as the skilled Gun Bunny thwarting a simple bank-robbery or a team of characters saving residents from a burning building, the GM should provide a bonus of one half the base award. If the conflict is comparable to the characters, such as the characters defeating a group of criminals of similar level or solving a complex mystery, the GM should provide a bonus award equal to the base award. Lastly, if the conflict is superior to the characters, such as defeating a powerful archmagi in her lair, thwarting a world-threatening plot, or something similar, the characters should earn a bonus award equal to 1.5 to 2 times the base award.

This award should be provided per conflict overcome but GMs should keep in mind that the average 4- to 6-hour game session usually has one or two conflicts-of-note — most situations are covered through the base XP award.

FAILING IN CONFLICT

Characters can learn something even when they fail — what not to do. When characters fail to overcome conflict, GMs should provide a bonus equal to 10% of the base award for a minor conflict, 20% of the base award for a moderate conflict, or 30% for a superior conflict (round down).

EXCEPTIONAL ROLE-PLAYING

Exceptionally talented or active players (those who remain true-to-character, encourage other players to participate, help advance the plot of the game, etc.) may earn a bonus XP award. When a player does a good job role-playing his or her character, the GM should provide a bonus equal to half the base award. For strong role-playing, a bonus equal to the base award should be provided. For exceptional role-playing, a bonus equal to 1.5 to 2 times the base award should be provided. GMs should not feel obliged to provide this award — it is only for role-playing that stands out. The base award covers players who simply show up for the game and role-play adequately.

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. The 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 develop 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 ending that can be influenced by the players' actions (for example, will the villain win, lose, or escape?)

The GM's decision on whether to run a campaign, mini-campaign, or one-shot adventure should hinge on a number of important factors:

- Does the scope of the GM's ideas require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is the game introductory in nature, or is it for experienced players? Will it run at a gaming convention with people who have never met before or with players and a GM who are familiar with each other?
- How much role-playing and characterisation is desired for the game?

CHOICE OF GENRE

The Anime Genres section (Chapter 1: Introduction, page 4) describes some of the more playable anime genres. Here is a quick look at different genres and significant genre elements from the perspective of the game:

ALIEN VISITORS

Do the characters or antagonists include aliens who are visiting, assisting, or invading our planet? This can be a good way to add people with strange powers or high-tech mecha to a present day campaign. The "aliens" might also come from other dimensions or underwater, rather than outer space. Alien visitors may just be here to have fun, or they might want to conquer the world. One classic situation has a set of alien bad guys arriving on Earth, pursued by a different set of alien good guys, with the poor humans caught in a power struggle between two different factions.

EXOTIC GIRLFRIEND

Do you want a soap opera in which a whole bunch of super powered girls orbit around a single guy? Just pick a few other genres (Alien Visitors, Mecha, etc.) to justify what special abilities the girls have. Come up with a strange reason why their big focus in life would be attracted to a normal guy (who may be a character or NPC) and you have a perpetual motion plot machine as more and more jealous girls appear, bringing with them their own bizarre entanglements and plot baggage.

GUN BUNNIES

Will the characters blaze away with guns, blasters, or rocket launchers? Gun Bunny anime often features beautiful women with big weapons (hence the name), but male gun bunnies (handsome guys, normally) are just as common. The Gun Bunny genre is often set in recent historical or modern day periods, but can work equally well in the near or far future with cyberpunk or space bounty hunters and secret agents.

HERO TEAMS OR MAGICAL GIRLS

Will the characters possess super powers (either paranormal, racial, or technological) and use them to battle evil? Do they have secret identities or cute pets? In hero or magical girl anime there is often a clear duality with the heroes directly opposing a particular evil organisation connected to their own origins.

HEROIC FANTASY

Will the characters be a party of fantasy hero archetypes such as brave warriors (with magical weapons), spell-casters, flighty elves, or crusty dwarves? They will face the usual threats such as brigands or trolls, rampaging dragons, and dark lords attempting to get hold of super artefacts whose power threatens the world. Remember that in anime, heroic fantasy often crosses over with mecha or science fiction.

HOT RODS

Are car chases, motorcycles, souped-up engines, and drag races a big part of the game? This variation of mecha story is often combined with Gun Bunny anime, but it just as often involves relatively non-violent situations (racing, sports competition, traffic patrol, high school biker gangs).

IDOLS OR SPORTS

Are the characters up-and-coming stars? They could be anything from pop music idol singers to Formula One racing drivers to pro wrestlers. They'll compete with rival stars, their own lack of confidence

or overconfidence, and temptation from people who want to exploit them. This sort of campaign is often structured with a series of “semi-final” competitions or events that build to a big climax, and thus makes a good mini-campaign.

INTERDIMENSIONAL EXILES

Are the characters people from the modern world who have become stranded somewhere else? The characters may have a few items of present-day technology that are like Items of Power to the natives, or they could have gained appropriate paranormal powers (see Fantasy) or talent as a mecha pilot (see Mecha). The “other side” may have its own surprises: monsters, magic, or weird technology. A group of characters in such a campaign may include characters that come from both worlds.

MARTIAL ARTS

Do the characters know powerful martial arts techniques, either realistic (like karate or kendo) or over-the-top (like secret ninjitsu or ki-powered fireballs)? The campaign may feature action-adventure situations or be structured more like the idols genre with emphasis on teamwork and non-violent competitions.

MECHA

Will the game prominently feature giant robots, fighter planes, androids, cyborgs, or other mecha? Do the players have a secret base or mobile battle fortress? Appropriate stereotypes include the young angst-ridden rookie with great innate ability, the flamboyant show-off who loves fighting, the cool warrior with a mysterious past, the ordinary guy caught in the conflict, and the battle-hardened, somewhat cynical veteran. A mecha squad must put aside their rivalries, master their machines, and figure out a way to defeat their opponents, which can be tricky if they accidentally fall in love with them first or discover the Big War was all a mistake accidentally started by their own side.

PERIOD PIECE

Is the game set in some historical period (like Samurai Japan or Pre-Revolutionary France) where the characters can wear nifty costumes and rub shoulders with famous historical figures?

PET MONSTER

Are the characters cute kids with pet monsters, which they can train to beat up other people’s pet monsters or anyone else who gets in their way?

SCIENCE FICTION

Do the characters use or encounter technology more advanced than the present day such as robots or star drives, or meet alien races or have adventures on strange new worlds? See Alien Visitors, Mecha, and Space Opera.

SCHOOL DAYS

Do the characters get to dress up in school uniforms, attend classes, worry about who is dating whom, and try to avoid being late for school? Many other genres feature teenage heroes who spend some time in school between adventures.

SPACE OPERA

Do the characters travel around in a spaceship and visit strange new worlds on a regular basis? Space patrol, space pirate, bounty hunter, explorer, trouble-shooter-for-hire, and galactic war scenarios are all possible.

SUPERNATURAL

Do the characters battle monsters, ghosts, demons, and other scary entities that exist in the shadows? Or are they monsters themselves?

Many anime series combine multiple elements together, and there is no reason why a role-playing game should not do so. For example, mix mecha, idols, and school: the characters are stars of the powered armour wrestling circuit, but they still have to go to classes.

CREATING A GAME SETTING

This is the milieu in which the game takes place. The scope of the game (campaign, mini-campaign, or one-shot) is the main determinant of how much work should be put into the setting. Ideas can be borrowed from an existing anime series, or it may be original. Examples could include: a near-future Earth menaced by alien invasion; a fantasy world populated with sorcerers, elves, and dragons; a high school haunted by ghosts; a cyberpunk future where humans and robots compete for dominance; or just about anything else. The GM should create a setting that he or she will enjoy developing and which will encourage creating interesting adventures.

PERIOD

Anime-inspired games can take place in any period from the distant past to the far future or on a world with no direct connection to our own. In settings far removed from present day Earth the GM will have to spend additional time thinking about the geography, culture, technology, societies, and peoples of the world. A useful shortcut is to draw parallels with real cultures (for example, “like medieval Japan, except ...”) and just note the differences, whether they are names of countries or the use of lizards as mounts instead of horses.

The choice of genre often implies a particular period, but need not dictate one. For example, although a giant robot mecha campaign is usually set in the future, it can also occur in the present (aliens arrive!) or the past (creating an alternate history where steam-powered or magical robots exist). Similarly, a high school romance could take place as easily between students in a futuristic space academy as in modern-day Tokyo.

Suitable periods often used in anime include:



SAMURAI JAPAN

The most popular period for historical anime is Japan's age of the *Samurai* (although in anime, it is perhaps better titled "the age of the ninja").

The *Samurai* were the aristocratic warrior class, sworn retainers to their lords. They dominated Japan for over a thousand years, their power finally waning in the 1860's after Japan was opened to Western influences. Their power was greatest during the "warring states" (Sengoku) period (1467-1558) when bloody civil war was waged between rival clans. They followed *Bushido* ("the way of the warrior"), a code stressing obedience to one's lord and personal honour. *Samurai* warriors wore armour and fought with sword and longbow, although Japanese armies also used *naginata* and (following the 16th Century) firearms. The mark of the *Samurai* was hair tied in topknot and possession of two swords, a long *katana* used for fighting and a short *wakizashi*.

Lurking in old Japan's shadows are the *ninja*: spies and assassins, sometimes servants of the government, sometimes serving individual clan lords. In anime, *ninja* are depicted as having their own codes of honour as strong as those of the samurai as well as being masters of invisibility, martial arts, and dirty tricks like poison and gunpowder. Not incidentally, the *ninja* also provide the main "historical" justification for skilled female fighters, as their ranks were reputed to have both men and women as agents.

Other archetypes encountered in a samurai era campaign include: *Daimyo* (the proud clan lords whom the samurai served); elegant *Samurai* ladies and courtesans; Buddhist monks (some wise sages or exorcists, some fierce warriors); *Ronin* (disgraced, masterless samurai, often hired bodyguards or slovenly bandits); Shinto priests and shrine-maidens (sometimes depicted with shamanic magical powers); skilled craftsmen (especially those who manufacture swords); and, of course, oppressed peasant farmers.

Anime Examples: *Dagger of Kamui*, *The Hakkenden*, *Ninja Cadets*, *Ninja Resurrection*, *Ninja Scroll*, *Ruroni Kenshin*, and *Yotoden* are examples of anime set in samurai Japan or in fantasy worlds that are closely inspired by it.

OTHER PRE-INDUSTRIAL PERIODS

There is no need to be limited to Ancient Japan for a pre-industrial historical setting. Anime has occasionally transcended its Japanese roots and set stories in other historical periods. The difference between "anime-style history" and "real history" normally boils down to the introduction of female warriors and the addition of some supernatural elements. Knowledge of actual historical events is useful but not necessary; anime history often has no more resemblance to "reality" than Hollywood movies.

Anime Examples: *Nazca* (Inca Empire), *Rose of Versailles* (pre-Revolutionary France).

RECENT HISTORY

This is the period that starts with the Wild West, Victorian Era, and Meiji Restoration (the downfall of the samurai and rise of the middle classes) in the mid to late 18th Century and continues through the two World Wars up to the recent past. In anime, an increasingly popular period is the 1920's and early 1930's, where a vibrant, newly industrialised Japan was just becoming respected as a modern nation and had not yet stained its hands with the crimes of World War II or suffered the trauma of defeat. The Great Kanto (Tokyo) Earthquake (page 135) often figures in such periods. The level of detail and accuracy is in the hands of the GM. Many shows add supernatural elements or a dash of anachronistic technology, sometimes verging on alternate history.

Anime Examples: *Doomed Megalopolis*, *Grave of the Fireflies*, *Master of Mosquiton*, *Mermaid Forest*, and *Porco Rosso*.

ALTERNATE HISTORY

In this setting the flow of time has taken a sharp bend into a different reality. One popular genre in anime involves stories in which the Japanese people somehow avoid the mistake of World War II: perhaps demons or aliens invaded, forcing the Axis and Allies to fight together against a greater threat. Other anime settings follow the "steam punk" genre where brilliant inventors develop anachronistic technology to fight

evil (or each other). These settings often see steam- or gasoline-powered giant robots, submarines that resemble Jules Verne's *Nautilus*, and giant armoured locomotives. Magic or psychic powers may also be added to the mix. Of course, it is also possible to do an alternative history campaign set further in the past or with a varying present day.

Anime Examples: *Kishin Corps*, *Nadia*, *Sakura Wars*, and *Spirit of Wonder* are all examples of alternate history anime settings taking place between 1880 and 1938. See also the anime anthology *Robot Carnival* for some segments with a similar feel.

MODERN DAY

The period is the present, the recent past, or the very near future. This setting is the least work for the GM, and easily adapts for genres from adult horror to action thriller. Current technology can play an important role, as can the experience of attending high school. Common elements include: cops and crooks, magical girls, martial arts, teenage romance or comedy, the military, pop music, psychic powers, sports, and supernatural or alien invasions. The modern day period may include full-scale science fiction or fantasy action if aliens visit Earth or characters can travel between dimensions.

Anime Examples: *Gunsmitth Cats*, *Kimagure Orange Road*, *Ranma 1/2*, *Sailor Moon*, *Tenchi Muyo*, *Uratsei Yatsura*, *Geobreeders*, *Tokyo Babylon*, and too many others to count!

NEAR FUTURE

The setting is somewhere in the next fifty years or so. Technology is rapidly advancing, but people still mostly live on Earth, although there may be bases in orbit, on the moon, or maybe on Mars. Some settings may be cyberpunk dystopias, where megacorps dominate the world, pollution runs rampant, cyborgs stalk the street, and corrupt government agencies and the threat of global war keep the average citizen living in terror. Others may be more like our own world but feature the development of new technology that can create giant robots, psychic powers, artificial intelligence, or simply give Earth's military a fighting chance against invaders from another world.

The GM will have to devote time to thinking about what science fiction technologies exist and, in particular, what "Personal Gear" is available of a futuristic nature.

Anime Examples: *AD Police*, *Akira*, *Blue Submarine No. 6*, *Bubblegum Crisis*, *Cat Girl Nuku Nuku*, *Dominion Tank Police*, *Genocyber*, *Ghost in the Shell*, *Iczer One*, *Macross*, *Mobile Police Patlabor*, *Serial Experiments Lain*. Interesting examples that combine near-future cyberpunk with magic are *Hyper Police* and *Silent Möbius*.

FAR FUTURE

In a far future setting, our world has changed beyond recognition. A large portion of humanity may now live in space, whether in huge colony cylinders between Earth and the Moon, on Mars, or on the worlds of distant solar systems. The campaign could be set on a single planet (Earth or another world), sprawl across a single solar system, or take place in a star-spanning empire where interstellar travel is a way of life. Humanity may have never even reached the stars. Instead, the Earth may have been devastated by a terrible holocaust (such as nuclear war, pollution, or an asteroid strike). Our cities may be replaced by a barren wasteland or mutant-infested toxic jungle where our once-proud civilisation is but a distant memory. Post-apocalypse settings often have a wide mix of technology with barbarians wandering the wastes, new civilisations rising from the ashes, and high-tech relics of the past that are viewed with superstitious awe.

Anime Examples: For a changed future Earth: *Battle Angel (Alita)*, *Cyber City Oedo*, and *Project A-Ko*. For interplanetary futures: *Cowboy Bebop*, *Gundam* (any series), and *Martian Successor Nadesico*. For interstellar futures: *Captain Harlock*, *Dirty Pair*, and *Outlaw Star*. For future alien planets: *Armitage III*, *Macross Plus*, and *Saber Marionette J*. For the many different anime visions of a post-apocalypse Earth: *Aika*, *Genesis Survivor Gaearth*, *Fist of the North Star*, *Nausicaa*, *Rhea Gall Force*, *The Valley of the Wind*, *Vampire Hunter D*, and *A Wind Named Amnesia*.

ANOTHER WORLD: FANTASY

The setting is a completely fictional world where magic works and other non-human races exist. The most common type of anime fantasy world is one inspired by heroic fantasy novels and role-playing games, which can lead to interesting role-playing since the game is based on an anime based on a game. It is usually inspired by Medieval Europe but populated by dozens of different races. Sorcerers weave powerful spells, heroic knights battle great dragons, and bands of adventurers quest for a means to overthrow sinister dark lords bent on world domination. One common addition is the mixing of elements of modern day or futuristic technology. As a result, the forces of the evil dark lord are as likely to include flying metal battleships or piloted robots as they are trolls and goblins. The explanation for this may be magically powered technology, but, just as often, the setting has a medieval (and magic-using) culture that exists on the ruins of a long-destroyed technological empire. In such settings, an Item of Power is just as likely to be a gun or mechanical mecha as it is to be an enchanted sword or scroll.

Another common setting is a fantasy world inspired by a mix of Eastern traditions such as those of China or India. This takes more work than simply adding magic to Medieval Japan, but is sometimes very interesting. In such worlds, martial arts, priestly magic, reincarnation, and karmic destiny are often more important than swordplay or Western-style wizardry, and gigantic, centralised empires more prevalent than the tiny warring states common to fantasies inspired by medieval Europe or Japan.

Anime Examples: *Legend of Lemnear*, *Record of Lodoss War*, and *Slayers* typify the generic Western fantasy world. *Ninja Cadets* is a Japan-inspired world. *RG Veda*, *Legend of Arslan*, and *Fushigi Yugi* are examples of an alternative Indian or Chinese-inspired aesthetic. *El Hazard* and *Escaflowne* are both examples of magical-technological hybrid settings.

ANOTHER UNIVERSE: SCIENCE FICTION

A step further out from high fantasy, future history, or alternative history is the completely imagined setting that has no connection to our own Earth. Many of these fall into the fantasy category, but such a world (or galaxy) need not have magic to be interesting. These worlds are often similar in some ways to an existing Earth period but have completely made-up details of geography, history, and cultures. Again, the GM can often describe them in short form (for example, the culture and technology is similar to 1920's Europe, except there are gasoline-powered robots, there are a fight brewing between an old decadent monarchy and a fascist state, and lots of anarchists and pseudo-communist revolutionaries are running about). It is possible to go beyond that and create an entire universe, such as an alien interstellar society that exists in the distant past.

Anime Examples: *Castle in the Sky*, *Laputa*, *Orguss 02*, *Gall Force: Eternal Story*, and *Wings of Honneamise*.

CATEGORY: ACTION, DRAMA, COMEDY, AND ROMANCE

What kind of feel is the game to have? Some of the possibilities:

ACTION

An action game highlights the exploits of heroic characters. Comedic and dramatic moments provide character insight, but the story is primarily concerned with the main characters moving from one battle or adventure to another.

DRAMA

The characters face challenges where things they value (life, liberty, happiness, wealth, friendship, the lives of others) are at stake, and their actions affect the lives of others. There may be comic moments, but failure has serious consequences.

COMEDY

Amusing, incongruous, or wacky things happen. Comedy is often a parody of a more serious genre (such as swords and sorcery or mecha action), provoking laughs by exaggerating its clichés (such as the angst-ridden mecha ace), or adding anachronistic bits (like a rock star or a tank in a medieval fantasy world), or incongruous elements (such as a hero who is really greedy, clueless, lecherous or destructive).

ROMANCE

The characters will have a chance to fall into or out of love. To make things interesting, the GM should create NPC love interests and rivals, since many players are not entirely comfortable with romancing one another. Elements in romances include Love Triangles, Mysterious Strangers, Childhood Vows, Many Girls Chasing One Guy (or vice versa), and Mistaken Identity. A powerful element is Forbidden Love, where a romance appears doomed by family or societal disapproval of the relationship, such as an affair with a married person, someone of different social status, someone of the same gender, or someone who belongs to the other side in a war or other conflict.

MIXED

A mix of two or three different themes such as action-comedy or drama-romance can often be more fun than maintaining a single tone.

GAME CONCEPT AND THEME

The game concept is the basic idea of who the characters are and what they are doing that brings them together as a group and gets them involved with adventures. The GM should develop it in concert with his or her ideas on genre, period, category, and in conjunction with the players. The GM should develop a game concept that integrates the desired genre ("cool stuff"), period, category, and game length into an interesting concept: the game theme. The GM should imagine he or she is coming up with the basic concept of a new anime movie, video, or TV series. Existing anime or manga have many good themes that can serve as inspiration.

Associated with the game concept is the theme, an underlying idea that pervades the individual arcs of a plot or even the entire story itself. The game's theme should be one that will give players a good idea of what kinds of characters to create. A theme may be as straightforward as a quest for someone or something, as specific as "are robots people?" or as abstract as "dark forces rising" or "love conquers all." Its idea is to give the campaign a certain sense of narrative cohesion. The GM should come up with a name for the campaign or adventure that conveys an appropriate anime feel.

This section outlines examples of possible game concepts and themes. GMs can use these ideas as "game seeds" from which an adventure can unfold. The examples serve to illustrate the flexibility of *BESM d20* as a multi-genre anime system and demonstrate how an entire game scenario can revolve around a single, underlying theme.

JOURNEY TO THE EAST

Genre: Martial Arts
Period: Samurai Japan — Ancient China
Category: Action
Theme: "The Quest"

The characters were monks or nuns in an esoteric monastery in China, students of the martial arts and Taoist philosophy. Unfortunately, the government has decided they were too sympathetic with rebel peasants and its Imperial troops have destroyed the monastery. The characters escaped, but the seven sacred scrolls holding the secrets of their order were burned. In order to rebuild the temple, a copy of the scrolls must be found. According to legend, the only copies are held in a sister temple far away in the distant Land of the Rising Sun. The characters must journey across war-torn China, braving bandits and warlords, picking up allies (including new characters), and using their martial arts skills and *chi*-powers to help people. Once in Japan, they

find tragedy has struck: an earthquake destroyed the temple a generation ago, and thieves stole the scrolls. Now they are in the hands of various new owners across Japan and the characters must track them down. Each scroll is said to hold a new secret martial arts technique, so as they find them they must defeat any owners who are using the secrets for nefarious ends!

ATLANTIS RISING

Genre: Mecha
Period: Recent History
Category: Action
Theme: "Things Humanity was not Meant to Know"

In World War II, a battle between an Allied destroyer and a German U-Boat ends when depth charges fall on the undersea ruins of the Temple of Atlantis. This breaks the seal on the vault that imprisoned the monstrous power of the last Sorcerer-Scientist of Atlantis, whose techno-magic experiments sunk the Lost Continent. Now he is awakened again, and in no time, his army of sea monsters and crab-mecha are on the warpath, invading coastal towns and sinking ships on both sides. It is time to deploy all the secret weapons of World War II in a single multi-national task force of elite heroes. Can Task Force Unity buy enough time until the Americans complete the Manhattan Project and ready the atomic bomb? Should the Axis and Allies join together to battle this terrible threat? Will Hitler make a devil's bargain with the Atlantean Overlord?

MAGICAL BUG HUNTER KEIKO!

Genre: Magical Girl — School Days
Period: Modern Day
Category: Action-Comedy-Romance
Theme: "Love and Destiny"

The characters are teenagers who discover the mysterious magical Book of the Honey Kingdom. Reading its pages enables them to transform into magical girls and shrink down to tiny size. They can have adventures in the Honey Kingdom, a world of anthropomorphic insects under Tokyo, which is currently being menaced by the evil Hornet Lord and his Wasp Riders. In between, they go to high school, where they discover that some of the other students bear a strange resemblance to characters they meet in the Honey Kingdom. Could the enigmatic butterfly prince really have any connection with Akira, the brooding but handsome school kendo coach? Why does the school principle somehow remind them of the sinister Hornet Lord?

VETERANS OF THE PSYCHIC WARS

Genre: Hero Team
Period: Near Future
Category: Drama
Theme: "Dark Forces Rising"

In the mid 21st Century, the secret labs of Psycho-Dynamics Corporation discovered how to use drugs to turn troubled children into a new breed of "hyper-psychics" to serve as oracles, police, and super-soldiers. The boosted psi power proved strongest in teens at age 13-17, but burned out at adulthood. The hyper-psychic children produced in the company's labs were embraced by the government agencies, but the state was slow to realise that their first loyalty was to Psycho-Dynamics. Ten years ago, a nervous government had Psycho-Dynamics broken into two separate corporations: Biogenesis and Oracle. This cure proved worse than the disease: today the pair are bitter rivals as they both sub-contract psionic operatives for various private and government troubleshooting operations, hunt down rogue hyper-psychics, and engage in a covert corporate psi-wars. The characters are Oracle's newest recruits, the "second generation" of teenagers transformed into psychic warriors, the most powerful yet produced. The corporation has high hopes for them ... but Oracle's best psychic visionaries are tormented by hideous nightmares of something unspeakable going on in the Psycho-Dynamics laboratories. Is this just another escalation of the existing experiments, or is there something far worse looming on the horizon?

LEGENDS OF THE GALACTIC EMPIRE

Genre: Mecha — Space Opera
Period: Far Future
Category: Action-Drama
Theme: "Defenders of Civilisation"

In the 30th Century, humanity has gone to the stars and carved out an interstellar empire linked by wormhole gates that allow instant interstellar travel. After early wars of expansion, the mature Empire has become a force for stability and peace. Its Star Legions protect the frontier against space pirates, barbarian space nomads, and the android infiltrators and robot warships of Cyber-Web, a rival empire of intelligent machines. The greatest threat to peace is from within, however: a secret faction within the palace sees the Emperor as decadent and soft and schemes to depose him, placing their own puppet on the throne. In these troubled times, the only force that will save the empire from chaos is the Imperial Bodyguard, an elite force of human and alien mecha pilots based in the royal capital but equipped with space fighters that can cross the galaxy at need. Like a star-faring King's Musketeers, the Imperial Bodyguard may be embroiled in court intrigue, fight in open battle, or perform secret missions for the throne.

VOYAGERS OF THE NEW DAWN

Genre: High Fantasy
Period: Another World (pre-industrial)
Category: Action-Drama
Theme: "The Quest for Rebirth"

Dark Fairies have stolen the Five Statues of Light and quelled the sun, plunging the world into eternal darkness. Now vampires and demons roam, minions of the wicked Fairy Queen. The characters must sail off the edge of the world in their magical flying ship in quest of another star to bring back a new sun! Unfortunately, a squadron of ghost ships, captained by the Fairy Queen's seven sorcerer-lieutenants, is not far behind them.

WORLD BUILDING

After the GM comes up with the campaign concept, the players can create their characters. The GM should then work out the details of his or her campaign setting that need to be established before play begins.

The first thing to do is to narrow down exactly where the campaign will take place. Depending on the period and game concept, it could be a real place (like Chicago or Tokyo) or an invented location. The GM should consider both the overall environment where the game will be set (such as a city, countryside, planet, solar system, or star-sector) and the individual locations where day-to-day events will occur. Often, the campaign will have a number of "home base" locations where the characters will spend a lot of time, such as in homes, work, or places they go to train or hang out. This can include their school, training hall, detective office, military barracks, police station, etc. There is no need to go into great detail here. The GM can usually get by with a line or two of description.

If the GM has set the game in the real world, there is usually no need to go into a great amount of detail; if players want to orient themselves, they can pull out an atlas. In a completely made-up world, the GM may wish to add some details of surrounding country (or planets) to help orient everyone. Drawing a real map could do this, but often a simple map-in-prose is enough to get by, listing the names of a few places that can be dropped into the game.

GMs who like lots of detail can add many more descriptions, but it is a good idea not to get too wrapped up in preparing the setting, or the game may never get started.



THE SUPPORTING CAST

There is no need to populate the entire universe, but the GM should usually come up with a starting group of 2-5 supporting NPCs who can act as continuing characters in addition to any villains or victims that the first adventure might also require, along with any NPCs the Nemesis or Significant Other Defects would entail. For example, in a game where the characters are a high-tech SWAT cyborg team, the NPC cast might be: the grumpy police chief, the station's perky radio dispatcher who talks to them on their missions, and the cute girl-next-door who runs the coffee and donut shop in which they hang out afterwards. The GM can usually assume a character's friends and comrades are the characters themselves. Most of the supporting cast only need a name and a very brief description ("grizzled veteran with eyepatch" or "spoiled rich girl and flunkies who rule the school"). The characters can accumulate more supporting cast as adventures continue like the pretty idol singer they rescued from an alien invader who becomes their regular mascot.

ORGANISATIONS

If the characters or their enemies are part of an organisation (like the police SWAT team, high school magic club, or 22nd Earth Defence Force battle squadron), the GM should spend some time working out details like "What is their purpose?" "What kind of resources do they have?" and "What is cool about them?" The latter might include possession of special mecha, paranormal powers, or just really neat uniforms.

PARANORMAL POWERS, HIGH TECHNOLOGY, NON-HUMAN RACES

If these elements are going to be part of the setting, the GM should spend some time considering how they work. For example, magic might be a gift that only certain creatures or bloodlines possess or something that anyone can learn with proper talent.

Aliens or monsters might be unique or part of an entire race. Similar issues should be considered in regard to the technology: if things like robots exist, are they available to everyone or do they belong to a specific group or organisation? How do open-ended technologies like Star Flight actually function in the campaign? If future technology exists, is it a "hard science" approach where everything should be at least theoretically possible, or is anything possible as long as there is some techno-babble to justify it?

If non-human characters are a major part of the setting, you should decide if the non-humans possess unusual paranormal or technological capabilities. In "realistic" games with mass-produced mecha, a similar approach can be taken: instead of having characters design their own personalised machines, the GM can design some production models that exist.

DESIGNING ADVENTURES

Creating an interesting adventure is an art, not a science, and the following guidelines are only one way to proceed. An experienced GM can create adventures with almost no advance preparation, especially if he or she is familiar with character motivations and has NPCs and situations established as part of a continuing campaign. On the other hand, it is a good idea for a novice GM to take some time (a few hours) to plan ahead when creating an adventure. Having a binder full of notes can greatly increase one's confidence when sitting across the table from a group of expectant players.

STORY LINE

The first thing to do is to work out the back story behind the adventure. This may follow naturally from earlier sessions, or it might be a completely new story arc. For instance, if the adventure involves a villain, decide what his or her goals are and the way that his or her plot will work itself out if the characters do not stop it. At this point, it is also a good idea to decide who the major NPCs are who will play an important role in the adventure and what their goals are. In some cases they should be created as characters (for example, villains the characters will fight or allies who will work closely with the characters).

One technique that can help spark a story line is to think of one "cool image" or idea that will help make this adventure different from the last and use this as a seed to inspire the story. For example, the image of a mechanical dragon, or the characters disguised in school uniforms as part of an undercover operation, or a castle floating in the clouds. Sometimes an idea will not work — just make a note of it for a future adventure.

CHARACTER GOALS

Next, the GM should think about the adventure from the players' perspectives. How will they get involved and what actions are they likely to want to take? Does someone ask them for help or is the adventure something that revolves around them from the start? Will the characters want to become involved? Consider the steps the characters will likely have to follow to resolve the situation and (if necessary) make a few notes of how they might succeed. It is all very well to craft a really cunning plan for a villain, but if it is so foolproof the characters will never even learn of it, there won't be an adventure!

PLOT ELEMENTS

Now it is time to get down to the details of the plot. This is where the GM should work out an idea of what plot complications will develop, and the order that the characters may encounter them. It is wise to consider this from the perspective of "here is the villain's plan" rather than "this is what the characters must do to make the plot work." It is usually more rewarding as a GM to set up situations that engage and challenge the characters to make decisions or use their abilities rather than creating a complex puzzle box that they must solve in a certain way to progress to the next plot point.

If a villain drives the story, take some time to consider his or her back-up plan if the characters thwart "Plan A" early on. In a game where a main antagonist risks death or capture, he or she should not be introduced directly (as the characters may defeat him or her right away, ruining the suspense). Instead, introduce the villain through his or her henchmen and works ("we destroy this temple in the name of Lord Nobunaga!") or in situations where combat is impossible. It is wise to have the initial villains that the characters encounter be henchmen, and introduce the main villain in situations where no fighting takes place (like on a view screen or at a diplomatic ball). This way, the adventure will not go "off the rails" should the characters do the unexpected.

An adventure intended to come to some sort of resolution in one or two sessions should have four to six distinct plot elements, which can be thought of as various complications, encounters with interesting or hostile NPCs, or clues that will lead the characters to further situations. As GM, give some thought to making an interesting climax to the adventure. Remember, however, that this is a set of notes for a game, rather than the script for a play. The players will decide what their characters will do.

Plot elements come in two broad categories. First, there are those that tempt the characters into doing something: the space pirate characters discover a clue to a lost treasure ship, or a mecha pilot on leave stumbles onto his long lost high school love. Second, there are complications that add difficulty: rival pirates attack the characters on the way to the treasure, or the old flame turns out to be an enemy spy. A mix of both carrot and stick helps keeps the story interesting without

letting the characters feel railroaded. In a one-shot adventure, the GM should keep things fairly simple with clear objectives. In a continuing campaign, plot elements can be ambiguous or mysterious, and thus if the characters do not pursue them during one session, they can be reintroduced at a later date.

GMs should usually make a few notes of what they plan to happen in the game. The simplest way to prepare is to list the plot elements in point form and rely on one's own imagination to translate this into descriptions of encounters or events during the game session. It is a good idea to prepare some notes on the NPCs that will appear in the adventure (see Important NPCs, below), especially their appearances and goals. Some GMs also like to make detailed maps or diagrams of places where any chases or battles might take place. The abstract nature of the *BESM d20* combat system means this is usually unnecessary. If a new locale is introduced (like a haunted forest they must enter, a crime scene the characters will investigate, or a villain's fortress that they may have to capture), however, scribbling down a few lines of description in advance can pay dividends in helping describe a scene during the game.

One way to create an engaging adventure is to set situations where the characters must make tough decisions. These may be emotional ones: "do I date cute Maki or sexy Keiko — and what if Keiko catches me two-timing her?" They may be strategic ones: "do we send everyone against the fortress entrance, or should some of us create a diversion while the others sneak round the back way?" They may be heroic: "do I let the reactor melt down, or do I brave the radiation and shut it down manually?" They may be heart-rending: "we've only got a limited amount of room in the starship: we can dump our mecha and take all the refugees, or we can rescue the kids but leave enough weapons onboard to protect ourselves on the journey home". Ideally, the decisions will not be arbitrary, but will flow naturally from the adventure and choices the characters make.

IMPORTANT NPCs

The guidelines for character creation (Steps 2-11) apply to NPCs, although the GM will rarely need to go into as much detail about character backgrounds as the players do. If the characters will be fighting with or against any NPCs, the GM should take time to work out their basic characteristics (Stats, Attributes, Defects) before the adventure. The same is true of NPCs with whom they may be closely interacting on a regular basis (such as a prospective lover). Otherwise, it is often enough to just make a note of a name and position ("Takayuki, the handsome man who runs the video arcade that will be robbed by the thugs") and maybe something that the characters can remember ("he has long hair; he was once a Formula One racer but was hurt in an accident, and now he walks with a cane").

Many minor NPCs need even less detail, and the GM can simply make them up during the game if details are needed or (for minor villains like a henchman's thugs) just have a single list of game characteristics that apply collectively to an entire batch of them. It can be handy to make a short list of names that are ready to apply to NPCs that are invented on the spot, as "real-sounding" names are often hard to improvise.

In a mini-campaign or campaign, a good technique is to introduce an NPC in passing in one session and then promote him or her to a major role in a subsequent session. This gives the characters the sense they are living in a "real" universe and, since they are used to having that character around, makes the players care about his or her fate. For example, having the teenage magic club "rescue a gym teacher kidnapped by demons" is fine, but it becomes a more powerful story line if the gym teacher involved is their favourite gym teacher, Mrs. Anderson, and has already appeared in several prior adventures.

PRESENTING THE VILLAINS

The presentation of the antagonists (also known as villains or "bad guys") is crucial. The villains should be among the most notable and distinctive NPCs in a campaign to emphasise the threat they pose to the player characters. If the central antagonist rarely opposes the characters directly, it is possible to still make his or her presence known to the players by introducing appropriate mercenaries or henchmen. Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? Establish the villains' names, physical appearances, origins, and hierarchical ranking (if applicable).

2. Understand their motivations. Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not view themselves as bad guys but often believe that they are the only ones who can see the bigger picture. Ask yourself why these characters are plotting against the characters or working against the values of humanity. Do they want power or revenge? Are they merely delusional? Are they working for a cause they believe is good? Do their ends justify the means? The villains' motivations may never be perfectly clear to the players, but it is imperative that you understand what they are. In many cases, a "villain" is a matter of perception. Honourable antagonists (who may later ally with the characters against worse villains) are a common theme in anime and one well worth developing.

3. Give each villain a distinct personality. Important NPCs will only stand out as individuals if you have spent the time to properly develop their personality. The more clearly you construct the antagonists' identities, the more real they will become to your players. Some villains will taunt the characters while others will try to convert them to their cause.

4. Do the villains work alone, or do they rely on henchmen to do their dirty work? Ordinary "grunts" need not be as well developed as their employers but should still possess some identifying traits such as physical appearances, weapons, or powers.

5. What are the villains' weaknesses that may eventually lead to their fall from power? Keep a few options in the back of your mind. Giving a villain weaknesses to exploit allows the players to use tactics other than brute force.

6. Decide how the acts that the villains perpetrate fit your chosen theme and tone. In a role-playing situation, if NPC villains kill innocent victims, the player characters may not feel obliged to capture them alive. This means creating new villains every few adventures. The reverse is also true: to make a hated enemy, make sure the villains commit truly evil crimes. For greater motivation, introduce a likeable and virtuous NPC over several sessions, and then make him or her the villain's next victim.

When important villains speak, they should command attention. When the villains fight, they should fight with passion, and if they die, they should be remembered forever.

FAN SERVICE

In anime, "fan service" is often used to refer to gratuitous visual elements such as "cheesecake" scenes. Here the term is borrowed to refer to those background, character, or plot elements that recur in many anime. Note that some of the best series avoid overusing them since many have now become cliché. Use a few of them if you want a distinct anime flavour or lots of them if you want a comedy game that parodies anime.

• ATTACK PHRASES

In classic giant robot, magical girl, hero team, and martial arts anime, the characters will name each of their main attacks or spells and shout them out as they do it. "Ultimate Omega Photon Beam Attack!"

• BISHONEN

A *bishonen* ("beautiful boy") is a very attractive male who has beautiful, somewhat effeminate features, such as long, flowing hair and a delicate build. A *bishonen* can be easily mistaken for a girl, and he is often a skilled warrior. Heroic *bishonen* are very elegant and chivalrous, while villains are often exceedingly ruthless and deadly. *Bishonen* are often either homosexual or thought to be so, even when they are not.



• **BOSOZOKU**

A Japanese motorcycle or hot rod gang. These are less violent and more flamboyant than American gangs. *Bosozoku* bikes are often very heavily customised (even with attached flags!). This is a good background for a “tough guy” teenager.

• **CAT GIRLS**

There are legendary cat-spirits (*bakeneko*) in Japan that often take the form of beautiful girls to tempt or devour the unwary. In fantasy anime, girls (more rarely, guys) with cat ears and a tail are nearly as popular as elves or dragons. These *nekojin* (cat-people) also pop up in science fiction series or supernatural comedies. Some *nekojin* are more feline with fur, claws, and fangs, while others are much more human. Occasionally cat-eyes, ears, or tails are drawn on a human character as a visual gag.

• **COLLATERAL DAMAGE**

Inspired by the tradition of Japanese monster movies, many anime do not shrink from showing the massive destruction that giant robots or big guns can inflict on an urban landscape. The GM should remember that any shot that misses is going to land somewhere, and when a 20 metre tall robot falls over, it is going to flatten anything beneath it, including buildings, cars, and people! A heroic robot pilot may feel less heroic after he or she finds the battle destroyed a neighbourhood and next time may take risks to “lure the enemy away from the civilians.” This is very much in genre. In more comedic faire, an “oops, it’s not our fault” disregard for such damage is usual.

• **CUTE ANDROIDS**

These are robots made in the image of humans, except they are usually attractive, super strong, and durable. The first to be featured in anime was a cute boy, but most series prefer cute girls. In more serious anime, they may be victims of prejudice or spend a lot of time worrying about what it really means to be human.

• **CUTE PETS**

These show up in many anime series, even serious mecha dramas. Usually it is one of the female characters who has a cute cat, robot, penguin, monster, or other entity but sometimes they are all over the place. They may be guides, companions, advisors, living weapons, or simple pets used for comic relief. Occasionally a cute pet is capable of transforming into a more potent form. Create them using the rules for Servants, Mecha, Flunkies, or Significant Others depending on how useful they actually are.

• **DYING SPEECHES**

In anime, even important characters die. This awareness of mortality is one thing that separates it from Western cartoons and television. Dead anime heroes rarely return from the grave (villains are another matter...), so to make up for it, a character will often deliver a lengthy “dying speech.” The GM can encourage this by allowing any character who is “dead” proper airtime to say a few words. He or she cannot be healed, and the GM may interrupt a death speech that gets overly silly (“you feel yourself beginning to lose consciousness”). The GM may even allow the character to linger on until the end of a battle, so the player can think of something memorable.

• **ELVES**

Anime versions of Western-style elves often have huge pointed ears. Does this have any game effect? Nope, but an extra Level of Heightened Senses (Hearing) might be appropriate anyway.

• **FACE CUTS**

A cut on someone’s face is a deadly insult and considered to mar their good looks (even if it really doesn’t). For this reason, it’s a good way for a hero or villain to start a fight. A character can inflict a slight face cut by taking a called shot at a +2 penalty and using the reduced wounding rules to do only 1 point of damage.

• **GHOSTS**

Japanese ghosts (*Yurei*) are similar in motivation to those of the West, normally being unable to rest until they get revenge or satisfaction for some injury done to them in life. The traditional ghost appears in a white *kimono* and his or her feet are not visible. Ghosts and spirits are often associated with balls of fire, similar to will o’ the wisps.

• **GIANT PILOTED ROBOTS**

Why are these so common? Mostly because they look really cool. Also, a humanoid machine has more story potential. Robots can cross any terrain, they can sword fight and wrestle and pick things up, and, if fitted with jets or rockets, they can fly through the air or space. A robot allows human-level action but on a super scale. Also, if each character has his or her own robot, they can all be involved in the action.

In many military anime, ace pilots will be rewarded with “custom” versions of the machines with which they first started or newer and better mecha. This is simply simulated by allowing characters to redesign them if they acquire higher Levels of Own a Big Mecha.

• **GIRLS NEXT DOOR VS. EXOTIC GIRL FRIENDS**

A common element in anime romance is the guy who must choose between the Girl/Guy Next Door and the Exotic Lover. One is familiar, has grown up with the character since childhood, has common sense, etc.; the other breaks taboos but is mysterious, sexy, dangerous, and sometimes not even human.

• **GREAT TOKYO EARTHQUAKE**

This quake (in 1923) destroyed much of Tokyo and killed 100,000 people. Tokyo (like Los Angeles) is on a fault line, and another big quake is predicted. As a result, many near-future anime postulate a high-tech “neo-Tokyo” rebuilt after this disaster, ascribe supernatural causes to the earlier or a future quake, or assume that a ruined Tokyo will be abandoned and the capital will move to Osaka.

• **HYPER-DIMENSIONAL HAMMER**

In comedy anime shows, a common sight gag is for a jealous character, usually female, who has been offended by one of her companions being rude or lecherous, to suddenly materialise a huge mallet and whack him. This is really just a sight gag, but if the GM wishes to formalise it in rules, it can be acquired as Special Attack (Concealable, Stun, Melee, Limited Use, Unique Disability: Only on Lecherous or Annoying Friends). The Unique Disability counts as three Disabilities since it is very limiting.

• **IDOL SINGERS**

A cute, young pop singer who is heavily promoted as a popular idol, only to be dropped like a hot potato (in most cases) when his or her popularity wanes after a few months. Idols were at the peak of their popularity in eighties Japan and feature in many anime of that period. An idol singer hopes to break out and become a “real star.” Taking the idea of a manufactured star one step further, robotic or virtual reality (computer-generated) idols appear as plot elements in some science fiction anime series.

• **KARMIC BONDS**

Belief in reincarnation is common in Japanese society, where Buddhism (along with Shinto) is one of the two major religions. This is often used in anime to explain events that draw a group together: they met in their past lives. This can also apply to enemies the characters encounter. A character might have a Sixth Sense (page 61) that allows detecting such attachments or possibly Recurring Nightmares (page 93) to represent visions from an earlier lifetime.

• **KENDO**

The “way of the sword” is a two-handed Japanese fencing technique based on *Samurai* swordplay (*kenjitsu*). *Kendo* normally uses a wooden training sword (*bokken*), which in proper hands can be quite deadly. It is

something that school students may learn, and thus provides a good excuse for teenagers to have weapons and weapon Skills.

A practitioner of *Kendo* or *Kenjitsu* will have Melee Attack and Defence (Sword) Skill and possibly several combat Feats.

- **KI POWERS**

The life energy of a person is called “*ki*” in Japan and “*chi*” in China. With proper training, a character can take control of this energy, while sickness is often ascribed to an imbalance in one’s *ki* that can be cured with various techniques including acupuncture. In order to master martial arts, breathing exercises and meditation are supposed to help a student focus one’s *ki*. In anime, a master martial artist trained in secret techniques may use *ki* to sharpen senses, super-charge his or her punches or weapon strikes, heal with a touch, or even throw fireballs. In *BESM d20*, *ki* correlates with Energy Points and a *ki* master will usually have the Magic Attribute.

- **KITSUNE**

A fox. Magical fox spirits with the abilities to assume human shape (often as sexy women) or possess people are a common element in Japanese folklore. Magical foxes often have multiple tails. Like *nekojin*, *kitsune* often appear in anime, either as spirits or simply as a non-human race with fox ears and one or more bushy tails.

- **KYUDO**

The “way of the bow,” this is Japanese archery. It is a popular high school sport for both boys and girls and, like *Kendo*, gives a teenage boy or girl a reasonable justification for proficiency with archaic weapons, which can come in handy!

- **LATE FOR SCHOOL**

There seems to be some sort of genetic defect in many anime females that prevents them from getting to school on time while at the same time causing them to obsess about being late. Japanese schools are actually pretty strict about being on time, so minor punishments (being made to stand in the hall, for example) are common.

- **MAIN GUN**

A classic ability of many spaceships and a few mecha is the “main gun,” a super weapon of astounding power that fires a huge wave of energy that can destroy entire squadrons of the enemy. Usually the weapon is unreliable, takes a long time to warm up, or burns out after firing one shot. Thus, its use requires a certain amount of strategic thinking to lure all of the enemy into range. The Special Attack rules (page 61) can build this sort of weapon by taking more than the normal six Ranks (7-10 do the trick) and also assigning it multiple slots of the Area Effect or Spreading Ability along with appropriate Defects such as Limited Shots that restrict its utility.



• MASCOTS

These characters hang around the heroes and cheer them on. They include cute pets, cute robots, and cute little brothers or sisters. Sometimes the mascot doubles as an advisor, assistant, or spirit guide for the hero, and, in rare instances, it can also transform into a weapon or mecha. Every magical girl anime needs mascots, but they also pop up in all kinds of series including fairly serious mecha drama.

• MECHA BASES

In a mecha campaign, the characters will often have a base that acts as their home and houses their mecha. It is usually a secret underground base hidden below a mundane shop, residence, or city, and is a giant high-tech citadel, or a mobile battle fortress. Popular examples are big spacecraft, cloud bases, giant aircraft carriers, big submarines, and giant hovercraft. Sometimes the fortress can retract into the ground or transform into a huge giant robot. The base usually has a crew of NPCs and sometimes is also home to a group of dependants (family, refugees, etc.). Its brain is a control room or bridge occupied by a stoic commander and a group of young and attractive communication officers. It is often defended by various weapon turrets and sometimes a huge “main gun” with devastating firepower that is only occasionally usable. It will also have workshops, medical bays, and laboratories, often with their own expert NPCs. Some are large enough to be virtual cities with homes, shops, classrooms, and so on, allowing entire adventures (or full-scale mecha battles) to take place inside them. In game terms, the majority of mecha bases are best designed as very big mecha. If they are stationary fortresses, simply give them the Confined Movement Defect (page 88).

• MECHA CHILDREN

Anime series often have 13-16 year-olds piloting advanced mecha. The real reason is so the like-aged audience can identify with the hero, but there are “story” reasons that can make sense. Perhaps all the adult pilots in the area were killed, sick, or injured and only some kids (from the local space academy or the children of the mecha’s inventor) are left. By the time new pilots arrive, the kids will be veterans. Another possibility is that the mecha is semi-alive or intelligent and bonds with the first person who happens to use it (a child). Perhaps the most popular option is that the mecha requires a specific ability in order to be activated (a pilot who must be psychic or a clone of the original owner or part-alien) and the only candidates are children.

• MECHA INVENTORS

A traditional mecha anime should give thought to whoever invented the cool technology the characters use. He or she may have been murdered and the invention stolen by the villains (but a prototype or two is left behind for a son, daughter, or young assistant to use to gain revenge). Sometimes the inventor is still around but usually is a little unbalanced (either absent minded or obsessed with modifying or perfecting it).

• NAUGHTY TENTACLES

Demons with masses of writhing tentacles are a common sight in anime horror, inspired by early examples of the genre and H.P. Lovecraft. In game terms, such a creature has the advantage of being able to grapple, grope, and menace the protagonists without killing them (the way fangs and claws would). The most notorious such demons follow the Bug-Eyed Monster tradition: “they want our women.”

• NOSE BLEEDS

Another comedy anime gag is the idea that if a male (usually a virgin) sees something arousing, blood will rush to his head causing a nosebleed. In game terms, a boy with Easily Distracted (Girls) may get a nosebleed if he encounters an attractive female character in a compromising position: he or she is stunned on a failed Will Save.

• OFUDA

These are strips of paper with divine names or holy scriptures written on them. In anime, Buddhist monks and Shinto priests or shrine maidens can use them to exorcise evil spirits or drive off demons. See the Spirit Ward Attribute (page 68).

• ONI

Variouly translated as Ogre or Demon, these are Japanese monsters. They are traditionally portrayed as humanoid monsters with horns, often dressed in tiger skins and just as often possessing magical powers. Some *oni* interbreed with humans; the children may be cursed or have magical abilities. In anime, *oni* and *oni* motifs (like horns or tiger stripes) appear in various forms from hideous monsters to sexy space aliens in genres ranging from comedy to horror. Oni will usually have the Marked Defect (page 92).

• PUBLIC BATHS AND HOT SPRINGS

Bathing is a more social occasion in Japan, and people especially enjoy vacations in hot spring resorts. Male and female baths are segregated, but many comedy anime have shy guys or lechers blundering into the girls’ baths, resulting in nosebleeds, slaps, and much silly mayhem. When not being interrupted by slapstick, a social bath is also a time when people can unburden themselves to their friends.

• SCHOOL UNIFORMS

The current Japanese school system inherited many of its traditions from British and German schools. One of these is the uniform worn in elementary and high school. Boys wear dark pants and either a German-style black button-up tunic with a high collar, or a normal white shirt. Girls are often dressed in a British-style “sailor suit” (sailor *fuku*): a pleated skirt and a blouse with a sailor collar. Both sexes may add a school jacket in cool weather. Different schools have somewhat different uniforms, so a new student can be easily spotted. Gym uniforms consist of a sweatshirt and sneakers with girls wearing form-fitting shorts (“bloomers”), while boys wear ordinary shorts.

• SDF

The Self Defence Forces are the modern Japanese military. In the real world, they are divided into Ground, Air, and Maritime branches and are well trained and equipped (with weapons similar to that of the USA), but they are also inexperienced because Japan’s constitution forbids foreign military adventures. In anime, they tend to be “red shirts” who get wiped out to demonstrate the power of alien invasions or monster attacks until the heroes arrive to save the day with their super powers or top secret battle mecha.

• TERRIBLE COOKS

In anime, girls are supposed to be good cooks and better than boys. In high school anime, a common comedy element is the female character who is a terrible cook, but who may not realise it. Her friends are regularly forced to taste her cooking to avoid hurting her feelings. Two famous examples are C-Ko in *Project A-Ko* and Akane in *Ranma 1/2*. Being a terrible cook is best simulated by a Unique Defect, “Confuses Poisons and Cooking Skill” (1 BP) and giving the character one rather than the other.

• TOKYO TOWER

A replica of the Eiffel Tower was built in Tokyo in 1958. At a height of 1,090 feet, it is a major landmark and a popular destination for school trips. Tokyo Tower often appears in modern-day anime, and its high observation deck often serves as a focus for monster attacks, bizarre rituals, or extra-dimensional manifestations. Considering it must have been destroyed so many times, it is a wonder they can keep rebuilding it!

• TRANSFORMATION SEQUENCES

Most magical girls can switch from their street clothes into their battle costume. This involves saying a few magic words and posing dramatically. This often takes several seconds (which saves a lot of money later in the series when several magical girls transform, and they can use a lot of stock footage). This can be assumed to be simply a “slow motion” kind of shot, however. The villains cannot really attack while the character is transforming. In anime designed to appeal to teenage boys, the character often ends up briefly naked, while in those aimed at general audiences the transformation is disguised by special effects or occurs more or less instantaneously.

• TRANSFORMING MECHA

Giant robots are even cooler if they can transform, that is, shift their shape so that a humanoid robot can turn into a fighter plane or mechanical beast. In some anime, multiple mecha can link together to form an even bigger machine. The various Mecha Attributes cover these genre conventions. More “realistic” mecha series usually limit or forgo mecha transformations.

• YAKUZA

Japanese gangsters belonging to organised crime families. *Yakuza* can be distinguished by their dark suits, big foreign cars, habit of covering their bodies with colourful tattoos, and the custom of cutting off a finger to atone for any mistake that displeases his boss. *Yakuza* often appear as “heavies” in modern-day anime.

CHARACTER ADVANCEMENT

Character advancement is unnecessary in a short adventure, but during a lengthy campaign players may wish to improve their characters’ Skills and Attributes. Advancement is not a requirement, but it can reflect the characters’ earned knowledge through conflicts with the environment, other characters, or even with themselves.

The GM may allow characters with Items of Power, Personal Gear, or Mecha to “swap” existing items or mecha for other items of similar point value during or between adventures if a good story rationale exists. For example, if Tabitha’s Hellcat fighter is inappropriate for a mission, she may visit the guard armoury and switch it for a different type of mecha. The GM may require expenditure of in-game resources (favours, money, time, captured enemy gear) before this can be attempted. If characters lose equipment, the GM can make them wait a session or so to reacquire it or force them to make do with inferior equipment unless circumstances allow a replacement.

CHARACTER POINT PROTECTION

If a player spends Character Points on something (an Attribute, Item of Power, Mecha, etc.), he or she should expect some degree of protection from the ravages of the GM. After all, the player has “invested” part of his or her character into the particular thing. If the player does not spend the character points, however, they gain no protection. The GM may steal, destroy, alter, or manipulate it however they desire.

For example, a player spends Character Points, during character creation, to gain Organisational Ties for his or her character (to represent the character being a Knight). The player should feel secure in the knowledge that his or her character will remain a Knight for the duration of the campaign. Should the character’s Knighthood be stripped, he or she should at least gain something of similar value. The character may gain a new Item of Power worth the same number of character points as the Organisational Ties Attribute, for example.

The character may, however, be Knighted during the course of the campaign, due to heroic deeds. If the player does not spend the Advancement Points for the Organisational Ties Attribute, then the GM may strip the character of rank, as dictated by the course of the adventure. Since the player has not made an investment in the Attribute, it is not protected from the GM’s plots and machinations.

Conversely, the Organisational Ties Attribute may be given to the character during a campaign, but in concert with some new Defects (Red Tape, Owned, etc.) of sufficient Bonus Points to pay for the new Attribute. In this case, the player can rest assured that his or her character will remain a Knight for the length of the campaign — he or she effectively “paid” for the Attribute via the Defects. The character, however, must contend with the new disadvantages. The player may choose to pay off the Defects slowly, over the course of the game, with Character Advancement Points.

The later option is an excellent choice for dynamic character advancement — the GM may give the character something even if the player does not yet have enough Character Points. The character gains the applicable Attribute but also earns appropriate Defects to pay for the Attribute. That said, however, GMs should not do this with everything that the characters come across in their adventures or the characters will quickly find themselves laden with a host of Defects. Only enforce new Defects for the important things that you want the player’s character to maintain for the length of a campaign. Let the other “free” Attributes/Items be the player’s choice — they can either spend Advancement Points to protect the Attribute/Item or allow it to suffer the whims and fancies of the GM.

ADVICE FOR THE GM

1. WATCH LOTS OF ANIME

There is no better way to capture the intense atmosphere of the anime genre than by watching the adventures for yourself. Many video rental outlets now carry an extensive anime selection, and an even greater number of illegal fan-subtitled videotapes are available to the experienced internet user. Be sure to watch titles from a variety of genres (comedy, horror, mecha, thriller, science-fiction, fantasy, etc.) in order to shape your adventure or campaign. Watching Japanese anime is time well spent.

2. DEFINE THE SETTING AND GENRE

Clearly define the setting and genre of your game to the players before they create characters. Since *BESM d20* is a universal multi-genre RPG, players need to know what character boundaries best suit the adventure.

3. ENCOURAGE INNOVATIVE THINKING DURING CHARACTER CREATION

Help players avoid falling into the trap of playing characters from established anime productions by giving them the freedom to create. The only real boundaries placed on the characters should be the players’ imaginations.

4. THE CHARACTERS ARE THE MAIN FOCUS

Make every character a main focus of the game and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character’s involvement in the adventure. Unhappy players can make a game unworkable.

5. COMBAT IS NOT THE MAIN FOCUS

Do not turn combat into the primary focus of the game. When combat does erupt during the adventure make it fast, exciting, and fun for all players. Combat should not occur too often however, or it will take away from the other role-playing aspects of the game. Staging several big battles during each playing session can desensitise the players and turn

them against physical conflict (“Oh great...yet another unearthly tentacle monster to fight. Am I supposed to be scared?”) Use combat sparingly, and its dramatic impact will be increased tenfold.

6. KEEP DICE ROLLING TO A MINIMUM

Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. GMs should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 111 in Chapter 12: Combat for suggestions when dice rolls may or may not be necessary.

7. ALLOW FOR SPECIAL EFFECTS

Give players latitude when it comes to using special effects for their characters. Some examples include wind-blown hair, triple-take action shots, cool musical soundtracks, blurred backgrounds during combat scenes, and countless others. These effects can inject humour into any game and fit perfectly into the anime genre.

8. 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 play begins. Using them effectively will add excitement and paranoia to your game.

9. DOWNPLAY THE ABILITIES OF UNIMPORTANT NPCs

If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should be created on only 10-20 Character Points and have approximately half as many Health and Energy Points as characters or major NPCs. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters.

10. GO OUTSIDE THE RULES

If you dislike a rule presented in *BESM d20*, you are encouraged to modify it to suit your needs or simply discard it completely. Do not let your vision of how an anime role-playing game should work 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.

ADVICE FOR THE PLAYER

1. WATCH LOTS OF ANIME

You want to play an anime character in an anime setting using anime role-playing rules — that should give you sufficient cause to rent a couple of videos.

2. BE INNOVATIVE IN CHARACTER DESIGN

BESM d20 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 — talk with the GM about your ideas. Playing an original character of your design is much more enjoyable than limiting yourself to someone else’s ideas.

3. ASSIGN YOUR CHARACTER A FEW DEFECTS

Your purpose is not to create a “perfect” character, but a character that is fun to play. Defects not only generate laughter during each session but can also expand your role-playing options. Besides, you will find that you never have enough Character Points to satisfy your desire for Attributes. Assign some Defects and you will get a few more Points.

4. DON'T BE A COPYCAT

In an original setting, it is fun to play a character who is inspired by a particular anime series but do not simply clone a well-established character from an anime television series or movie. It is very difficult to accurately portray a character created by someone else but easy to be disappointed should you be unable to role-play him or her “correctly.” Develop your own character.

5. DON'T BE A LONER

Do not create a character who prefers to be alone. Role-playing is about GM/player and player/player interaction. Deny yourself one of those opportunities and the enjoyment of the game is diminished for everyone.

6. DO NOT OBSESS ABOUT THE RULES

Every GM has his or her 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 it benefits the game. Do not let this book hold you back.

7. HAVE FAITH

Trust the GM to do what is best for the game. Any worthy GM realises that players come first, and it is his or her obligation to make it enjoyable for everyone. Trust the judgement of the GM, and the game will flow more smoothly.

8. COMMUNICATE

Give the GM constant feedback — both positive and negative. On a regular basis (perhaps after each session) 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 he or she needs improvement. Be polite and diplomatic but also be honest. The game can only get better, not worse, when you voice your comments and concerns.



OPTIONAL RULES

BESM d20 is arguably the most flexible d20 games available. The following rules give GMs the chance to make it more flexible still, by offering alternate ways to deal with specific situations and actions, special rules modifications for certain types of campaign, and many other options. Here you will find two separate sets of rules for mass combat — both of them quite simple and easy to use — as well as rules for chases, rules to give your campaign its own particular flavour, and a number of alternate combat rules. Each rule is intended to be truly optional — that is, you can pick and choose any or none of these rules for your own games. Several of these options given here can also work as occasional rules. For example, the extra detail for combat provided by such things as hit locations may be too involved and time-consuming for regular combat, but could prove ideal for a one-on-one duel between two old enemies at the climax of a campaign.

CHASES

Role-playing games regularly involve action and chases are a common occurrence. The following rules provide a dynamic mechanic for handling chases in a *BESM d20* game.

During a chase, one mecha (or sometimes one character) — the “predator” — is assumed to be trying to catch the other — the “prey.”

The predator and prey may be flying, running, driving, swimming, or engaging in almost any other conceivable method of movement. For conciseness, the wording of these rules assumes that both predator and prey are in mecha, though it can apply equally to characters on foot or riding mounts of some kind. These rules work just as well for chases on horseback as they do for vehicle chases.

TERRAIN

The GM and players should have an idea of the terrain in which a chase is taking place before getting started. Terrain establishes the general conditions of a chase, as well as obstacles to be avoided.

OPEN TERRAIN

Open terrain is easy to traverse, with only slight changes in elevation and few imposing obstacles. Examples are: wide, flat plains; large, open areas with few obstructions; clear skies at high altitude; open seas; racetracks; highways.

In open terrain, the speed of the chase begins at three-quarters of the maximum speed of the fastest mecha involved (rounded down). Open terrain chases in which one mecha's maximum speed is less than three-quarters that of its opponent are usually over before they start.

A mecha's maximum speed is critical in open terrain, and the mecha with the highest speed receives a +2 speed bonus to all Drive checks. If only one mecha in the chase is considered to be in open terrain (either due to two or more types of terrain, Feats, or mixed movement types) then that mecha automatically receives the +2 speed bonus.

By its very nature, open terrain contains few large, hard obstacles. The GM should roll 1d10 each chase round which occurs in open terrain — a result of 1 indicates an obstacle of DC 12 (see *Obstacles*, page 144).

Even if a collision occurs in open terrain, mecha usually carry on with little or no damage. Critical failures in open terrain are particularly bad, however, as the mecha involved are typically moving as fast as possible.

CLOSE TERRAIN

Close terrain is generally narrow and filled with plenty of stuff to run into, clip, and burst through. Typical examples include narrow alleys, open areas with many obstructions, or air combat at low altitudes.

Due to the difficult conditions, the speed of a chase in close terrain begins at one-half of the fastest mecha's maximum speed (rounded down). The GM should roll 1d6 each chase round which occurs in close terrain — a result of 1 indicates an obstacle of DC 18 (see *Obstacles*, page 144).

TIGHT TERRAIN

This is the most dangerous of all terrain, filled with sharp drops and large, dense obstacles. Typical examples include stairways, corridors, busy highways, boulder-strewn areas, whitewater rapids, and aerial battles at treetop levels.

In tight terrain, the speed of a chase begins at one-quarter of the fastest mecha's maximum speed (rounded down). Such close quarters favour highly responsive mecha, and so if both predator and prey are in tight terrain, the mecha with the highest Manoeuvre value (or the mecha suit whose pilot has the highest Dexterity) gains an additional +1 speed modifier to all Drive checks.

Tight terrain is unstable, and mecha in these areas should be prepared for anything. The GM should roll 1d4 each chase round that occurs in tight terrain — a result of 1 indicates an obstacle of DC 24 (see *Obstacles*, page 144).

INITIAL LEAD

The distance between mecha during a chase is called the “lead,” and is measured in lengths. In most cases, one length equals 10 feet. The GM should adjust the size of the length depending on the conditions of the chase. For example, a chase between two aircraft might use lengths of 100 feet while a fight between two starfighters might be measured in 1,000-foot lengths.

At no time can the lead be less than zero or greater than 30. If any effect reduces the lead to less than zero, the lead becomes zero. Similarly, if any result increases the lead above 30, the lead becomes 30.

Chases can start in a number of ways, but most boil down to one of two categories: predator-initiated and prey-initiated. This determines how much of a lead the prey has at the start of the chase. When the predator begins a chase, the initial lead is equal to $2d6+3$ lengths (usually 50 to 150 feet). When a chase begins with the prey fleeing, the initial lead is $2d6+8$ lengths (usually 100 to 200 feet). If there is no clear initiator in a chase, both sides roll Initiative and the highest result is considered to have started the chase.

CHASE SPEED

Chase speed is measured in miles per hour and is determined by terrain at the start of the chase. Chase speed changes throughout the pursuit according to the manoeuvres chosen by the mecha each round.

Whenever the chase speed exceeds the maximum speed of one of the mecha at the end of a chase round, the mecha is dealt 1d6 damage. This damage is not reduced by Armour or other effects, and is in addition to all damage caused by manoeuvres, crash checks, and other effects.

CHASES: STEP BY STEP

There are six steps to chases, which are explained in broad strokes here and then in detail in the following sections. These six steps continue in cycles until the chase ends — either with the capture or escape of the prey.

STEP 1: CHOOSE MANOEUVRES

Each mecha (or group of mecha) secretly chooses a manoeuvre from the list offered. Each manoeuvre has strengths and weaknesses, and is usually geared towards a specific goal.

STEP 2: DRIVE CHECKS

The mecha operators make opposed Drive checks (or other appropriate checks for non-mecha; Ride, Tumble, Swim, or Climb, for example). The winner's manoeuvre succeeds.

STEP 3: RESOLVE MANOEUVRES AND ADJUST LEAD

The effects of the manoeuvre that succeeded are applied, and the number of lengths between the mecha is adjusted.

STEP 4: OBSTACLES

The GM rolls for obstacles.

STEP 5: OTHER ACTIONS

Assuming the chase continues, each passenger of each mecha may perform a full action or a move and a standard action. An operator may perform either a move action or a standard action in addition to operating the mecha, but receives a -4 penalty to the next mecha operation-related check or roll (such as a Drive check or attack roll) if he or she does so.

STEP 6: DAMAGE AND COLLISIONS (IF ANY)

If warranted, mecha operators make Drive checks to see if their mecha have collided with anything.

STEP 1: CHOOSE MANOEUVRES

The first step during each chase round is choosing manoeuvres. There are two types of manoeuvre: predator and prey.

Due to the abstract nature of chases, the distance covered and the specific locations of each mecha are left up to the imaginations of the GM and players. What's important is the distance between them at any given time. The initial lead is determined as part of getting started, but should be rechecked at the start of each round. Many manoeuvres may only be chosen by mecha with a certain minimum or maximum lead.

Ultimately, the goal of the predator is to decrease the lead enough that it can perform one of the finishing manoeuvres (see below) and catch the prey, while the prey is trying to do a finishing manoeuvre that allows it to escape. Chases continue until either the predator or prey successfully performs a finishing manoeuvre, someone crashes, or one of the mecha is disabled (see Step 6).



MANOEUVRE DESCRIPTIONS

The following elements go into the description of each manoeuvre. The GM may modify or disallow certain manoeuvres depending on the specific circumstances of the chase.

- Lead:** Minimum or maximum distance between predator and prey required to perform the manoeuvre.
- Speed:** Succeed or fail, both the predator's and prey's manoeuvres may modify the current chase speed. If both predator and prey choose manoeuvres that alter the chase's speed, only the highest modifier (positive or negative) applies.
- Success:** The effects of the manoeuvre, when the mecha that chose it wins that round's opposed Drive check.
- Special:** Any additional information or conditions.

PREDATOR MANOEUVRES

Each round the predator should write its manoeuvre down on a piece of paper and keep it secret. Predator manoeuvres are geared toward slowing down or catching the prey.

BOX IN (FINISHING)

It takes skill to trap an opponent with minimal damage.

- Lead:** 5 lengths or less.
- Success:** The predator wins the chase, forcing the prey into a corner from which there is nowhere to run.

CROWD (FINISHING)

Crowding is getting right up into the prey's backside and forcing it into a collision with the environment.

- Lead:** 2 lengths or less.
- Success:** The predator wins the chase by forcing the prey into an obstacle. If the predator's Drive check exceeds the prey's by at least five, the prey collides with an obstacle of the GM's choice. The prey is treated as though it failed a crash check (see Step 6). If the predator's Drive check exceeded the prey's by less than five, then the prey may still make a crash check to avoid a damaging collision, though the chase is still over as the vehicle is forced to stop to avoid the collision. The predator, regardless, stops safely.

CUT OFF (FINISHING)

Without warning, the predator speeds up and pulls out in front of the prey, cutting him or her off. The predator's mecha becomes a barrier to stop the prey from escaping.

- Lead:** 0 lengths.
- Speed:** Chase speed is reduced by 25 mph this round.
- Success:** The predator wins the chase. If the prey fails its Drive check, it collides with the predator; no crash check is required. Damage is applied to both mecha, as per the Step 6 directions.

GUN IT

Gun It is the basic predator manoeuvre, in which the predator attempts to catch up with the prey in a straightforward manner.

- Lead:** Any distance.
- Speed:** Increase the chase speed by 10 mph this round.
- Success:** The lead is reduced by a number of lengths equal to the difference between Drive checks.

HERD

Forcing the prey to make bad choices can be as effective as chasing him down. By keeping the pressure on and cutting off the prey's options, the predator uses strategy and brute force to drive the prey into dangerous situations.

- Lead:** 10 lengths or less.
- Success:** The lead is reduced by one length and the prey is required to make a crash check, with a DC determined by the chase setting and increased by the difference between the Drive checks. The predator must also make a crash check this round (with no additional penalty).
- Special:** By beating the prey's Drive check by five or more, the predator may choose to reduce both the predator and prey's crash check DCs by five to shift the terrain by one step at the end of the round (open or tight becomes close and vice versa). Alternatively, the predator may ignore the crash check.

JOCKEY (VEHICLE ONLY)

By carefully matching the prey's movements, the predator can force the relative speeds of the two mecha down to almost zero, stabilising the chase so that others in the vehicle can attack.

- Lead:** 10 lengths or less.
- Success:** The lead is reduced by one length and the driver and all passengers in the predator vehicle gain half the difference between the manoeuvre checks (rounded down) as a bonus to their attack rolls targeting the prey.

RAM (FINISHING)

Ram is straightforward: the predator speeds up and slams into the prey, forcing it off the road. It's dirty, but often gets the job done a lot faster than Crowd.

- Lead:** 5 lengths or less.
- Success:** The predator wins the chase, colliding with the prey. Both mecha are treated as though they failed crash checks (see Step 6). They then come to a halt.

REDLINE

Redline is an advanced version of Gun It, during which the predator suddenly accelerates to and remains at its top speed. This causes incredible wear and tear on the mecha as its power plant literally burns up (or an animal strains itself, etc.).

- Lead:** Any distance.
- Speed:** Increase the chase speed by 20 mph.
- Success:** The lead is reduced by a number of lengths equal to twice the difference between the Drive checks. The predator is dealt 1d6 damage (a vehicle can ignore this damage if it currently has a Booster activated; see page 167).

SHORTCUT

Shortcuts can be helpful in catching up with prey, especially in close quarters, where the prey cannot see what the predator is doing. Unfortunately, this generally means that the predator has reduced its line of sight as well, which can result in a nasty spill.

- Lead:** Any distance.
- Speed:** The chase speed is reduced by 15 mph.
- Success:** The lead is reduced by a number of lengths equal to twice the difference between Drive checks. The predator must make a crash check during Step 6.

PREY MANOEUVRES

Each round the prey should write his or her manoeuvre down on a piece of paper and keep it secret. All prey manoeuvres are geared towards escaping the predator.

BARNSTORM (FINISHING)

“Barnstorming” is usually associated with planes, but any vehicle may attempt it. A car can storm a shopping mall, or a boat can storm the wreckage of an oil tanker.

Lead: 25 lengths or more.

Success: The prey wins the chase, barrelling through a cluttered area, throwing the predator if its trail in the chaos. The prey’s vehicle is dealt 3d6 damage. Both predator and prey must make crash checks during Step 6.

BOOTLEGGER STUNT

The prey brakes and turns hard to one side, suddenly changing direction. This can suddenly increase the prey’s lead.

Lead: 10 lengths or less.

Speed: The chase speed is reduced by 15 mph.

Success: The lead is increased by twice the difference between Drive checks, in lengths. The prey must make a crash check.

HAIRPIN TURN (FINISHING)

Hairpin Turn forces the predator down an erratic path as both mecha speed around tight bends and whip around blind curves until one falls out of the race. Hairpin turns tend to be longer and far sharper than those taken with Zig-Zag, resulting in a much greater chance of crashing.

Lead: 20 lengths or more.

Speed: The chase speed is reduced by 25 mph.

Success: The prey wins the chase, taking a turn the predator cannot manage. Both the predator and prey must make crash checks during Step 6.

LURE

In many ways, the prey controls the direction of the chase, and can lead the predator into all kinds of foolish situations.

Lead: Any distance.

Success: The lead is increased by one and the predator is required to make a crash check with a DC determined by the chase setting and increased by the difference between the Drive checks. The prey is also required to make a crash check this round (base DC of the chase setting).

Special: By beating the predator’s Drive check by five or more, the prey may choose to reduce both the predator and prey’s crash check DCs by five to shift the terrain by one step at the end of the round (open or tight becomes close and vice versa). Furthermore, if the prey beats the predator’s Drive check by 10 or more using this manoeuvre, he or she may reverse the vehicles’ positions, becoming the predator until the end of the current round. The prey may attack the predator with forward-firing weapons during Step 5.

PULL AHEAD

This is the basic prey manoeuvre, attempting to get as far ahead of the pursuit as possible.

Lead: Any distance.

Speed: Increase the chase speed by 10 mph.

Success: The prey’s lead is increased by a number of lengths equal to the difference between the Drive checks.

SET UP (MECHA ONLY)

Instead of running, the prey leads the predator on a merry chase, usually while exchanging fire.

Lead: 10 lengths or less.

Success: The lead is increased by one and the driver and all passengers in the prey mecha gain half the difference between the Drive checks (round down) as a bonus to all their attack rolls targeting the predator.



STUNT (FINISHING)

Stunts are incredible feats of skill, such as leaping a car across a rising toll bridge or ducking a giant robot between the blades of a huge turbine. This sort of manoeuvre is usually just short of suicidal, and only the most talented, foolhardy, or desperate try such a “perfect” escape.

Lead: 20 lengths or more.

Success: The prey wins the chase, performing a stunt the predator just can’t manage. If the prey’s Drive check exceeds the predators by at least five, the predator must make a crash check in Step 6.

VANISH (FINISHING)

In a display of driving virtuosity and pure velocity, the prey leaves all pursuit behind, choking on dust.

Lead: 30 lengths.

Speed: Increase the chase speed by 20 mph.

Success: The prey wins the chase.

ZIG-ZAG

Zig-Zag involves purposefully clipping neighbouring obstacles, terrain and even other mecha in an attempt to direct them into the predator’s path, slowing him or her down. Unfortunately, this increases the chance that one of the prey’s “clips” may become a collision.

Lead: Any distance.

Success: The lead is increased by a number of lengths equal to twice the difference between the Drive checks. The prey must make a crash check during Step 6.

STEP 2: DRIVE CHECKS

The mecha operators reveal their manoeuvres. Determine any changes to the chase speed this round as a result of manoeuvres. Each mecha operator makes an opposed Drive check (or other appropriate Skill check such as Ride or Swim; an opposed Dexterity check can be made if on foot), applying the following additional modifiers:

- The mecha’s Manoeuvre rating.
- Any speed bonuses gained from the terrain.
- Modifiers from Table A-1: Chase Manoeuvres.
- Modifiers from appropriate Feats.
- Modifiers due to one or other mecha being in a damaged Condition (see Step 6).

If one mecha operator succeeds, the effects of his or her manoeuvre are applied during Step 3. If neither mecha succeeds or the opposed roll results in a tie, the effects of neither manoeuvre are applied, and the chase continues without any effect from the manoeuvre other than speed changes. If both mecha operators succeed, the effects of the manoeuvre taken by the operator with the highest check result are applied during Step 3.

CHASE MANOEUVRE MODIFIERS

Find the predator manoeuvre across the top of Table A-1 and the prey manoeuvre along the side. Cross reference to find the modifier for each mecha this round. The number before the slash is applied to the predator’s Drive check, while the number after the slash is applied to the prey’s Drive check.

TABLE A-1: CHASE MANOEUVRE MODIFIERS

	Box In	Crowd	Cut Off	Gun It	Herd	Jockey	Ram	Redline	Shortcut
Hairpin Turn	-	-	-	+0/-4	-	-	-	-2/+0	+0/-4
Lure	+0/-4	-4/+0	+0/-4	-2/+0	-2/+0	-	+0/-2	+0/-2	+0/-6
Pull Ahead	-6/+0	+0/-4	-2/+0	-	-6/+0	-2/+0	-2/+0	+0/-4	+0/-4
Set Up	-2/+0	-4/+0	+0/-4	+0/-4	+0/-2	-2/+0	+0/-4	-	-4/+0
Stunt	-	-	-	-2/+0	-	-	-	-4/+0	+0/-2
Vanish	-	-	-	+0/-4	-	-	-	+0/-6	-4/+0
Zig-Zag	-2/+0	+0/-6	-2/+0	-6/+0	+0/-6	+0/-2	-4/+0	-2/+0	-

STEP THREE: RESOLUTION

The effects of the winner’s manoeuvre are applied to the chase. Remember that the lead cannot, at any time, be less than zero or over 30 lengths. If the winner chose a finishing manoeuvre, then the chase ends after the remainder of this round’s steps are completed. If not, the chase will continue with a new round following Step 6, unless the chase ends because of obstacles, crash checks, or combat.

STEP FOUR: OBSTACLES

The GM may wish to throw in some obstacles to add to the action. These can range from an overturned petrol tanker and sections of heavy road construction (ground chases) to overhead power cables or a fireworks display (air chases) to a low bridge or coral reef (water chases) to a locked door or concealed rabbit-hole (foot chases). An obstacle typically requires either a Reflex save or Drive check against the obstacle’s DC. If the check fails, the mecha operator must make a crash check during Step 6.

The prey makes his or her save or Drive check before the predator does. The base DC for avoiding an obstacle is determined by the terrain, but the GM may alter the DC by up to +/-2, depending on the size and complexity of the challenge.

Obstacles are intended as spice, not the focus of chases, and can be ignored completely by the GM. If the predator and prey get stuck in a rut, the GM should use obstacles to shake things up. If the mecha are keeping things dynamic, the GM should reserve obstacles for a more effective time. The frequency that obstacles crop up is based on the local terrain.

STEP FIVE: OTHER ACTIONS

Whether the chase has ended due to a finishing manoeuvre or not, all passengers are allowed one full action or a standard action and a move action. Any mecha operator may take one standard action or move action at the cost of a -4 penalty to his or her next Drive check. In most ways, combat during a chase follows the basic combat rules presented in Chapter 12, with a few significant differences.

ACTIONS DURING CHASES

During chases, creatures act in Initiative order as usual, but many actions are restricted or illogical.

Initiative: Initiative works normally during chases.

Attack: A passenger in a moving mecha has a -4 penalty to his or her attack rolls. The operator of a mecha has a -8 penalty to his or her attack rolls. Furthermore, the operator and all passengers take an additional -2 penalty for every full 50 mph their mecha is travelling.

Melee attacks can only be made if the prey’s lead is 0 and/or the attacker is in or on the same vehicle as his or her target.

Movement: Movement actions may be taken, but a Balance check is needed in most cases. A Jump check is required to leap between two moving mecha. Finally, if a character falls from a moving vehicle, he or she suffers 1d6 damage per 10 mph of the vehicle’s movement, but may make a Jump or Tumble check (DC 20, +2 for every full 25 mph the vehicle was travelling when the crash occurred) to halve the damage and convert it to stun damage.

Other: Other actions may or may not be possible, at the GM’s discretion. In general, only Skills and Feats that don’t require movement remain unaffected.

STEP SIX: DAMAGE AND CRASHES

The last step in every chase round is to apply damage (if any) to each mecha, and see if they have collided with the environment (or each other).

CONDITION SUMMARIES

There are four possible conditions that participants in a chase can be in.

Mecha Okay: The mecha is only lightly damaged, still having over half of its original Hit Points. There are no modifiers to the Drive check (or other appropriate Skill check such as Ride or Swim; a Dexterity check can be made if on foot).

Mecha Crippled: A mecha which has been reduced to less than half of its original Hit Points is crippled. Its Manoeuvre (or Dexterity modifier) is reduced by 5. The character must make an immediate crash check, with the DC increased by +5.

Mecha Disabled: A mecha or creature that has been reduced to zero Hit Points either stalls and comes to a halt, or topples over (if a walking rather than wheeled mecha). The driver must make an immediate crash check, with the DC increased by +10.

Mecha Destroyed: A mecha which has been reduced to a negative number equal to its maximum Hit Points has been completely destroyed. It rolls, skids, plummets, or stumbles to a halt, then falls to pieces, completely useless for any purpose (although it may now count as one or more Obstacles at the GM's discretion). Occupants of the mecha when it is destroyed are damaged as though they had jumped out of the vehicle (see page 122) at the speed it was moving before it crashed; a successful Jump or Tumble check in this case means they jump free. Bear in mind that a Volatile mecha (see page 176) will explode shortly after being destroyed.

CRASH CHECKS

Crash checks should be made in three instances:

- when the mecha operator fails a Drive check to avoid an obstacle.
- when a successful manoeuvre calls for one.
- when the mecha is dealt 30 or more damage in one attack, after taking into account its armour.

A crash check is a Drive check (or other appropriate Skill check such as Ride or Swim), but a mecha operator makes only one such check each round. The base DC for a crash check is based on the terrain for the chase. If a mecha operator is required to make multiple crash checks in a round, he or she instead makes a single check, adding 5 to the DC for each additional crash check called for during the round.

TABLE A-2: CRASH CHECKS

Circumstance	DC
Open Terrain	10
Close Terrain	15
Tight Terrain	20
Every full 25 mph of speed	+2
Each check required in a round beyond the first	+5

Whenever a mecha operator fails a crash check, his or her mecha collides with the environment (or the other mecha, if the successful manoeuvre calls for it). Damage to each vehicle (and occupant) equals 1d6 for every 10 mph of vehicle speed, +1 point for every point by which the mecha operator failed his or her crash check (crashes at high speeds are often instantly fatal).

Each occupant of the mecha can make a Jump or Tumble check (DC equal to the DC of the failed crash check) to jump free of the mecha, reducing the damage by half and converting it to stun damage.

CONVERSIONS FOR HIGHER OR LOWER SPEEDS

The chase rules reflect a typical mecha or modern vehicle game, where chases typically occur at around 80 to 120 mph. For a chase involving solely characters on foot, who do not have the Speed Attribute, when a manoeuvre calls for speed to change, divide all mile-per-hour

figures by 5. For faster-moving mecha chases, up to and including spacecraft, increase all mph figures by a factor of 2 or more. The suggested amounts are x2 for chases taking place at around 200-400 mph, x5 for chases taking place at between 400 and 1,000 mph, and x10 for chases taking place at over 1,000 mph.

Dramatic space flight should convert mph figures to percentage of light speed for chases, so a manoeuvre that would usually increase speed by 10 mph increases it by 10% of the speed of light (or 0.1 C) instead. Realistic or solar sail space flight games rarely use the chase rules, since the acceleration of the vehicles will likely be far too low in comparison to the distances between predator and prey — whichever vehicle starts to accelerate before the other will almost always win any "chase." FTL games may convert the chase rules as appropriate to the typical speeds available.

DAMAGE SAVES

For some campaigns, you may wish to get rid of Hit Points entirely, replacing them with the Damage Save mechanic. This tends to make players more cautious about combat, since they know that one attack might be enough to take them out of the fight, even at high Levels.

Adding a Damage Save to your BESM d20 games does require a little conversion of some Attributes and other game statistics, but almost all Attributes remain viable, one way or another.

DAMAGE BONUS

When your character hits with an attack, he or she potentially deals damage. Each attack has a Damage Bonus.

For melee attacks, the Damage Bonus is equal to the character's Strength bonus. Ranged attacks use the attacker's Strength bonus if the weapon is Muscle-Powered; non-Muscle-Powered ranged attacks do not usually have a Damage Bonus, but some heavier weapons do, according to Table A-3.

Convert Special Attack damage as follows: the first 1d8 damage confers no Damage Bonus (in effect, it merely allows the attack to potentially deal damage at all); each additional +1d8 damage beyond the first is converted to a +4 Damage Bonus instead.

Any applicable modifier from Massive Damage is also applied as a Damage Bonus.

Certain attacks do stun damage only, as usual. The most common stun attack is the unarmed attack most characters will have, but some special attacks are also stun damage only.

TABLE A-3: HEAVY WEAPON DAMAGE BONUSES

+4 Damage Bonus	Heavy Assault Rifle, Sniper Rifle, Shotgun, Heavy Shotgun, Heavy Mini-Gun, or Machine Gun
+8 Damage Bonus	Concussion Grenade, Tear Gas Grenade
+12 Damage Bonus	66mm LAW
+20 Damage Bonus	Ordnance (Any)

DAMAGE SAVES

A target hit with a damaging attack must make a Damage Saving Throw (or Damage Save). A character's Damage Save bonus is calculated as follows:

Damage Save Bonus = Constitution Bonus + Armour Value + Damn Healthy! Ranks

The DC of a Damage Save is equal to (15 + attack's Damage Bonus).

The target rolls his or her Damage Save against the Damage Save DC. The result of the Damage Save determines what sort of damage the target takes. If the Damage Save succeeds, the target suffers no damage. If it fails, the target suffers a hit. If it fails by more than 5, the target is also stunned. If it fails by more than 10, the target is unconscious (for a stun attack) or disabled (for a lethal attack).

TABLE A-4: DAMAGE SAVE RESULTS

Saving Throw...	Stun Attack	Lethal Attack
Succeeds	No Effect	No Effect
Fails	Bruised (Hit)	Injured (Hit)
Fails by more than 5	Stunned	Stunned
Fails by more than 10	Unconscious	Disabled

IMPOSSIBLE DAMAGE SAVES

When a character could not possibly succeed at a Damage Save, even by rolling a 20, the Damage Save is still made to determine the severity of the damage. A natural roll of 20 on the Damage Save, however, means the character only takes a hit (Bruised or Injured), regardless of the DC.

PULLING YOUR PUNCH

An attacker can select a maximum effect for a particular attack before the Damage Save is made. Even if the save result indicates a more severe effect, only the maximum effect selected by the attacker is applied. An attacker using a Special Attack with the Maximum Force defect linked to it may not select a maximum effect.

DAMAGING MOOKS

Any character who is much weaker than the attacker (at least five Levels lower than the attacker's Level) is a mook and does not suffer a hit, stun, or disabled result. Any time a mook fails a Damage Save, he or she is automatically Unconscious (for a stun attack) or dead (for a lethal attack), unless the attacker used the Pulling Your Punch rule (above).

Furthermore, mooks do not benefit from the Impossible Damage Saves rule, above.

CRITICAL HITS

Any critical hit does not double damage as usual but instead grants a +5 Damage Bonus.

SNEAK ATTACKS

Sneak Attacks are still used with Damage Saves, but instead of increasing the damage dealt, a Sneak Attack increases the DC of the Damage Save by +3 for every Sneak Attack Feat the attacker has.

DAMAGE AND INJURY

Combat usually results in some damage or injury to one or both parties. A character who fails a Damage Save has been injured.

DAMAGE CONDITIONS

One or more of the following Damage Conditions can apply to a damaged character.

Bruised (Stun Hit): A stun hit means the character has been damaged and bruised. Every stun hit a character has imposes a cumulative -1 modifier on the character's Damage Saves against further stun damage. So the more stun hits your character has, the more difficult it becomes to resist stun damage and the more likely the character is to be seriously affected by it (stunned or knocked out). Stun hits do not affect Damage Saves against lethal damage.

Injured (Lethal Hit): A lethal hit means the character has suffered some minor injury. Every lethal hit imposes a cumulative -1 modifier to the characters Damage Saves against all forms of damage — both stun and lethal — since it represents a more serious weakening of the character's resistance. This penalty is cumulative with the penalty for stun hits with regard to stun damage. Thus a character with 3 stun hits and 4 lethal hits has a -7 penalty to Damage Saves against stun damage and a -4 penalty to Damage Saves against lethal damage.

Stunned: A stunned result on the Damage Save causes the target to take 1 hit and become stunned for one round. The character cannot take any actions (including free actions), loses any bonus to Armour Class from Dexterity or Defence Combat Mastery, and may not make Defence Rolls. Attackers gain a +2 bonus to hit stunned characters.

Unconscious: An unconscious character suffers 1 hit and is knocked out and helpless. Further stun attacks against the character are treated as lethal attacks.

Disabled: A disabled character is conscious and able to act, but terribly injured. He or she may take only a standard or a move action each round. If that action involves any strenuous activity (including running, combat, or the use of special Attributes such as magic), his or her condition changes to Dying after the action is complete.

Dying: The character is unconscious and near death. The player must make a Fortitude save with a DC of 10. If the save fails, the character dies. If the save succeeds, the character remains unconscious and dying. A dying character must make a Fortitude save every hour (DC 10 +1 per hour of unconsciousness). A failed save means the character dies. A successful save keeps the character alive, unconscious, and dying for another hour. If the save succeeds by 10 or more, or the roll is a natural 20, the character stabilises and becomes unconscious and disabled. A character with the Medical Skill may attempt to stabilise a dying character with a DC 15 Skill check.

RECOVERY

A character can potentially recover from any injury, given sufficient time and/or medical attention. All recovery rates are doubled if the injured party is cared for by a character with Medical Skill.

Hits: Stun hits recover at a rate of (1 + Ranks of Damn Healthy!) for every hour that passes, even if the character is performing other activity at the time. Lethal hits recover at (1 + Ranks of Damn Healthy!) for every full 24 hours spent doing nothing but resting. A character who is Disabled or Dying does not recover from stun or lethal hits until he or she is no longer Disabled or Dying.

Unconsciousness: After one minute (ten rounds) of unconsciousness, a character may make a Constitution check (DC 10) to rouse him or herself. If the save fails, he or she may make another Constitution check to regain consciousness each minute, with a cumulative +1 bonus per attempt.

Disabled: Disabled characters take some time to recover. After one day, the character may make a Constitution check (DC 20) to change his or her condition to Injured. If failed, each additional day that passes allows the character to make another Constitution check to change his or her condition to Injured, with a cumulative +1 bonus per attempt.

FATE POINTS

For certain types of campaign, the GM may allow characters to have Fate Points. These are best suited to highly heroic, almost super-heroic games, where all the characters are larger than life and capable of occasionally achieving truly incredible things, even above and beyond their "usual" magical or extraordinary powers.

Fate Points are a narrative device enabling the players to have a minor input on the game, other than describing their own actions and throwing the dice. With Fate Points, you, the player, can alter the game world in some minor way so as to benefit your character.

In some respects, Fate Points cover similar ground to the Divine Relationship Attribute, though there are several major differences. The GM may wish to disallow Divine Relationship in a game which also uses Fate Points, or restrict Divine Relationship to a maximum number of ranks. This is not essential, but some GMs may prefer it.

At character creation, you have 3 Fate Points (FPs).

These Fate Points are extremely precious, since they can save your character's life. This is done by causing him or her to be "left for dead" rather than killed outright.

They have four other uses as well — but saving the character's life is definitely the most crucial one, so it is recommended that you always keep one or two FPs reserved for that purpose. Of course, the angle might be perfect for a Mighty Blow (see below) instead, even if that leaves you desperately short of FPs.

USING FATE POINTS

There are five standard uses for Fate Points: Left For Dead, Mighty Blow, Pushing It, Raw Power, and Destiny. Your GM may allow other uses — check with him or her before play. As with all other aspects of the game, the GM is always the final arbiter of whether or not a particular use of FPs is permitted, although the Left For Dead use should almost always be allowed if the character has an FP to spend on it.

LEFT FOR DEAD

When a character is reduced to the negative total of his or her Hit Points, by any means, he or she may spend 1 FP to avoid being killed outright. The character is instead “left for dead.”

A character who is left for dead appears dead to a casual examination, though he or she still has a chance of recovering, particularly if quickly attended by a character with the Medical Skill or any kind of healing spell or potion. If at least 1 point of damage is healed within one hour of being left for dead, he or she is considered to be stable and at -1 Hit Points. If the character is not healed, he or she must make a Fortitude save (DC 20) after one hour. If successful, he or she stabilizes and is at -1 Hit Points. If the save fails, he or she is finally and irrevocably dead — whether or not the character has any FPs left.

MIGHTY BLOW

Rather than rolling the damage dice on any successful hit or damaging attack, you can elect to declare a Mighty Blow, at the cost of 1 FP. A Mighty Blow always deals the maximum possible damage. This includes any bonus damage, such as that rolled for sneak attacks. Any melee weapon acquired through purchases or gaming always shatters irreparably when used to deliver a Mighty Blow. A melee weapon gained through ranks in Personal Gear has a 50% chance of snapping in two, but if it does, it will usually be possible to use the broken blade as an improvised weapon — it will not be completely destroyed. A melee weapon which is an Item of Power will never break, even on a Mighty Blow.

PUSHING IT

At a cost of 1 Fate Point, you may double your ranks in any one Attribute, for a duration of one round only. The Attribute chosen must be one which could reasonably be increased through sheer effort of will and determination. Almost all Attributes are fine for this, but those that rely on external objects, such as Own A Big Mecha, Item of Power, or most types of Armour, will usually be vetoed by the GM.

RAW POWER

Sometimes you just need power. By spending 1 Fate Point, you can regain 1d6 Energy Points, plus one Energy Point per character Level.

DESTINY

You can at any time spend one or more Fate Points, with the agreement of the GM, to alter the world in some minor way. Essentially, this allows you the player to have some input into the story, over and above the actions of your character. This change must be one that is plausible, minor, and not overwhelmingly beneficial to the player characters. It may assist them to accomplish their goals, but they must still achieve those goals by their own efforts, not simply by spending Fate Points!

For example, a character captured and imprisoned by an arch-enemy might spend a Fate Point to have a chance at escape — a comrade or sympathiser smuggling in a dagger, or a drunken guard falling asleep nearby, or the discovery of a loose chunk of granite with which to smash open chains. It does not allow for escape to be handed to him or her on a plate by a sorcerer magically putting all the guards to sleep and bursting the door open.

Another option for this use of a fate point is to alter your own character in some minor way, by revealing a new facet to his or her past. This might include knowing a language that he or she did not know before, which is useful in his current situation — or having a contact in the area based on previous dealings in the region.

One good use of Destiny is when the players are at a dead end in an adventure — perhaps they have missed some crucial clue, or failed to puzzle out where to go next. A single FP in this case is usually enough for the GM to offer some kind of in-game hint. Preferably, this will not be so blatant as to have a friendly non-player character tell them the answer outright. Other methods of giving out background information should be used, perhaps taking a hint from comics or movies. For example, a dream or vision could reveal the past history of creatures and places crucial to the plot; or an ancient scroll could be uncovered that, with a Decipher Script check and a bit of logic, could provide a hint as to where to look next.

The GM will be more likely to accept proposed uses of Destiny which could plausibly relate to a character's own future destiny, as reflected by his or her declared goals.

FATE POINTS AND DAMAGE SAVES

Fate Points can make a useful addition to games that use Damage Saves. If the GM agrees, 1 FP can be used to reduce the severity of a Damage Save result by one level: for example, a Disabled result would become Stunned. This can provide something of a middle ground between Damage Save and Hit Point systems, in that the characters are no longer in danger of being felled by a single blow, at least until they run out of Fate Points.

In a Damage Saves game, a Mighty Blow does not deal maximum possible damage but simply adds a +5 Damage Bonus.

GAINING MORE FATE POINTS

When you spend a Fate Point, it is gone forever. It does not recover with time, and nor do you automatically gain new FPs as you become higher Level.

Each time your character accomplishes a major goal, either personally or as part of an adventuring party, he or she gains from 1 to 2 FPs, always at the discretion of the GM. Usually this will occur only at the successful conclusion of an adventure. An entirely unsuccessful adventure will tend to mean you do not gain any FPs as a result.

There is no relation between Fate Points and Character Points. You may not spend the FPs to gain extra CPs, or vice versa.

SCHOOL CAMPAIGNS

A classic anime concept is that all the lead characters are schoolchildren. Something similar can be done with a more traditional fantasy campaign — perhaps all the characters are farm kids, or orphans taken in by a temple, or brothers and sisters out together to seek their fortunes. In an all-children campaign, it is suggested that the following rules be used to allow characters to be the type of children or high-school students who, though vulnerable in some respects, are still capable of taking on and defeating dangerous and fantastic opponents. Note that these rules are likely to unbalance a game that includes both children and adult characters, and so should not be used in such a case.

Child characters are generated exactly as for adults, except as follows:

- Subtract 2 from the character's Strength.
- Children are always one Size Category smaller than the standard for their race. In a school campaign, however, there are no ability modifiers for being smaller than usual, and so there is no CP bonus for the character's small size. The bonuses to attacks and Armour Class apply as usual.
- Character classes are limited to Magical Girl, Pet Monster Trainer, Sentai Member, Shapechanger, and Student, unless the Games Master grants special permission for another character class to be selected.
- All children gain an Origin bonus chosen from the following list, just to give them a little extra help in the harsh world of adults.

FARM KID

You grew up on a farm, and have all the benefits of an upbringing dedicated to hard work in the great outdoors. Years of eating good farm cooking and rescuing lost sheep from crevasses by main force have given you steely thews and rosy cheeks.

Bonus: Damn Healthy! Rank 1.

MYSTERY KID

You are orphaned or adopted, but with no idea of your true heritage other than hints that you are marked out for some kind of special destiny later in life. Perhaps you are the product of a weird alien experiment and your true parents will some day return to claim you, or you may be the last surviving full-blooded descendant of an ancient demon-slaying lineage. Your destiny affords you a certain degree of protection from the bumps and setbacks of everyday life.

Bonus: Divine Relationship Rank 2.

POPULAR KID

Even in pre-school, you were the bossy one: maybe it was funny at the time, but you had just enough natural charm to pull it off. These days the other kids are at your beck and call, except for those whom you choose to exclude from your elevated social circle. You wield your popularity like a sword. You can easily make your friends feel almost as cool as you, or your enemies feel like the pariahs they so clearly are.

Bonus: Flunkies (Non-combatant) Rank 2.

RICH KID

Although you personally may not have a great deal of cash, your parents sure do. Over the years they have given you whatever you asked for — whether a shiny new leather jacket and bass guitar, a high-tech computer, or top-of-the-line sports equipment.

Bonus: Personal Gear Rank 1.

STREET KID

Your family never had a lot of money or status, and you learned the harsh lessons of the city streets. Perhaps the most valuable lesson was that the best form of defence is attack, a theory you have taken to heart in your day-to-day life.

Bonus: Brawl Feat.

HIT LOCATIONS

For those who want an extra bit of flavour or realism to their game, the following system allows for attacks to hit a particular part of the body. Since none of the standard weapons in *BESM d20* use a d12 for damage, a d12 is used for determining hit location, allowing it to be rolled simultaneously with the attack and damage rolls to save time if desired.

Depending on the part of the body hit, there may be additional effects.

TABLE A-5: HIT LOCATIONS

1d12 Roll	Location Struck
1-2	Left Leg
3-4	Right Leg
5-6	Left Arm
7-8	Right Arm
9-11	Torso
12	Head

Leg: -1 Damage (minimum 1 point). The target must make a Fortitude save (DC 5 + half damage dealt) or fall prone.

Arm: -1 Damage (minimum 1 point). The target must make a Fortitude save (DC 5 + half damage dealt) or drop whatever he or she is holding in that hand. An item specifically listed as being strapped to the arm or wrist (such as many shields) will not be dropped.

Torso: Resolve the attack as normal.

Head: The target must make a Fortitude save (DC 5 + half damage dealt) or be Incapacitated for one round. After one round, he or she may act normally again.

An attacker may choose to make a Called Shot (see page 116) against a specific hit location. This is made at a -4 penalty for a Called Shot against the torso, -6 penalty for a Called Shot against any limb, or -8 penalty for a Called Shot against the head.

NARRATIVE BATTLES

For battles in which the characters are involved merely as part of a unit or even as an independent group thrust accidentally into the midst of combat, the Big Combats, Small Counters system (page 153) is probably inappropriate. It is preferable to simply calculate the likely outcome of the battle and determine what occurs to the characters caught up within it, rather than worry about the fate of individual counters and units.

As for any other adventure, the GM will need to create certain statistics in advance of running a narrative battle. Typical members and leaders for each troop type of the opposing army must be fully detailed, as must both sides' generals. Furthermore, the Army Strength (AS) and Army Quality (AQ) of each side must be calculated. AS and AQ will alter (usually by being reduced) as the battle rages, but these changes are easy to keep track of.

The narrative battle system is intended for use predominantly in campaigns where hand-to-hand combat is more decisive than ranged combat. This can include the typical fantasy setting, where the longbow may cause many casualties but where the final result of the fight is almost always blade against blade; but it can also include many other anime campaign types, including futuristic settings that postulate super-powerful high-tech melee weapons, effective countermeasures against ranged weapons, or both.

The philosophy behind narrative battles is that there is no real need to know that Unit A just charged Unit X in the right wing of the battle if the characters are all in the left wing. What matters is the way the battle is going overall, and what the characters encounter directly opposing them on the enemy side. Simplifying the game mechanics of the battle in this way allows the GM to concentrate on description and action.

ARMY STRENGTH

Add up the simple numerical strength of each army. Cavalry and piloted mecha count double, so an army composed of 1200 infantry (AS 1200) and 400 cavalry (AS 800) has an Army Strength of 2,000.

ARMY QUALITY

Take the average Level or Hit Dice of the troops making up the army, multiply by 2, and round the result up or down to the nearest whole number. This is the Army Quality. When two armies meet in battle, each adds its AQ as a bonus to all Battle Checks.

Any mecha who make up part of the army are added to their pilot's Hit Dice or Level as follows: +1 per rank of Own A Big Mecha. Thus an elite unit of mecha, with 5th Level Mecha Pilots each with Own A Big Mecha Rank 2, count as 7th Level characters for purposes of determining Army Quality.

Mounts also add one-half their Hit Dice to their rider's Levels for purposes of determining Army Quality, but only if the mounts are heavy war-horses or other creatures specifically bred and trained for battle. A group of cavalry mounted on ordinary light horses does not add one-half the HD of its mounts for purposes of determining AQ, but still counts double for Army Strength.

Example: *An army is comprised of 2,000 1st Level Samurai as infantry (AS 2,000), 500 2nd Level Samurai as cavalry mounted on 4 HD war-horses (AS 1,000), 1,000 nomad raiders treated as 1st Level Adventurers on light horses (AS 2,000), and 100 5th Level Mecha Pilots with Own A Big Mecha Rank 2 (AS 200).*

The army would have an Army Strength of 5200.

It would have 2,000 + {1,000 + 1,000 for battle-capable mounts} + {1,000 + zero for non-battle-capable mounts} + {500 + 200 for rank 2 OBM} = 5700 total Hit Dice; 5700/ 3600 troops = 1.58 average Hit Dice; 1.58 x 2 = 3.16, rounded down to an Army Quality of 3.

OUTNUMBER BONUS

If one side has a higher Army Strength than the other, the general of the side with the higher Army Strength gains an Outnumber Bonus to all Battle Checks (see below). The Outnumber Bonus is dependent on how much larger his or her army is than that of the opponent.

TABLE A-6: OUTNUMBER BONUS

Situation	Outnumber Bonus
AS higher than opponent's, but not twice as high	+1
AS between two and three times higher than opponent's	+2
AS between three and four times higher than opponent's	+3
AS between four and five times higher than opponent's	+4
AS greater than five times higher than opponent's	+5

BATTLE CHECKS

The general in overall command of the battle makes a Battle Check for every hour of the battle. Note that this assumes a half-hour's worth of manoeuvring, skirmishing, and a certain degree of outright mayhem, but does not assume that every single soldier is directly involved in melee throughout the half-hour. Many battles may take all day long, particularly if both are large and the generals are closely matched in ability.

A Battle Check is made as a Knowledge (Military Science) check, but with the following bonuses:

TABLE A-7: BATTLE CHECK MODIFIERS

- +1 per Rank in Aura of Command
- + Army Quality
- + Outnumber Bonus
- +2 synergy bonus if the general also has five or more ranks of Knowledge (Area) for the area in which the battle takes place
- + Player Success Bonus (if any; see Encounters, page 149)
- + circumstance modifiers

TABLE A-8: BATTLE CHECK RESULTS

Opposed Battle Check	Result for Winner	Result for Loser
Tied	Lose 1d4 x 100 from Army Strength	Lose 1d4 x 100 from Army Strength
Won by 1 to 4	Lose 4d6 x 10 from Army Strength, +1 circumstance modifier to next Battle Check	Lose 1d6 x 100 from Army Strength, -1 from Army Quality
Won by 5 to 9	Lose 3d6 x 10 from Army Strength, +2 circumstance modifier to next Battle Check	Lose 2d6 x 100 from Army Strength, -1 from Army Quality
Won by 10 to 14	Lose 2d6 x 10 from Army Strength, +3 circumstance modifier to next Battle Check	Lose 3d6 x 100 from Army Strength, -2 from Army Quality
Won by 15 to 19	Lose 1d6 x 10 from Army Strength, +4 circumstance modifier to next Battle Check	Lose 5d6 x 100 from Army Strength, -2 from Army Quality
Won by 20 or higher	No losses, +5 circumstance modifier to next Battle Check	Lose 8d6 x 100 from Army Strength, -3 from Army Quality

Note: This system is intended predominantly to run battles with around Army Strengths of 1,000 to 10,000, but it can be easily adapted for more major or minor combats. The GM should modify the Battle Check Results for larger or smaller battle as follows. For battles with fewer than 1,000 participants, divide all the Army Strength losses by 10. For battles with between 10,000 and 100,000 participants, multiply all Army Strength losses by 10. For battles with over 100,000 participants, multiply all Army Strength losses by 100. Losses to Army Quality are always unaffected by the size of the battle. If desired, the GM may increase or decrease the time period for each turn, from its base of 30 minutes to as much as one hour or as little as 10 minutes, since small-scale battles are likely to be over more quickly.

An army whose AQ is reduced to 0 or below flees the battlefield immediately as best it can. It can be seen that in most cases a losing army will flee long before it sustains very heavy casualties, unless it starts out as an elite army or is very unlucky very quickly. An army defeated in this way cannot usually be quickly re-formed, however — a king or general will need to recruit it again from scratch, since most of the troops will have fled for home or run to the hills.

A high-quality army can often defeat a far larger army of lower quality, simply by determinedly "soldiering on" when their opponents are ready to break and flee. Even the best troops will lose courage and flee eventually if the battle is going disastrously for them, however, and even before they flee they will be far more fatigued and downhearted than the winners.

ENCOUNTERS AND ACTIONS DURING NARRATIVE BATTLES

Assuming that characters are attached to a unit on the battlefield, they roll on the Encounter Table once during every half-hour of battle. The result gives the number and type of foes they must face, and the duration of that particular combat within the battle. A combat may end earlier, if the characters are able to defeat or rout their foes.

Just as no battle has every unit in constant conflict, so the characters' unit will not always fight during every half-hour period — there will be times when they are kept in reserve, or are able to withdraw and get healed up, as well as times when they spend a full half-hour manoeuvring into position. Note that battles are dangerous situations even when one is not in the thick of it; it is likely that there will be minor skirmishes, injured enemies to slay, and periods of relatively ineffective, long-range missile fire during the battle. The GM is at liberty to throw in such additional, minor "encounters" at will for the purpose of enhancing the atmosphere of the game.

USING THE ENCOUNTER TABLE

Table A-9: Encounter Table is used as follows. Roll 1d20, and add the difference between the two generals' Battle Checks (if the characters' general won the check this round), or subtract the difference (if the opposing general won the check this round); also subtract the characters' average class Level, rounded down.

TABLE A-q: ENCOUNTER TABLE

Modified d20 Roll	Opponents	Combat Duration	Player Success Bonus	Experience Points Gained	Notes
-31 or below	1d3 Leaders + 2d6 Special	Until all enemies defeated	+4 if all opponents defeated	Standard	Characters are separated by the crush of battle; if desired, a character may take a full-round action to do nothing other than shove through the fighting through to another specific character. Enemies will not rout. Roll 1d6; on a roll of 1-3, roll again on the Encounter Table with the same modifiers as before, and apply both results as separate fights during this half-hour.
-30	None	-	-	150 xp	Characters subjected to heavy missile fire; each must make a Reflex save (DC 25) or be dealt 6d8 damage. A successful Reflex save halves the damage. Armour protects as usual. Roll 1d6; on a roll of 1-2, roll again on the Encounter Table with the same modifiers as before, and apply both results as separate fights during this half-hour.
-21 to -29	1 Leader + 1d10 Special	Until all enemies defeated	+3 if all opponents defeated	Standard	Enemies rout only if their casualties reach 75%. Roll 1d6; on a roll of 1, roll again on the Encounter Table with the same modifiers as before, and apply both results as separate fights during this half-hour.
-20	None	-	-	100 xp	Characters subjected to missile fire; each must make a Reflex save (DC 20) or be dealt 4d8 damage. A successful Reflex save halves the damage. Armour protects as usual.
-11 to -19	1 Leader + 1d10 Standard	2d6+6 rounds	+2 if all opponents defeated or routed	Standard	Enemies rout if their casualties reach 60%
-10	None	-	-	50 xp	Characters subjected to light missile fire; each must make a Reflex save (DC 15) or be dealt 2d8 damage. A successful Reflex save halves the damage. Armour protects as usual.
-1 to -9	1d2-1 Leaders + 1d6 Standard	3d6 rounds	+1 if all opponents defeated or routed	Standard	Enemies rout if their casualties reach 45%
0	None	-	-	25 xp	Manoeuvre and counter-manoeuve; characters achieve nothing and risk nothing.
1 to 9	1d4 Standard	2d6 rounds	-	Standard	Enemies rout if their casualties reach 30%
10	None	-	-	25 xp	Lull in the fighting; characters have 30 minutes to reload, change weapons, adjust armour, etc.
11 to 19	1d2 Standard +1d2 Poor	2d4 rounds	-	Standard	Enemies rout if their casualties reach 15%
20	None	-	-	25 xp	Characters attended by healers; each has one character with Medical Skill make a check to administer medical attention.
21 to 29	1d2-1 Standard +1d2 Poor	1d6 rounds	-	Standard	Enemies rout as soon as they sustain a casualty.
30	None	-	-	25 xp	Booty: The GM should create a non-magical treasure according to the situation, the characters' Level, and the style of the campaign. Often this will not be the usual gold or gems, but loot from the supply train.
31+	1d2 Poor	1d4 rounds	-	Standard	Enemies rout as soon as one of them is injured. You gain booty, as for entry 30 (above) if you kill or rout them.

Furthermore, if desired, the characters can agree to be glory-hunters; they may subtract a further -1 to -10 from the d20 roll. This represents them leading a charge or counter-attack, or simply heading straight for the biggest, meanest-looking enemies they can find.

In each case, the number of opponents indicated is that faced by each individual character; however, it is assumed that they are able to remain together and support each other, unless otherwise indicated.

Note that the Encounter Table does not necessarily ensure the characters will be fighting a "fair" or "balanced" number of foes (though the GM should take their relative power into account when determining the composition of the enemy forces and especially leaders). If the battle is going badly, they may find themselves seriously outnumbered and even outmatched. Opponents will rarely fight to the death, however. Even if all the characters are defeated, they will at worst be captured by their foes, or at best be left for dead on the battlefield and wake up to find the enemy army victorious.

TROOP TYPES

The following different troop types can be encountered as opponents during narrative battles.

Poor: These troops are always those of the lowest quality in the enemy army — perhaps peasant levies, or nominally non-combatant personnel such as a war machine's crew. They will be little more than an annoyance to an experienced adventurer, never being higher than 1st Level and rarely having any useful combat Attributes.

Standard: Standard troops are generic grunts or mooks, ordinary infantry soldiers. These will almost always be of the troop type that makes up the majority of the army, though at the GM's discretion another troop type of similar power may be substituted.

Special: Special troops are chosen by the GM or determined randomly from among the better quality regular troops in the army; this could include heavy cavalry, mecha, or powerful non-humans such as demon soldiers. Usually the characters will all face the same type of special troops, representing their unit being locked in combat with a special unit.

Leader: Leaders are members of whichever unit they are found with, but represent its commanders and assistant commanders, rather than regular troops.

PLAYER SUCCESS BONUS

This bonus is added to the general's next Battle Check. Note that it is easier for the characters to assist their general if they are willing to become total glory-hunters, throwing themselves into the deadliest part of the fray. It will also be seen that the characters have more of a chance to make a difference to the battle as a whole if they are subjected to an attack by large numbers of enemies, since this gives them a chance to show their true heroic qualities by vanquishing all comers.

EPIC LEVEL CHARACTERS

Some GMs may allow characters to progress above 20th Level in their games. Other games will not suit this style of play, and for many players achieving 20th Level is a good indication that it is time to retire a character anyway. For those who wish to forge on to 21st Level and beyond, the following rules may be used.

Epic characters — those whose character Level is 21st or higher — are handled slightly differently from non-epic characters. While epic characters continue to receive many of the benefits of gaining Levels, some benefits are replaced by alternative gains. A class can be advanced beyond 20th Level. Once using epic rules, the character may eventually advance to any Level: 30th, 40th, 100th, or even higher still.

EPIC SAVE BONUS

A character's base save bonus does not increase after character Level reaches 20th. The character does, however, receive a cumulative +1 epic bonus on all saving throws at every even-numbered Level beyond 20th, as shown on Table A-10: Epic Save and Epic Attack Bonuses. Any time a Feat or other rule refers to your base save bonus, use the sum of your base save bonus and epic save bonus.

EPIC ATTACK BONUS

Similarly, the character's base attack bonus does not increase after character Level reaches 20th. The character does receive a cumulative +1 epic bonus on all attacks at every odd-numbered Level beyond 20th, as shown on Table A-10: Epic Save and Epic Attack Bonuses. Any time a Feat or other rule refers to your base attack bonus, use the sum of your base attack bonus and epic attack bonus.

OTHER BONUSES

Skills, bonus Feats, and ability scores continue to increase just as they did for non-epic characters. Thus characters gain a bonus Feat at 21st Level, 24th Level, 27th Level and so on, and a +1 to an ability score at 24th Level, 28th Level, 32nd Level and so on.

TABLE A-10: EPIC SAVE AND EPIC ATTACK BONUSES

Character Level	Epic Save Bonus	Epic Attack Bonus
21st	+0	+1
22nd	+1	+1
23rd	+1	+2
24th	+2	+2
25th	+2	+3
26th	+3	+3
27th	+3	+4
28th	+4	+4
29th	+4	+5
30th	+5	+5

CLASS FEATURES

Most class features stop accumulating after 20th Level. The following guidelines describe how the epic class progressions.

- A character's base save bonuses and base attack bonus don't increase after 20th Level. Use Table A-10: Epic Save and Epic Attack Bonuses to determine the character's epic bonus on saving throws and attacks. This applies even if the character multiclassed into a new class at Epic Level.
- Characters continue to gain Hit Dice and Skill Points as normal beyond 20th Level.
- Other class features do not increase, though most can be increased by spending Character Points.

TABLE A-11: EPIC CHARACTER POINT BONUSES

Character Class	CPs/Level
Adventurer	+5 Character Points
Dynamic Sorcerer	+5 Character Points
Giant Robot	+4 Character Points
Gun Bunny	+4 Character Points
Hot Rod	+4 Character Points
Magical Girl	+4/+5 Character Points*
Martial Artist	+4 Character Points
Mecha Pilot	+4 Character Points
Ninja	+4 Character Points
Pet Monster Trainer	+5 Character Points
Samurai	+3/+4 Character Points*
Sentai Member	+4/+5 Character Points*
Shapechanger	+4/+5 Character Points*
Student	+4 Character Points
Tech Genius	+4 Character Points
Barbarian	+3 Character Points
Bard	+4/+5 Character Points*
Cleric	+4/+5 Character Points*
Druid	+4 Character Points
Fighter	+4 Character Points
Monk	+4 Character Points
Paladin	+4 Character Points
Ranger	+3/+4 Character Points*
Rogue	+3/+4 Character Points*
Sorcerer	+5/+6 Character Points*
Wizard	+5 Character Points**

* Character classes with two numbers listed for Character Points per Level gain the lower number at each odd-numbered class Level, and the higher number at each even-numbered class Level.

** Note that the Wizard's Class Skill Bonus each Level is still 0.5 (see page 32) which is why the Wizard gains only +5 CPs per Level rather than +5/+6.

CHARACTER POINTS

Instead of gaining new class features, all characters gain bonus Character Points at each Level beyond 20th, with virtually no restrictions on how these CPs are spent. Epic characters are not too far from being demigods. It is not unusual for a single epic character to be capable of achieving as much as, or more than, an entire lower-Level party.

The additional CPs gained are calculated as follows. It is assumed that each character gains a base 10 CPs per Level, reduced by the attack bonuses, save bonuses, Hit Dice and Skill Points as usual. Note that the Epic Save Bonus or Epic Attack Bonus gained each Level is always regarded as 3 CPs' worth of Points (although a +1 save bonus is usually only worth 1 CP; the Epic Save Bonus applies to all three saving throws and so is worth 3 CP).

The Table A-11: Epic Character Point Bonuses (page 151) gives the bonus CPs gained each Level by character class, after these have been reduced by the attack bonuses, save bonuses, Hit Dice and Skill Points gained each Level.

EPIC CHARACTERS ATTACKING MULTIPLE WEAKER OPPONENTS

Any epic-level character can make a regular attack that automatically kills one low-HD opponent per epic Level he or she has, without needing to make a roll. For this purpose, a low-HD opponent is any creature at least 20 HD or Levels below the level of his or her attacker. For example a 25th Level epic samurai treats all characters of 5th Level or below, and all creatures of 5 HD or below, as low-HD opponents.

The attack used could be magic, melee, sneakiness, psychic power or whatever means suits the character. No Energy Points or other resources need be expended to make this attack — the opponents are very nearly beneath the character's notice, and are swept aside without a second thought. This can be especially useful when in a mass battle, whichever battle system is used to resolve the combat.

Furthermore, the epic character may move at up to 2 x Base Speed while making these attacks, without penalty. Any low-HD creatures that would, at any time during the round, be close enough for the epic character to attack in melee, may be targeted. In effect, an epic character only attacking low-HD targets may virtually ignore their soon-to-be-ended existence. This only applies so long as all the attacks made are against low-HD opponents — a character wishing to use one or more of his or her attacks to strike more experienced targets must abide by the usual rules concerning the use of standard, move and full actions.

For example: Hoshiko, a 25th Level samurai, could kill up to five mooks on each of her four attacks each round, for a total of 20 foes slain per round!

MAKING BESM d20 CLASSLESS

Players and GMs may wish to remove classes from their *BESM d20* games which the game can easily handle.

CHARACTER CREATION

GMs should provide players with a number of Character Points (minimum of 40 for player characters) with which to make characters. Each 10 Points above 40 equals one additional ECL (Effective Character Level). For example, if the GM provides players 90 Character Points with which to make characters, the characters are ECL 5.

Players may spend Points to acquire or increase Attributes, modify ability scores, or acquire new Feats. Some notes:

Ability Scores: If a player may improve his or her character's ability score(s) by 1 per 0.5 Point.



Skills: All non-combat Skills are class Skills. All combat Skills are cross class Skills. If a player wishes to improve his or her character's Skills, he or she gains a number of Skill Points depending on the character Points invested:

- 2+Int modifier for 0.5 Point
- 4+Int modifier for 1 Point
- 6+Int modifier for 1.5 Points
- 8+Int modifier for 2 Points

Hit Points: If a player wishes to improve his or her character's Hit Points, he or she gains a hit die, the size of which depends on the Character Points invested:

- d4 for 1 Points
- d6 for 1.5 Points
- d8 for 2 Points
- d10 for 2.5 Points
- d12 for 3 Points

Saving Throws: If a player wishes to improve his or her character's saving throws, each +1 costs 1 Character Point.

Base Attack Bonus: If a player wishes to improve his or her character's base attack bonus, he or she should take the Attack Combat Mastery Attribute.

Attributes and Feats: If a player wishes to improve or gain a new Attribute or Feat, it costs the same number of Character Points as it does during character creation.

Unspent Points: Points (or partial Points) may be saved and spent at a later point.

CHARACTER IMPROVEMENT

At the end of each game sessions, GMs should award players 1 Character Point to be used for improvement. GMs may wish to reward an additional Point for exceptional role-playing, at their discretion. For each 10 Character Points gained through adventuring (not spent — gained), the character's ECL increases by 1.

Players may spend Character Points, between game sessions, for character improvement.

BIG COMBATS, SMALL COUNTERS

The Big Combats, Small Counters (BCSC) system is designed to provide a quick and reasonably simple system for resolving mass combats. BCSC is best used when at least one of the characters is a high-ranking general on one side. This enables the other characters to command units under him or her, or to form a powerful strike force on the battlefield, while the GM controls the opposition.

UNITS

A unit is a group of individuals banded together to a common purpose on the battlefield. For the purposes of this system, every person within the unit has the same function, the same weapons, the same abilities, and the same Attributes.

A unit consists of one or more counters. Usually, each counter represents 10 individuals, though the GM may call for all counters to represent 20, 50, or even 100 individuals for a large-scale battle. Most units will contain between 5 and 20 counters.

Units receive orders, move, fight, and react much as though they were individuals.

THE UNIT ROSTER

Unit Rosters are made up in advance by the GM. The Unit Roster is used as a matter of convenience throughout these rules, from launching a devastating charge at an enemy to recording casualties when being shot through with ballista bolts. There are many circumstances in a game

where the GM will prefer to use standard rules to resolve combat and Skill checks — the Unit Roster is used when large numbers of unit members need to perform one task at the same time.

A sample Unit Roster Sheet, detailing the warriors of Nishihama, is shown below:

WARRIORS OF NISHIHAMA UNIT	
Race:	Human
Class:	Samura
Level:	1
Character Points:	40
Unit Size:	8
Creatures Per Counter:	10
Unit Type:	Infantry
Counter Hit Points:	11 (+10% Constitution 12)
Initiative:	+4 (+4 Improved Initiative)
Attacks:	Long sword +1
Damage:	Long sword 1d8+3
AC:	0 (Dex)
Armour:	5 (Partial Metal Armour)
Ability Scores:	Str 16, Dex 11, Con 12, Int 12, Wis 11, Cha 14
Saves:	Fort: +3; Ref: +0; Will: +0
Feats:	Improved Initiative, Armour Proficiency (Light), Armour Proficiency (Medium).
Attributes:	Personal Gear Rank 1 (Long sword, partial metal armour, longbow, short sword, small art object or similar item of value)

RACE, CLASS, LEVEL AND CHARACTER POINTS

Unit race and class are determined by simple majority. If a unit has 3 elven samurai and 27 human fighters, then the unit will be noted as being human fighters. The level of a unit is the average Level of its members, rounded down.

UNIT SIZE

This records the number of counters that go to make up the unit. A single unit may not contain more than 30 counters, though an army may contain as many units as you wish.

UNIT TYPE

This is a reflection of how a unit operates upon the battlefield and what its especial competencies are. Types of unit may be found on page 155.

CREATURES PER COUNTER

This simply indicates how many creatures each counter represents. This value is most commonly 10, but GMs can adjust this value if desired.

COUNTER HIT POINTS

Counter Hit Points are used to measure the damage a unit may sustain in combat before being defeated or even wiped out. Whenever a unit receives damage in excess of its counter Hit Points, one or more counters are removed and the overall size of the unit drops accordingly. Excess damage is recorded on the unit roster. For example, if a unit with 8 counters and 10 counter Hit Points received 20 points of damage, it would lose two counters; if it received 14 points of damage, it would lose only one counter but the 4 surplus points would be recorded on the unit roster, so it would only need to sustain 6 points of damage on the next round to lose a further counter.

Counter Hit Points are determined simply by working out the average Hit Dice of every unit member and multiplying this by the number of creatures per counter, modified as follows:

- Majority of unit has Constitution modifier +/-10% per Con modifier
- Majority of unit has 3 hp or less -25%

INITIATIVE

This is the Initiative modifier (calculated in the usual manner, using Dexterity modifiers, etc.) of the majority of the unit.

Attacks, Damage, Armour Class, and Armour

These are determined by simple majority — the weapons and armour the majority of the unit are armed with are assumed to be carried by all for the purposes of the Unit Roster and unit combat. The majority

of the unit are also used to determine base attack bonus, Strength modifier to damage, and Dexterity modifier to Armour Class.

FEATS, ATTRIBUTES AND CLASS FEATURES

Any unit that has a majority of members with one or more identical Feats, Attributes, or class features will have them listed on its Unit Roster. The following Feats have no effect upon mass combat and so are never listed, however, no matter how many unit members possess them. Members of the unit may still use such Feats individually when not using the BCSC. Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Sunder, Improved Trip, Mobility, Spring Attack, Whirlwind Attack.

ABILITY SCORES & SAVES

Once again, the ability scores and saves of the majority of the unit are noted down on the Unit Roster.

RESOLVING UNIT COMBAT

Unless otherwise stated below, all combat rules detailed in Chapter 12: Combat apply equally to units. Unit combat occurs whenever two units meet in battle and engage in combat. A full summary of unit combat is presented here.

ROUNDS

Unit combat is broken up into 6 second rounds as usual.

INITIATIVE

Before the first round of unit combat begins, each unit involved makes an Initiative check. An Initiative check is a Dexterity check (1d20 + unit's Dexterity modifier). If the unit's leader has the Aura of Command Attribute, a +1 bonus per Rank of Aura of Command is applied to the unit's Initiative check.

ATTACK OPTIONS

When attacking, a unit has three basic options:

Charge: A unit not currently engaged in melee combat may charge any enemy with this option.

Attack: A unit may make either melee or ranged attacks. Units that can strike more than once each round may do so with this attack option.

Withdraw: If involved in melee combat, a unit may attempt to withdraw.

UNIT CHARGE OPTION

Any unit not currently engaged in melee combat may charge an enemy unit. In doing so, the unit gains a +2 charge bonus to its attack roll. The unit will also suffer a -2 penalty to its Armour Class for one round, however. The charge option is the only way in which a unit may initiate melee combat with another.

UNIT ATTACK OPTION

Units may make a melee attack on every round in which one of their faces is in contact with the enemy. If the unit is using a weapon that allows it a long reach, then "in contact" means within weapon range. They may make a ranged attack on any round in which an enemy of which the unit is aware is within range of their weapons.

When resolving ranged attacks, only those counters who have direct line of sight to the enemy may attack. The GM may allow certain weapons to attack by indirect fire, including bows (but not crossbows) and mortars. Counters armed with indirect fire weapons may attack even if they do not have direct line of sight to the enemy.

The usual rules for attacking and defending apply, including Size Modifiers for attacking creatures of sizes other than Medium. There is no specific Size Modifier for the size of the unit, though this can be significant in Outmatching (see page 154).

UNIT WITHDRAW OPTION

A unit may choose to withdraw if the fight runs against them, either to regroup before launching another attack or to attempt to break off from combat altogether. The unit must declare it is withdrawing as a

full action, which may not be combined with any attacks or movement. The following round it must move away, or it is not considered to have successfully withdrawn and is still in combat.

INDIVIDUAL UNIT MEMBERS

Any unit member not actively engaged in unit combat may act as normal, following all the usual combat rules. This includes making attacks of their own, casting spells, or any other action permissible.

DAMAGE

Units are dealt damage in terms of Counter Hit Points, which are effectively the number of Hit Dice of each entire counter in the unit. A counter reduced to 0 Counter Hit Points is considered vanquished, though not all of its members are necessarily slain; a unit reduced to zero counters is similarly vanquished.

To calculate damage, roll the unit's base damage a number of times equal to the number of counters that were involved in the attack and apply it to all the defending counters. For example, if there were 8 counters attacking at a base damage of 1d6+1, you would roll 8d6+8 to find the damage. It will be immediately apparent that a large force attacking a small one from all sides will quickly cut the smaller force to ribbons.

At the GM's discretion, not all of the members of the unit may have been slain, with most simply having fled the field — typically 50% to 80% will have escaped, unless the enemy employs light cavalry to hunt them down as they flee. Survivors of a vanquished unit will not be available under any circumstances until after the end of the battle.

Following an attack in which counters are lost, the attacker decides which of the defender's counters to remove. He may only remove those counters that were in range of the attack. If more damage has been inflicted than there were counters in range to receive it, the additional damage is wasted. On the defender's turn, counters may be moved into position to reform the face of the unit.

Counters that are removed are placed into the dead pile, or if you are not using physical counters or miniatures, keep tally of in the dead column.

OUTMATCHING

When one unit heavily outmatches another, either in terms of numbers or ability, they inflict an incredible amount of damage upon their enemies whilst suffering very little in return. The table below is used to grant attack and morale modifiers to units who heavily outmatch their enemies, or are outmatched in return.

To calculate the outmatching modifier for a given combat, look at how many counters from each side are within melee combat range of the other side. Assume that any counter that can attack does attack. Next, compare the number of attackers to the number of defenders and adjust the attack rolls accordingly. For example, if ten attackers are facing ten defenders, there will be no modifier, but if one side has surged over another so that there are three times as many attackers able to reach the enemy as there are enemy units, apply the suitable modifiers.

The morale modifier is handled differently. To calculate morale, compare the sizes of each army involved in the battle (i.e. the size of every single unit on the field).

TABLE A-12: OUTMATCHING

Outmatching Group Size is...	Attack Roll Modifier	Morale Modifier
Ten or more times enemy's	+5	+5
Five times enemy's	+3	+3
Three times enemy's	+2	+2
Twice enemy's	+1	+1
50% of enemy's	-1	-1
33% of enemy's	-2	-2
20% of enemy's	-3	-3
10% or less of enemy's	-5	-5

SAVING THROWS

You may need to use saving throws in the mass combat system for various different purposes, most commonly the avoidance of magical attacks. Saving throws work as follows: subtract the appropriate saving throw bonus from the DC of the saving throw, subtract one from the result, and multiply the total by five. The result is the percentage of the counters in the area of effect that failed their saving throws. No less than 5% and no more than 95% can fail, whatever the result of the calculation.

Example: *A unit of 10 counters, each counter comprising 10 dwarf warriors, is affected by a fireball spell cast by Issa, a 7th Level Dynamic Sorcerer (Cha 19). The DC is 10 + 3 (fireball spell level) + 4 (ability bonus) = 17. The unit's Reflex save bonus is +2. $17 - 2 - 1 = 14$; $14 \times 5 = 70\%$, so 7 of the 10 counters fail their saves and are dealt 7d6 damage; the remaining 3 counters are dealt half damage.*

Issa rolls 25 points of damage. This deals a total of 175 damage (25×7) for the counters who did not save and 36 points (half of 25 rounded down and multiplied by 3) for those who did, for a grand total of 211 counter Hit Points. The dwarf counters each have 33 counter Hit Points, so Issa's fireball incinerates 6 out of the 10 counters completely. The remaining 13 damage (211 minus 6×33) is dealt to one of the surviving counters.

If the creatures in the unit have armour that is effective against the damage dealt by the spell, deduct this from the initial damage (25 in this case), not the total.

MAGICAL ATTACKS

Spellcasters on the field are always treated as individuals, never as units. You cannot have a team of ten sorcerers hurling ten fireballs at once.

A spell that successfully kills or incapacitates a single creature within a counter will reduce the Counter Hit Points by the number of HD the creature had.

OTHER MAGIC IN THE BCSC

Spells that cause effects other than damage (such as bless or bane) will only provide their bonus or penalty to a unit if the majority of its members can be affected. If only a minority are affected by the spell, it provides no benefit or penalty in unit combat.

Spells that produce effects other than damage can place a single unit member or a group of counters in the unit into a given condition. These conditions are applied on the battlefield as follows:

Any spell that causes mass death, such as cloudkill or power word: kill, sends affected creatures to the dead pile.

Any spell that renders the victims unable to defend themselves, such as sleep or stinking cloud, will kill the counters: though the individuals who make up the counters may still be alive, they do not represent any kind of threat for the remainder of the battle. At the GM's discretion, for added realism crippled counters may be left on the battlefield, but turned upside down or otherwise marked; a unit may take a standard action to perform a coup de grace on any incapacitated counters within reach, adding them to the dead pile.

Any spell that interferes with the victims' ability to fight but does not leave them defenceless, such as entangle, confusion or power word: blind, causes the affected counters to become incapacitated for the duration of the spell. The GM should adjudicate these effects but a circumstance bonus of +2 to any attacks made against the incapacitated counters is a good rule of thumb.

Fear effects, as well as causing the affected counters to flee, prompt an immediate morale check from any members of the same unit.

TURNING UNDEAD

Clerics or other classes who can turn undead may do so normally. Calculate the total number of Hit Dice affected and deduct this total directly from the undead's Counter Hit Points.

MORALE

Very few units fight to the death. As the enemy swarms over barricades and defences, long-time comrades start to fall and swarms of arrows rain down, many warriors choose to throw down their weapons rather than risk a cruel death.

Morale checks are made in unit combat in circumstances outlined in Table A-13: Morale Checks.

TABLE A-13: MORALE CHECKS

Morale Circumstance	Morale Check DC
Unit Size reduced to half of original score	15
Unit Size reduced to one quarter of original score	20
Unit Size reduced to one third of current score in a single round	10
Unit suffers more damage in a round than enemy in melee combat	15
Unit is hit by enemy of three times or greater Unit Size	15
The following modifiers apply to Morale checks:	
Morale	Modifier
Unit Leader	+ Leader's Charisma modifier
Morale modifier*	+/- Morale modifier
Unit Leader with Aura of Command	+ Aura of Command Ranks
Player Character actions	See page 156
Elite unit**	+2
Mercenary unit	-1
Enslaved unit***	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, the bless spell grants a +1 morale bonus to attack rolls — however, in unit combat, it will also grant a bonus to Morale checks.

** To be classed as elite, a unit must fulfil the following criteria: average member has Base Attack Bonus of +4 or higher; unit must have been together for at least one year; all members of the unit must be professional full-time soldiers; unit must have some in-character rationale for its elite status — perhaps it is the King's personal bodyguard, or a heavy cavalry unit whose members are drawn entirely from a particularly military social class (e.g. knights or samurai).

*** Includes any unit whose members have been forced into combat against their will.

If a Morale check is failed, the unit automatically makes a withdraw action in its next round. Thereafter it attempts to leave the battlefield at maximum speed. A unit must pass a Morale check at DC 20 in order to rally and make another attack option in the following round. Characters are under no obligation to flee but from this point, they will be fighting on their own!

UNIT TYPES

There are four different unit types used in the BCSC to reflect differing capabilities and special skills upon the battlefield. The proper use of such units can ensure victory for a general, even in the face of overwhelming opposition.

INFANTRY

Infantry units form the core of most forces and comprise any units that do not meet the requirements to be archers, cavalry, or skirmishers. Such units receive no special bonuses or penalties within the BCSC.

ARCHERS

Any unit armed with a ranged weapon which does not have the Short Range defect, and not wearing heavy armour, is designated as an archer unit. Archer units are able to keep their distance from the main line of battle and rain missiles upon their enemies from a distance.

CAVALRY

Any unit riding any kind of mount into battle is designated as cavalry. Cavalry units are fast moving forces in the battlefield, able to attack enemy units almost at will. To calculate the counter Hit Points of cavalry units, compare the Hit Dice of the mount and the rider and add half of the lower rating to the higher. For example, a 2nd Level warrior mounted on a heavy warhorse would add half of the warrior's Hit Dice to

those of the horse, as the horse has 4 Hit Dice. The counter Hit Points would therefore be a base of 4 for the horse's Hit Dice plus 30% for its Constitution modifier (i.e. +1.2) plus 2 points for the warrior's Hit Dice, then multiplied by 10 for the number of units in the counter, for a total of 72 counter Hit Points.

Mecha suits costing 400 Mecha Points (OBM rank 1) or less and operating in units can usually be treated as Cavalry and count as a 1 HD/100 Mecha Points "mount." More powerful mecha do not usually form units and are dealt with individually (see Player Characters, page 156).

SKIRMISHERS

Any unit wearing no or light armour may be designated as a skirmish unit, taking to the field in a small dispersed formation that allows them to operate with great flexibility. Skirmish units must remain in skirmish formation at all times. A skirmish unit gains a +2 competence bonus on all Initiative checks. No skirmish unit may have more than 4 counters at any one time. Cavalry units with light horses or warhorses wearing no barding may also be designated as skirmish units and gain these bonuses and penalties. Such units are known as skirmishing cavalry.

WAR MACHINES AND MECHA

War machines of all kinds, from catapults and trebuchets all the way up to sorcerous power armour and gigantic golems, are built with the mecha rules as usual.

Usually each mecha should be treated as a separate entity on the battlefield, rather than being formed into units. This is a better reflection of the size and typical military function of mecha, which are more likely to fight individually than as units.

It may be appropriate for certain mecha types to be treated as units, however, particularly if they are golems or other automata, or mecha suits that enhance the power of individual warriors rather than stomping about the battlefield taking on armies single-handed. Mecha units are treated as cavalry, though particularly slow-moving mecha (less than 30 mph speed) should be treated as infantry.

SIEGE ENGINES

Most mundane, medieval-style war machines cost 200 Mecha Points or less, and so can be bought with Personal Gear (two major items of Personal Gear). A ballista is given here as an example; generating similar statistics for catapults, trebuchets and cannon is simple enough if desired.

BALLISTA ATTRIBUTES

Size:	Large
Hit Points:	25 [30]
Operator:	1 [10]
Armour:	5 [25]
Defence:	9 (1d20) [0]
Land Speed:	2 mph [5]
Handling:	-1/-1
Defects:	Flammable [-5], Service Crew (two horses or four humans, required for any use of land speed) [-6], Open [-10], Road Vehicle [-1]

BOLT

Damage:	4d6
Range Increment:	120 feet
Notes:	Armour Penetrating, Crew Served, Slow Firing [14]
Crew:	2 (one operator, one loader)

Cost: 62 Mecha Points (1 major item of Personal Gear)

PLAYER CHARACTERS

The characters should always be at the centre of the action, in BCSC as much as in a regular game. Anything they can do in a standard combat round could also be done in a BCSC round.

UNIT COMBAT

Characters — and major NPCs — are never counted as part of the unit when calculating the Unit Roster. They always act independently, even if mere foot soldiers. Combat for characters in melee combat is handled in exactly the same way as presented in Chapter 12. They are, however, permitted to attack enemy units.

If two units are in combat with one another, characters may choose to aid one side. To do so, they engage in combat with one or more members of the enemy unit, using the normal combat rules given in Chapter 12. Everyone involved in the combat acts in Initiative order, so the characters may have the chance to act before anyone else. If they manage to slay or subdue any of their enemies, however, then the Hit Dice of the creatures they overcome are immediately deducted from the Unit Hit Point score.

For example: whilst leading his heroic unit to attack the mercenary unit Blood Hammers in a desperate charge, Baiko the Samurai, rolling the highest Initiative of the combat, attacks a big mercenary as the rest of his men engage the rest of the enemy. The Unit Hit Points of the Blood Hammers (who are predominantly 4th Level samurai themselves) is 87. Baiko dispatches his foe in one round of combat. Thus, the mercenaries lose 4 Unit Hit Points immediately, bringing them down to a total of 83. The units now fight, in remaining Initiative order.

UNIT MORALE

Player characters are immune to the effects of unit morale, as detailed on page 155, though units are likely to take a dim view of characters who continue to fight as they try to surrender. However, many of a character's actions in combat will have a direct influence on how his or her unit fights. The table below lists some of the more common actions a character may attempt to boost the morale of his or her unit. The GM is welcome to add others as the need arises; a character should always be awarded for bravery and will certainly earn the respect of the unit. The morale bonus earned applies to the unit's attack and damage rolls for the rest of the combat, as well as to morale rolls made on the Table A-13.

TABLE A-14: MORALE MODIFIERS

Character Action	Morale Bonus to Unit
Slaying enemy unit leader	+2
Slaying enemy officer/sergeant	+1
Destroying enemy war machine	+1
Fleeing battle	-4
Slaying 10% or more of enemy unit in one round	+1

GAINING EXPERIENCE

Experience point awards can be difficult to calculate in mass battles, so for simplicity the following system is used.

Characters gain experience as normal for the creatures they themselves defeat. For example, if they personally lead a unit and end up slaying the enemy leader and six of his unit, they receive an experience award as normal based on the leader and six men, even if their own unit butchered everyone else in the unit.

Story awards are given at the GM's discretion to characters who lead entire units or armies and are victorious.

Note that defeating a unit does not necessarily mean slaying every last warrior. Capturing a unit without a single weapon being used will earn a story award, as will outsmarting or sneaking round an enemy. The GM should be flexible in granting experience points and reward characters for all their achievements.

UNIT EXPERIENCE

In a long-running military campaign, the GM should consider allowing units to gradually advance, perhaps at the rate of around one Level per five to ten battles, so long as the majority of each unit is brought through every battle alive.

d20
system

d20 mecha



**FREE
BONUS
MATERIAL**

d20 System Mecha Creation Rules

Mecha Design

This section provides rules for creating mecha of all sorts, from oared galleys and Gnomish war machines to cars, main battle tanks, airplanes, submarines, powered armour ... and giant robots.

d20 Mecha is an effects-based system. Start with a general concept for a giant robot, suit, or vehicle, and use these rules to translate it into game mechanics. The system is concerned with what a mecha does, not the nuts-and-bolts details of what technology is or isn't available in a particular setting. That is up to the GM.

There is no need to keep track of weight, money, power, volume, or other considerations of that nature. Instead, an abstract "Mecha Point" game mechanic rates relative capability of the mecha design. The section Mecha Point Equivalent (page 184) explains how to translate Mecha Points into other units, such as experience levels, gold pieces, dollars, or wealth checks.

What is a Mecha?

In Japan, "mecha" is used to refer to the various mechanical designs created for an anime series, from ordinary cars and motorbikes to robots and starships. Big piloted robots are just called "robots," although most anime series adopt their own term for them, like "mobile suits," "armoured troopers" or "arm slaves."

In the west, "mecha" is sometimes used in the Japanese sense, and sometimes to refer to piloted robots.

In *d20 Mecha*, a "mecha" is any vehicle, suit, construct, or giant robot built with Mecha Points.

The word mecha is both singular and plural, just like "samurai" or "ninja."

•• DESIGNER'S NOTE ••

Science vs. Magic, Reality vs. Fantasy

Although some of the text that follows for the mecha creation rules uses modern, scientific terminology, players and GMs should not feel constrained by this. The rules herein are intended to allow total freedom in mecha creation, be it ultra-realistic military vehicles, sea galleons from the age of piracy, super-science starships of epic space opera, or magical mecha in a fantasy setting. The most important thing one should keep in mind while looking at the mecha creation rules are the rules themselves. If one wants to have Explosive Reactive Armour (page 169) on his or her sea galleon, the player should not feel restricted against doing so by the fact that such high-tech armour did not exist in the age of pirates. The Explosive Reactive Armour could represent additional layers of armour on the ship's hull which provides protection against attacks in a similar game mechanical fashion as the ERA rules despite the fact that the real-world effect is different. Never let the text constrain your imagination.

Mecha Points

Each mecha design will cost a certain number of Mecha Points depending on its statistics and qualities. Mecha Points are an abstract representation of the qualitative value of the mecha. A character gains a number of Mecha Points depending on his or her access to resources as well as the character's importance in organisations — see Starting Mecha Points, below.

Starting Mecha Points

The chart below provides examples of Mecha Point power levels. The equivalent Ranks of the Own a Big Mecha Attributes from *BESM d20* are also indicated.

•• MECHA POINT EQUIVALENTS ••

Street or Soldier Level <i>Personal Gear</i>	200 Mecha Points. This will buy the kind of vehicles and mecha one would expect in a game about street-level operatives, like bounty hunters or gangsters. A bullet-proof hotrod, for example. It is also suitable for a team of modern soldiers. Thus, a crew of four player-characters could pool their Mecha Points and buy an M1 Abrams tank.
Agent Level <i>Own a Big Mecha Level 1</i>	400 Mecha Points. This will buy the kind of gear that super agents or cyberpunk anime heroes have. Personal powered suits, for example, or a "do anything" spy car.
Mecha Troopers Level <i>Own a Big Mecha Level 2</i>	800 Mecha Points. This will buy a one-man mecha roughly as powerful as a modern-day battle tank or jet fighter. A group of characters who pool their Mecha Points could buy a small fighting ship or space cruiser. Many giant robot anime shows have mecha at this power level.
Super Mecha Level <i>Own a Big Mecha Level 3 or 4</i>	1,200 to 1,600 Mecha Points. This will buy a mecha that is far beyond any modern day fighting machine. This is the standard power level for mecha in giant robot shows where the heroes' mecha are far tougher than the typical "grunt" mecha (usually built on 800 Points) they face.
Guardians Level <i>Own a Big Mecha Level 5 or 6</i>	2,000 to 2,400 Mecha Points. This will buy a mecha that is potentially world-shaking in its power. Campaigns similar to anime series where the characters are a small group of teenagers who are the only beings preventing the destruction of Earth will often start with mecha at that this level.

Designing Mecha

Mecha Point Cost

Mecha design is a multi-step process, much like character creation. It is up to the GM whether players can design their own mecha or whether they must select them from existing designs.

If the GM allows players to design their own mecha, he or she should specify how many Mecha Points are available. Additionally, the GM must indicate whether any particular abilities are required or forbidden, or if the mecha must follow a particular theme. For example, "each character must have a personal medium-size mecha suit" or "all mecha must be submarines" or "everyone should have a gargantuan or colossal giant robot that can travel in space." The GM may ask players to revise their mecha designs to fit the game setting.

Design a mecha by selecting various characteristics, such as Hit Points, Armour, occupancy, or special abilities or weapons. Each has a Mecha Point cost; sometimes this is positive, sometimes negative.

Add all the costs together to find the Total Mecha Point Cost. This is the number of Mecha Points that it costs to start with this mecha, or the total used in any Mecha Point Equivalence formula.

There is no cost for a mecha's Type or Size, since the advantages and disadvantages tend to balance.

•• DESIGNER'S NOTE ••

Mecha Statblock

Like creatures, mecha have a number of statistics. After a mecha is designed, record it using this format:

(Mecha's Name)

Type: Whether the mecha is a suit, giant robot, or vehicle.

Class: The general category of mecha, like "sailing ship" or "main battle tank." This is up to the designer to specify; the classes are not defined by the rules. This determines what Skills or Feats are needed to operate the mecha.

Size: The mecha's size, which may range from fine to colossal. Most mecha designed to carry human-sized passengers will be medium-sized or larger. List the longest dimension and mass in parenthesis, for example: "Colossal (70' tall, 100 tons)."

Hit Points: The mecha's Hit Points, for example "200 HP."

Occupants: The number of medium-sized occupants the mecha transports. If the mecha has both crew and passengers it will have two entries separated by a slash. The second is passengers.

Cargo: The cargo the mecha can carry in either lbs. or kg.

Armour: The mecha's damage reduction.

Defence: The mecha's defence, factoring in the values from Armour (if any) and size. Value listed in brackets is for *BESM d20's* Armour Class rules.

Strength: The mecha's strength ability. This is only listed for giant robots and suits, not for vehicles.

Land Speed (or Air Speed, etc.): The mecha's top speed in the specified environment, in mph or kph, with the combat speed (usually in feet, metres, or squares) noted in parenthesis. Follow underwater speed with the depth it can dive and an air speed entry with the ceiling (for example, Ceiling: 12,000'). If space flight, list thrust in G (for example, 3 G) and if realistic space flight, also G-grounds and a parenthetical delta-V. If the mecha is a suit, or has FTL, a multiplier is given instead of an actual speed, such as land speed x2.

Handling: The mecha's Initiative and Manoeuvre modifiers. List Initiative first, then Manoeuvre, separated by a slash. Some d20 System games use a single Handling modifier instead of two statistics. If so, list it with (handling) in parenthesis to prevent confusion.

Special Abilities: The other capabilities possessed by the mecha, such as sensors or an ejection seat. Special abilities are listed one at a time in alphabetical order. If a special ability requires an additional notation (for example, the range of a sensor) list it in parenthesis.

Exotic Abilities: Any exotic abilities possessed by the mecha, along with their any parenthetical notes regarding their capabilities. Exotic abilities include Force Field, Merging, Summonable, and Transformation. If an exotic ability has an additional notation, list it in parenthesis.

Defects: List any overall flaws the mecha possesses, such as being Flammable or a Hangar Queen. Defects are listed one at a time in alphabetical order (for example, Defects: Flammable; Hangar Queen; Windows). If the Defect has an additional note, list it in parenthesis — for example, Reduced Endurance (3 days).

Weaponry: The names of the weapons built into or carried by the mecha. See Weapons, page 176.

Required Feats or Skills: Any Feats or Skills required to operate the mecha, such as Pilot.

Cost: The total Mecha Point cost of the mecha. If desired, a conversion to dollars, credits, gold pieces, or other Points may be listed in parenthesis. For example, "Cost: 100 Mecha Points (20,000 gp)."

Mecha that can transform or merge may have multiple stat blocks.

Concept

Decide on the basic concept of the mecha and how many Mecha Points you will spend on it. Here are some possible concepts:

Aircraft

These could be airplanes, helicopters, wind-powered sky-boats, or swift anti-gravity flyers.

Armoured Fighting Vehicles (AFV)

Conventional battle tanks, troop-carrying APCs, or tiny mini-tanks for city fighting.

Piloted Giant Robot

The classic humanoid battle machine with Operator riding in a cockpit.

Monsters

GMs can also use these rules to design giant-monsters-that-ate-Tokyo.

Organic Mecha

These living machines can be anything from a powered suit to a battleship.

Powered Armour

A form-fitting suit of strength-amplifying armour.

Spaceship

Small scoutships, sleek starfighters, rusty tramp freighters, or giant battleships and carriers.

Super-Car

It looks like a car but may be bulletproof, drive underwater, or even fly.

Transforming Mecha

A motorcycle that turns into powered armour, for example, or a big humanoid robot that becomes a fighter plane.

Watercraft

How about a sleek and deadly submarine, a powerful battleship, a stately galleon, or a fast hydrofoil?

•• DESIGNER'S NOTE ••

Design Checklist

Once the concept has been established, follow this procedure to design the mecha:

1. Choose Mecha Type (page 161).
2. Choose Size (page 161).
3. Choose Hit Points (page 161).
4. Choose Occupants and Cargo (page 162).
5. Choose Armour (page 162).
6. [Optional]: Choose Defence modifier (page 163). Calculate Defence.
7. Choose Strength, if a giant robot or suit (page 163).
8. Choose Speed (pages 163).
9. Choose Handling (page 165).
10. Choose Special Abilities (pages 167).
11. Choose Exotic Abilities (pages 172).
12. Choose Defects (page 174).
13. Design Weapons (pages 176).
14. Add up all Mecha Point costs. This gives the actual cost.
15. Determine what Skills or Feats are needed to control the mecha.
16. Record the mecha's statistics, and give it a cool name, description, and background.



BONUS MATERIAL:
MECHA CREATION

Step 1

Choose Mecha Type

There are three broad types of mecha. Decide which to create: a Suit, a Giant Robot, or a Vehicle.

Suit

A form-fitting suit of armour, worn rather than driven. This includes exoskeletons and powered armour suits that are no more than 1.5 times as large as the wearer. A suit has no room for extra gear: the Operator must wear tight or no clothes, no armour (except for ultra-tech skintight armour), and bring no extra equipment.

Giant Robot

A giant robot is a piloted humanoid or animal-shaped vehicle that is larger than its Operator and has creature-like agility and/or manipulatory ability, via means of limbs and/or a flexible body and jaw. A giant robot could be anything from a humanoid fighting machine to a mechanical sea monster. If it stays on the ground, and moves at no more than High Speed (750'/round), a giant robot has the advantage that it moves like a character or creature — there is no need to use the vehicle movement rules when it goes into combat.

Vehicle

A vehicle is a piloted mecha that is notably larger than its pilot and not classed as a giant robot. Vehicles include everything from ordinary wagons and cars to pirate galleons and space battleships. A machine with a simple bulldozer blade or tow arm is still considered a vehicle rather than a giant robot, since it lacks any flexibility of movement. Since vehicles do not acquire Strength, they are cheaper than giant robots.

Step 2

Choose Size

Decide how big the mecha is. The appropriate sizes for mecha are: fine, diminutive, tiny, small, medium, large, huge, gargantuan, or colossal.

There are two restrictions on size:

If creating a mecha suit, it must be the same size as the intended wearer. A suit for a human is medium size; a suit worn by a colossal dragon will also be colossal.

If creating a vehicle or giant robot, it must be at least one category larger than the largest being it is intended to carry. Thus, a giant robot or vehicle big enough for a human to ride inside must be at least large.

Many giant robots or vehicles will be more than one size category larger than their intended occupants. Exception: If the occupant will ride on it, like a bike or surf board, it can be up to two sizes smaller.

Specify its dimensions (tall) or (long). Most vehicles are long; suits and giant robots tend to be tall if humanoid, or long otherwise. Specify the mecha's longest dimension (height if tall, length if long) and empty weight, choosing from within the available ranges given on the Size and Weight chart.

Some examples of common mecha sizes:

Medium size: Powered armour, motorbike, dinghy.

Large: A small car, speedboat, van, limousine, or light airplane. An 8-16' (2.5-5 m) giant robot.

Huge: A large car, small armoured personnel carrier (APC), a truck, WWII-era fighter. A 16-32' (5-10 m) giant robot.

Gargantuan: A large AFV or truck, a medium aircraft, railway car or locomotive, tramp freighter. A 32-64' (10-20 m)+ giant robot.

Colossal: Anything larger, from the size of a jumbo jet to a giant starship. A 64' (20 m)+ giant robot.

•• TABLE ••

Size and Weight Chart

SIZE	EXAMPLE	MODIFIER	DIMENSIONS	EMPTY WEIGHT
Fine	Micro-machine	+8	up to 1" (3 cm)	up to 1/2 lb.
Diminutive	Small toy	+4	1-6" (3-15 cm)	1/4 to 10 lbs.
Tiny	RC toy	+2	6"-1' (15-30 cm)	5 to 50 lbs.
Small	Police RC robot	+1	1-4' (.3-1.2 m)	25 to 250 lbs.
Medium	Motorcycle	+0	4-8' (1.2-2.5 m)	100 lbs. to 1 ton
Large	Small car	-1	8-16' (2.5-5 m)	1/2 to 4 tons
Huge	Luxury car	-2	16-32' (5-10 m)	2 to 40 tons
Gargantuan	Heavy tank	-4	32-64' (10-20 m)	10 to 400 tons
Colossal	Jumbo jet	-8	64'+ (20 m+)	50+ tons

The modifier is the size modifier of the mecha.

A good way to estimate weight for very large mecha: weight in tons = (longest dimension x longest dimension x longest dimension) divided by 1,000.

Step 3

Choose Hit Points (HP)

Hit Points measure the damage a mecha can sustain before being knocked out of action. The "base" column lists the default values.

The examples are for Hit Points using the same scale as d20 Modern, and are well balanced against modern weapons. HP vary widely in different d20 System games, however — assign whatever HP value best fits your own game setting. For other examples of Hit Points, see the sample mecha designs.

The overlap between size categories is intentional, since a smaller mecha might be tougher than a larger one if made from especially durable materials. Hit Points on the lower end of the scale are appropriate to mecha that are smaller or more lightly built within a category; larger or heavier mecha have more HP.

Mecha Point Cost: Base Hit Points are 0 if medium size or smaller, 10 if large, 20 if huge, 40 if gargantuan, 100 if colossal. Each extra HP beyond base HP costs 2 Mecha Points. A mecha can be given fewer Hit Points than the base for its size. This is common for transport aircraft, which are Colossal, but still relatively fragile. The Mecha Point Cost is -2 per hit point below the base. It should not have less than half the base Hit Points.

•• EXAMPLE ••

Mecha Hit Point Examples

SIZES	BASE	RANGE	EXAMPLES
Tiny	0 HP	1-10 HP	RC Toy (3 HP)
Small	0 HP	1-15 HP	Bomb Squad Robot (15 HP)
Medium	0 HP	1-25 HP	Motor Scooter (15 HP)
Large	10 HP	10-40 HP	Compact Car (30 HP)
Huge	20 HP	20-50 HP	Armoured Carrier (48 HP)
Gargantuan	40 HP	40-120 HP	Main Battle Tank (64 HP)
Colossal	100 HP	100+ HP	Destroyer Warship (150 HP)

BONUS MATERIAL:
MECHA CREATION

Mecha Hit Points

d20 Mecha (like *d20 Modern*) assumes that vehicles and other mecha will have far fewer Hit Points than equivalent-sized creatures. This is because they possess Armour. Tanks and other vehicles — including giant robots — can only sustain a few penetrating shots from heavy cannon or missiles before they are destroyed. *d20 Mecha* reflects this reality, as it closely fits the cinematic paradigm of fast and furious anime dogfight action.

This approach, however, need not suit every game. In some settings, giant robots can sustain much more punishment, perhaps due to advanced ablative armour coatings or the like. GMs may also wish to assign mecha HP totals that more closely match those of monsters or high-Level characters. If so, double or even triple the recommended HP range.

Some d20 System games also use a binary system that splits Hit Points into two values with different names. If using *d20 Mecha* with such a system, a mecha's Hit Points are equivalent to whichever value that represents physical damage (wounds, life blood, etc.), rather than the value for abstract vitality or energy.

A few games also replace Hit Points with other values. For example, Mongoose Publishing's *Armageddon: 2089* setting uses Structure Points rather than Hit Points. Structure Points = Hit Points x 10 (or Hit Points = Structure Points ÷ 10).

Step 4

Choose Occupants and Cargo

A mecha suit's occupancy is a single person whose size is the same as that of the suit. Thus, if the suit is medium size, it is usable with a medium-sized occupant. A suit has no cargo capacity.

Occupants

For vehicles and giant robots, decide how many medium-sized occupants are carried. An occupant may be a crew member or passenger, usually seated but sometimes standing. The maximum is 1 if small, 2 occupants if medium, 4 if large, 12 if huge, 50 if gargantuan; if a colossal mecha, the only limit is the optional realism consideration detailed under Maximum Loads (page 162).

There are two types of occupants for a giant robot or vehicle:

Operators are crew members who can use the mecha's systems in action: pilots, gunners, battery commanders, as well as equipment operators who main crucial systems such as sensors or communications. Many mecha have only one Operator, the pilot or driver; others have several. In a large naval vessel or starship, these are usually the bridge crew and gunners. Mecha that require many people simply to keep it operational have the Service Crew Defect (page 176)

Passengers are everyone else. This includes passengers, but also maintenance and service crew, such as cooks, medics, engineers, sailors, troops, battery weapon loaders, and even off-duty ops crew for smaller mecha carried aboard. Not all mecha have passengers.

Decide on how many Operators and how many passengers are carried.

Mecha Point Cost: 10 per Operator; 4 per passenger. Exception: If mecha is colossal and has 25+ passengers aboard, their cost decreases: 26-50 passengers cost 100 Points, 51-100 passengers are 150 Points, 101-200 cost 200 Points, 201-400 cost 250 Points, etc., at +50 Points per doubling of capacity.

Cargo

A mecha may devote space to cargo. This can be either an internal cargo hold or trunk, or an external cargo bed, or even underwing pylons. Some or all of a mecha's cargo may be designated as liquid tankage or hangar space if desired; there is no extra cost for this, but it cannot easily be used for much else. Not all mecha have cargo spaces.

Mecha Point Cost: 1 per 200 lbs. (100 kg), or 10 per ton (or tonne). Exception: If mecha is colossal and has 10+ tons (or tonnes) of cargo aboard, cost is reduced: 10-20 tons cost 100 Points, 21-40 tons cost 150 Points, 41-80 tons cost 200 Points, 81-160 tons cost 250 Points, etc., at +50 Points per doubling of capacity.

Maximum Loads

For realism's sake, total weight of occupants and cargo in a giant robot or vehicle should rarely exceed half the mecha's weight. Treat occupants (including seats, etc.) as 400 lbs. (200 kg), that is, 5 occupants to a ton (or tonne).

Step 5

Choose Armour

Mecha are tougher than people. Assign the mecha a Armour value (also called damage reduction). This is a value from 1 to 30, which is subtracted from any damage inflicted to the mecha's Hit Points.

The chart to the right gives sample Armour values for real-world vehicles. These are suggestions and not meant to constrain designs — different d20 System games can have different values for similar vehicles.

Another way to select an Armour value is to decide what sort of weapon the mecha can routinely ignore and assign it sufficient Armour to stop the average damage of that attack. For example, if a 0.50-caliber machine gun inflicts 2d12 damage (an average of 6.5 points per d12) and the mecha should stop most 0.50-cal. bullets, a Armour of 13+ is required.

If the GM permits players to build their own mecha, he or she may choose to restrict them to a certain range of Armour values to ensure they are balanced against likely opposition. There is nothing wrong with the characters (or their foes) being tough, but they should not be utterly invulnerable.

Mecha Point Cost: 5 per Point of Armour. Also, heavy Armour will increase the cost of speed.

•• EXAMPLES ••

Mecha Armour Examples

VEHICULAR EXAMPLE	TYPICAL ARMOUR
Rubber raft, rowboat	0-2
Motorcycle, oared galley	2-5
Automobile, light aircraft	4-6
Large sailing ship, jet airplane	4-8
Pick-up truck, jeep	5-7
Semi-truck, cargo steamship	5-9
Attack helicopter	7-10
Armoured car or limousine	10-11
Typical "powered armour" suit	10-14
Armoured Personnel Carrier	9-15
Infantry Fighting Vehicle	13-16
Medium tank (WWII era)	12-18
Battleship (WWII era)	18-20
Main battle tank (modern era)	18-25
Powerful giant battle robot	15-30

Step 6 (Optional)

Choose Defence

d20 Mecha assumes mecha Armour does not also grant a defence bonus; this is consistent with most of the vehicle designs of *d20 Modern*.

Not all d20 System games make that assumption, however.

A mecha's Armour can also provide an equipment bonus to Defence. Choose a Defence value for the Armour from +1 to +10. This defence bonus depends more on the shape and material of Armour than its thickness. Some examples:

- +1 to +3 if ordinary materials such as wood, synthetics, or light metal.
- +4 to +6 if paramilitary armour, partial armour, or steel plate. A car with bullet-proof panels, an aircraft with armour over the engine and cockpit, or the tough steel hull of a modern ship.
- +6 to +10 if military armour such as composite laminates, sloped steel, battleship armour, etc.
- Force Shields: A defence bonus can also represent a force shield that deflects rather than absorbs damage, or a combination of armour and a force shield.

Mecha Point Cost: 5 Points per +1 to defence up to Def +5; for defence 6+, cost is (defence x defence). Thus, Def +8 would cost (8 x 8 = 64) 64 Mecha Points.

Defence (Def)

Determine the mecha's actual Defence (Def) number using this formula: 10 + defence bonus (if any) + size modifier. For players using *BESM d20*, the Defence value is equal to a 1d20 roll + defence bonus (if any) + size modifier. The size modifier is +8 if fine, +4 if diminutive, +2 if tiny, +1 if small, 0 if medium, -1 if large, -2 if huge, -4 if gargantuan or -8 if colossal.

This Def can be increased by the pilot's Dex bonus and any class abilities or Feats that increase mecha Def.

Step 7

Choose Strength

A mecha suit's Strength modifier is an equipment bonus to its wearer's Strength score.

A giant robot's Strength ability score replaces its wearer's Strength score when operating the mecha.

A vehicle does not have a Strength score, since it cannot lift or manipulate objects.

•• EXAMPLES ••

Mecha Strength Ranges

Sizes	Giant Robot	Suit bonus
Fine	Str 1	Str +0
Diminutive	Str 1-3	Str +0
Tiny	Str 1-10	Str +0
Small	Str 5-15	Str +0 to +5
Medium	Str 10-25	Str +0 to +15
Large	Str 15-35	Str +5 to +25
Huge	Str 20-50	Str +10 to +40
Gargantuan	Str 30-75	Str +20 to +65
Colossal	Str 40-100	Str +30 to +90

If the mecha is a suit or giant robot, select its strength from within the range shown on the Strength Range Chart for its chosen Size.

If a giant robot, record the Str ability modifier in parenthesis after the Str value. It is equal to (ability x 1/2) -5 (round fractions down). Thus, Str 50 gives a +20 bonus — Str 50 (+20).

Mecha Point Cost: For giant robots, this is (Str-10) x 3 Points. Thus, a giant robot with Str 40 would pay (40-10) x 3 = 90 Points. For suits, this is 3 per +1 Str. Thus, a suit with a Str +10 pays 30 Points.

Step 8

Choose Speed

There are seven types of speed: Land, Air, Water, Underwater, Burrowing, Faster-than-Light (FTL), and Space. A mecha can have ratings for some or all of them.

A mecha's speed (except for space or FTL) is measured in miles per hour (or kph). See also Combat Speeds for Mecha sidebar, right column.

Use these rules to determine vehicle or giant robot speed. Special rules apply to mecha suits. If designing a mecha suit, refer to Mecha Suit Movement, page 163.

Land Speed

Land speed is the maximum speed the mecha can move on solid ground. A mecha will have a land speed statistic if it is capable of sustained movement and manoeuvre on the ground. This usually means it has legs, wheels, tracks, or a combination, or perhaps even a snake-like body.

Land speed is unnecessary if the mecha, such as a helicopter or a boat, cannot move on land or only does so as a short takeoff or landing (for example, an airplane).

Select the land speed in mph (or kph). Then calculate its combat speed. Exception: Suits use special rules; see Mecha Suit Movement, page 163. Some examples of land speeds:

- 10 mph (16 kph) is typical of bulldozers or lumbering steam-powered mecha.
- 30-50 mph (48-80 kph) is a good speed for a giant robot or a modern tank.
- 100 mph (160 kph) is a typical top speed for an ordinary car, while a sports car or racing bike could do 150-175 mph (240-280 kph).
- 750 mph (1,200 kph) is just above Mach 1, the speed of sound. A rocket-powered car travelling at about that speed holds the current world land speed record.

Mecha Point Cost: 1 per 10 mph (16 kph) of land speed x Armour; treat Armour 4 or less as 5.

Example: The Mach Buster super car has land speed 700 mph and Armour 6. It costs 700 ÷ 10 x 6 = 420 Mecha Points.

Mecha Suit Movement

Unlike a giant robot or vehicle, a suit's movement is based on the capabilities of its wearer. For example, a human's suit will let the wearer walk, a dragon's suit will let him walk and fly, and a mermaid's will let her swim.

Sometimes the suit's weight will slow the wearer down, but mecha suits often (but not always) include a powered assist that allows the wearer to run faster and jump greater distances.

Select the suit's speed multiplier. This can be x2/3, x1, x1.5, x2, or x3.

If the wearer is capable of multiple movement types, select the multiple for each movement type (paying Mecha Points separately). For example, a dragon will select ground and air movement for its suit.

BONUS MATERIAL:
MECHA CREATION

The speed multiplier will be applied to the suit wearer's normal speed to determine his or her speed when using the suit. Thus, a human's normal speed is 30' (10 m), so in a suit with a x1.5 multiplier he would move at 45' (15 m)' per turn. A speed multiplier of x2/3 means the suit has no power assist, slowing the wearer to 2/3 his or her speed, much like a normal suit of medium or heavy armour does.

Mecha Point Cost: This is 2 x speed multiplier x mecha's Armour (but treat Armour 4 or less as 5). For example, if the speed multiplier was x1.5 and Armour was 10, it would cost (2 x 1.5 x 10) 30 Mecha Points.

A suit may also buy air, water, or space (but not land) movement if its wearer does not normally possess that capability. For example, a human's suit could buy air speed and manoeuvrability, representing a jet pack or mechanical wings. Use the rules for giant robots to determine the Point cost of this movement.

Burrowing Speed

A mecha given a burrowing speed can move earth and/or tunnel underground. Top speed assumes the mecha is going through sand or packed earth. Tunnelling through solid rock is 1/10 speed. The tunnel it leaves behind can be either permanent or collapse after it — specify which when the mecha is created. Select burrowing speed in mph (or kph), then calculate combat speed.

Mecha Point Cost: 1 if fine, 2 if diminutive, 3 if tiny, 5 if small, 10 if medium, 20 if large, 30 if huge, 40 if gargantuan or 50 if colossal size per 2 mph (3 kph) of burrowing speed.

Water (and Underwater) Speed

This is the maximum speed the mecha can move in or under water. Select the mecha's water speed in mph (or kph), and then calculate its combat speed. If the mecha can move underwater, select an underwater speed and a surface speed that is the same or higher than the underwater speed.

Suits use special rules; see Mecha Suit Movement, page 163. Some examples of water speeds:

- 5 mph (8 kph) is typical of slower sailing craft or row boats.
- 10 mph (16 kph) is typical of faster sailing craft, galleys, mini subs, or amphibians.
- 25-35 mph (40-56 kph) is typical of modern ocean-going ships.
- 50 mph (90 kph) is typical of speed boats and hydrofoils.
- 318 mph (511 kph) is roughly the world water speed record for a jet-powered speed boat.

If the mecha can dive and travel underwater, select its maximum dive depth, in feet or metres. Historically, the first 19th-century submarines could dive no deeper than 50' (15 m). By World War II, subs reached 600' (200 m); today's nuclear subs dive to 1,000-1,500' (300-500 m). Specialised research/salvage craft can dive much more deeply — 36,000' is a world record.

Mecha Point Cost: 1 per 5 mph (8 kph) per point of mecha Armour; if Armour is 4 or less, treat as 5. Double cost for underwater movement. If the mecha can travel underwater but has a faster surface speed, buy the underwater speed, and pay normal cost for each extra 5 mph (8 kph) over the underwater speed.

Each 10' (3 m) of diving depth x the Armour of the vehicle costs 1 Mecha Point, or 2 Points if the mecha is of colossal size. Example: a gargantuan mecha with Armour 10 gains 100' (10' of diving depth x a Armour of 10) per Mecha Point. Thus, it can dive 30,000' for 300 Mecha Points.

Ceiling and Air Speed

Some mecha can fly through the air. If the mecha can fly, decide how: wings and jets or propellers, rotors, rockets, anti-gravity, flapping wings, hot air, magic, etc. Then select air speed and ceiling.

Select the mecha's flight ceiling in feet (or metres). This is the highest altitude it can reach. The base ceiling is 500' (150 m), suitable for a jet pack-equipped robot or suit. A higher ceiling can be selected; typical ceilings are 7,500-15,000' (1,500-5,000 m) for helicopters, 10,000-40,000' (3,000-12,000 m) for propeller aircraft, and 30,000'-80,000' (10,000-24,000 m) for jets.

Choose the air speed that the mecha can attain. For very fast mecha such as fighter jets, it is more cost-effective to give the mecha an air speed only 1/2 whatever their absolute maximum speed will be, then take the Booster special ability (page 167). This represents use of afterburners. Most balloons should take a low speed and the Wind Powered Defect (page 176).

Select the mecha's air speed in mph (or kph), and then calculate its combat speed. If the mecha lacks any propulsion system (such as a flying building or tethered balloon) pay only for its ceiling. Suits use special rules; see Mecha Suit Movement, below.

Examples of air speeds:

- 20 mph (30 kph) is a good balloon speed.
- 55 mph (90 kph) is the maximum horizontal speed of a peregrine falcon, the fastest bird.
- 150 mph (240 kph) is typical of fast helicopters or light propeller aircraft.
- 400 mph (640 kph) is a fast late WWII propeller-engine fighter airplane.
- 550 mph (880 kph) is a typical civilian jet (or a ground attack fighter).
- 750 mph (1,200 kph) is roughly the speed of sound; it's typical of a jet fighter without afterburners.
- 1,500 mph (2,400 kph) is typical of a fast interceptor like the F-15 Eagle, using afterburners.
- 2,200 mph (3,520 kph) is the fastest jet aircraft, the SR-71 Blackbird.
- 17,000 mph (27,400 kph) is the speed required to reach orbit, and 25,000 mph (40,000 kph) is Earth's escape velocity, enough to escape its gravity into deep space.

Mecha Point Cost: 10 for a ceiling of up to 500' (150 m); for a higher ceiling, +1 per 1,000' (300 m). Each 10 mph (16 kph) of air speed costs 1 per point of mecha Armour; if Armour is 4 or less, treat as Armour 5.

Example: The giant robot Diomedes Prime (Armour 15) can fly at 200 mph at a ceiling of 3,000'. Its ceiling costs (10 + 3) 13 Points; its air speed costs (200÷10 x 15) 300 Points.

Space Flight

The mecha can propel itself in space. There are four ways to travel around in space: Realistic Space Flight, Dramatic Space Flight, Space Sails, and Faster-Than-Light (FTL).

The GM may rule that some of these methods are not available in a game. For example, a "hard science fiction" setting only Realistic Space Flight or Space Sails may be available. On the other hand, a space opera setting might use Dramatic Space Flight and FTL Drive.

Realistic Space Flight

The space drive blasts out mass (often heated or energised) to produce thrust. It is limited by the amount of reaction mass carried aboard. Depending on the technology, the reaction mass could be anything from rocket fuel to alchemical powder. Many science fiction spacecraft are fusion drives, using water or hydrogen.

Thrust

This is how fast the spacecraft can increase its velocity or change its course — both are the same thing. It is measured in gravities, or G: a thrust of 1 G is an acceleration equal to Earth's gravity, roughly 32' or 9.8 m per second per second. In game terms, it can be assumed — with a great deal of abstraction — that each G of thrust lets the mecha increase or decrease its current velocity by about 1,000'/round.

G-Rounds

This is a measure of how long the mecha can accelerate before using up its onboard reaction mass (once this happens it can just coast). A mecha uses up 1 G-Round each time it uses 1 G of thrust for one round. If it accelerated at 2 G (assuming it can) for five rounds, it would use up 10 G-Rounds; if it accelerated at 0.1 G for 1,000 rounds, it would use up 100 G-Rounds, and so on.

Delta-V

For the realism-inclined, delta-V is a measure of the top speed a mecha can build up to before it runs out of reaction mass and must coast. Most mecha, when travelling, will only accelerate to a velocity no more than half their delta-V to ensure they have sufficient reaction mass to decelerate again (since deceleration is an application of reverse-thrust). $\Delta V = G\text{-Rounds} \times 125 \text{ mph (200 kph)}$; thrust does not figure into this. If a mecha has a thrust of at least 2 G and a delta-V of about 20,000 mph (32,000 kph) or more, however, it has enough thrust to lift off from Earth and boost itself into orbit (25,000 mph (40,000 kph) is escape velocity).

Note that exhausting all a mecha's onboard reaction mass isn't the same as running out of power or life support — a mecha with a reaction engine can still function perfectly normally if it's out of reaction mass; it just can't accelerate or decelerate in space.

Select the mecha's thrust in G (this may be a fraction) and its G-rounds (usually a multiple of acceleration). Most short-range "space fighter" type mecha should have a number of G-rounds equal to at least 10 x their acceleration. Long-range spaceships should have enough G-rounds to give them a delta-V of 1,000 or more, which usually means accepting a lower acceleration.

Mecha Point Cost: Cost (per drive) is Thrust (in G) x G-Rounds x Armour x 0.1. If Armour is 4 or less, treat as 5. For example, if a gargantuan space fighter with Armour 10 has 3 G thrust and 100 G-rounds (Delta V 12,500 mph), the Mecha Point cost is $(3 \times 100 \times 10 \times 0.1) 300$.

Dramatic Space Flight

The mecha can accelerate constantly for as long as it has power — it ignores mundane considerations like reaction mass, so the top speed is limited only by its endurance (see Defects, page 174) or any physics-based considerations the GM wishes to impose, like the speed of light. Sure, that defies the laws of physics, but if 60' tall giant robots exist, who is going to care?

Select an acceleration in G: each G lets the mecha increase its speed by 1,000' per round (thus, 0.1 G would allow 100', while 6 G would allow 6,000'). If it stops accelerating, it will continue moving at its listed speed. It can decelerate instead of accelerating, reducing its speed by its thrust rating (thus, -100' for 0.1 G or -6,000' for 6G).

Mecha Point Cost: The cost is $(1 + \text{thrust in G})$ times Armour times 10. Treat thrust under 1/20 G as 1/20 G, and Armour under 4 as 5.

Note: in some universes, all spacecraft may accelerate much faster. If appropriate, the GM can modify this; replace "thrust in G" with "in 10s of G," "in hundreds of G," or another appropriate value for the campaign setting.

Space Sails

Space is not empty — it is awash with a sea of energy. Stars, such as our own Sun, emit both light and a powerful "solar wind" of high-energy particles such as protons. Enormous sails — often many tens or even hundreds of kilometres across — can be constructed to allow spacecraft to catch the stellar winds (though the sails can certainly be much smaller depending on the campaign setting).

Use the rules for Dramatic Space Flight, above, but usually with thrust ratings well below 1 G, clumsy space manoeuvrability, and the Wind

Powered Defect (page 176). A realistic light sail or magnetic sail that catches solar photons or protons has a thrust of well below 1/10 G, but a magical ether sail may be much more effective.

Space sails may have their acceleration increase dramatically if their thrust can be boosted by an appropriate outside source, for example, a giant laser cannon beaming energy into a light sail, a solar storm, etc.

FTL Drive

This allows a mecha that is already in space to travel between the stars at faster-than-light (FTL) speeds. Some star drives let a mecha fly at impossible speeds, while others side-step normal space by travelling through some kind of hyperspace or instantly jumping from point to point.

Some FTL drives are only good for interstellar trips, and require ordinary reaction drives, space sails, or dramatic drives as well. For example, the FTL drive may not function close to a planet's gravity, thus requiring the first few tens of thousands of miles to be made using a conventional drive. Alternatively, it might only connect certain natural or artificial "jump points" or "wormholes" that must first be reached.

Many FTL drives have no manoeuvrability at all: the navigator programs in a course, and the spacecraft flies in a straight line (either through normal space or some form of hyperspace), or ducks out of space together and reappears at the destination, either instantly, or after a set time has elapsed. Others let the mecha manoeuvre freely, but at many times the speed of light. Note that if this capability exists and is not limited as described above, it will render conventional space flight obsolete and let FTL-equipped vessels fly rings around ordinary craft.

The GM should decide exactly how each FTL drive works, whether a trip is instant, or takes hours, weeks, or months, and if it has a maximum range or other limits. There may be problems that prevent a ship instantly escaping, such as engines that take a long time to recharge or those that exhaust their fuel between trips. Navigation could be tricky, requiring a Navigate check to avoid being lost in space or ending up some place unintended (perhaps with a DC based on distance in light years). In some campaigns, only large spaceships have the room to mount a Stardrive. If so, the GM may require a minimum ship size as a prerequisite.

The GM should assign a base interstellar speed (or distance, for instant jumps) in light years, or parsecs, such as 1 light year/day or 1 parsec/week. This is the speed of the slowest starship. FTL speed is expressed as a multiplier to that speed, for example, FTL x3 means it can travel 3x as fast as the slowest spacecraft. The GM may wish to set a maximum multiplier, for example, x6 or x10. The GM may only allow one FTL speed. If jump involves going through a jump gate or wormhole to whatever point connects it, for instance, then it is reasonable to assume that all ships travel to that point at the same pace.

Mecha Point Cost: 20 x Armour per multiple of standard interstellar speed; if Armour is 4 or less, treat as 5. If it can manoeuvre in FTL space, multiply the cost by 5. If it "breaks the rules" (jumps without a wormhole when other ships require one, etc.) apply a x1 to x10 cost multiplier depending on how much of an advantage this gives with the campaign.

Step 9

Choose Handling

Handling qualities are represented by two values: Initiative and Manoeuvre. Each is chosen separately.

Manoeuvre and Initiative values only apply to giant robots and vehicles. Mecha suits do not have them.

BONUS MATERIAL:
MECHA CREATION



BONUS MATERIAL:
MECHA CREATION

Manoeuvre

This adds to checks made to manoeuvre the mecha. It is based on how agile and quick to accelerate or turn the mecha is.

The Manoeuvre statistic starts at +8 if fine, +4 if diminutive, +2 if tiny, +1 if small, 0 if medium, -1 if large, -2 if huge, -4 if gargantuan, or -8 if colossal. Most vehicles possess this base value. Agile mecha like giant robots or motor bikes usually add +1 to +4 points — for example, a typical motorcycle might have a +3 manoeuvre, a car might have a +0, while a large tank has -4. Manoeuvre should not go above +10 or below -10.

Mecha Point Cost: 0 Points for the base value given above. Each +1 over this size-derived base value costs 5. Each -1 below this starting value gives back the same Points.

Initiative

This adds to Initiative checks. It is usually based on a vehicle's mass and momentum, and thus is normally a negative number equal to the size modifier: +8 if fine, +4 if diminutive, +2 if tiny, +1 if small, 0 if medium, -1 if large, -2 if huge, -4 if gargantuan, or -8 if colossal.

Initiative is rarely increased above the starting value, but an increase could be justified for one that (for example) flew using anti-grav technology or was fast to accelerate. It should not go above or below +/-10.

Mecha Point Cost: If increased or decreased, use the same cost calculation method as Manoeuvre.

Conversion Notes: Handling

Many d20 System games use a single Handling statistic for vehicles instead of a split Manoeuvre and Initiative statistic. Handling differs in that it is often a broader range (for example, +15 to -15) and generally takes into account speed — a fast jet aircraft will have a much higher Handling value. Some typical values might: supersonic jet: +10, ordinary car: +0, slow sailing ship: -10. If the GM chooses to use a Handling statistic instead of Initiative and Manoeuvre, use the cost of Manoeuvre, above.

Step 10

Choose Special Abilities

These are innate gadgets and other capabilities that a mecha may possess. They are all optional — no mecha is required to have any of the special abilities described in this section.

Accessories

These are additional features for the mecha, which provide useful but mundane non-combat-related advantages.

Examples of Accessories include: airlock, burglar alarm, camera, cell phone, datalink, emergency lights and siren, engine smoke system, lock-in/lock-out chamber, loudspeaker, luxurious decor, personal computer, revolving license plate, stereo system, terrain-following radar, tire inflation system, tow cable, or wet bar.

A mecha need not acquire accessories that are implied by its other capabilities (a mecha with Space Travel can be assumed to have appropriate navigational systems) or which are ubiquitous (like safety belts in a modern vehicle).

Mecha Point Cost: 1 per Accessory.

Booster

A Booster is any system that gives a mecha a temporary “kick” of speed. Types of Boosters include afterburners for aircraft, nitro-injection for cars, antimatter injection for starships, etc. Some giant robots have Boosters

that represent various types of super-technology — “quantum flux engine,” for example.

A Booster will only affect one type of movement (air, land, water, underwater, or space flight). A mecha can take different Boosters for different movement types, however.

Boosters provide an increase in speed for a short period of time (no more than one hour or 10% of the mecha's endurance, whichever is less). Exception: a space flight Booster adds additional G of thrust for a number of G-rounds, just like realistic space flight (page 164); G-rounds may not exceed 600.

Mecha Point Cost: Each 20 mph (32 kph) of air, land, or water Booster speed costs 1 per point of Armour (treat Armour of 4 or less as 5). For space flight (either realistic or dramatic), cost is the same as realistic space flight; just give the Booster a shorter number of G-rounds and a higher thrust.

Chobham Armour

The mecha has composite-laminate armour (often called Chobham Armour after its place of invention). This Armour type is particularly effective for defeating shaped-charge Armour-Penetrating attacks such as the high-explosive anti-tank (HEAT) warheads of most anti-tank missiles and light anti-tank rockets.

Chobham Armour doubles the mecha's Armour against Armour-Penetrating explosives (weapons that have both the blast and Armour-Penetrating qualities). This will also affect weapons from other d20 System books (for example, the M72 LAW rocket) that use shaped-charge or HEAT-type warheads.

Mecha Point Cost: +1 per point of Armour the mecha has.

Communications

Normally the pilot can still be heard from inside the mecha through some means (even if buried inside a 50' tall suit of armour). This basic speaker system does not cost any Points. Other possibilities include:

Long Range Radio

This is usually a high-frequency system that has a long range but is vulnerable to jamming and interception. Taking advantage of the ionosphere ability to mirror high-frequency signals, the high frequency (HF) band provides long-range communications (hundreds or thousands of miles) for low power. The down side is that these radio signals are easily intercepted by other long-range radios in range. In space or worlds (like the moon) that lack an ionosphere, range is the same as a tactical radio (see below).

Tactical Radio

This is a very high or ultra-high frequency communicator. It can be intercepted, but range is limited to line of sight transmissions (unless using relay towers), about 1-10 miles/1-16 km in atmosphere (100 times that in space), which makes it much more secure beyond the immediate area.

Laser Com

This tight-beam communicator is nearly impossible to jam or intercept without physically imposing something in the way. It is limited to line of sight transmission and is vulnerable to atmospheric effects. Maximum range is usually limited to about 5 miles/8 km on the ground due to the horizon, but if there is a clear line of sight it is about 50 km/80 miles in atmosphere (1,000 times that in space).

Microwave Com

A microwave uplink is often used for communication with orbiting relay satellites or spaceships, or space-to-space communications. Treat as laser com, but double range in atmosphere. The beam is also wider: anyone in its path (or within a few degrees to either side) with a microwave com can eavesdrop.

Com Options

The following communication options can be added to the base communications types:

Interplanetary

This system has much greater range, good for communications anywhere in a solar system. It is often used by spacecraft, etc. Apply this to long-range radio, microwave, or laser com systems.

Interstellar

A faster-than-light communications system allows instantaneous communication over vast distances; it may not exist in some settings. Apply this option to a long range radio communicator for broadcast systems or "laser" or "microwave" for a directional signal. Range may be interstellar (usually no more than a few 100 light years, sometimes less), or galactic (anywhere in the galaxy).

Scanner

If taken with a tactical or long-range radio, this option can scan multiple frequencies to eavesdrop on other transmissions in range. This requires a DC 10 Electronic Warfare check when used against a long range radio or DC 20 when used against a tactical radio.

Secure

The communicator is frequency-agile, uses unusual parts of the spectrum, and/or is encrypted, making it very hard to jam or intercept. Electronic Warfare checks made against the system have their DCs increased by 3 per level (+3 at level 1, +6 at level 2, etc.).

Mecha Point Cost: 2 for Long Range or Tactical, 3 for Laser or Microwave (10 each if telepathic). Scanner adds 1 Point and Secure adds 2 Points (per system per level). Interplanetary is +10, interstellar is +50, galactic is +70 (per system).

Countermeasures

Ladar Warning Receiver (LWR)

LWR warns the crew if the mecha is being tracked by a Laser Designator (page 169) or High-Res Laser Radar (Ladar).

Radar Warning Receiver (RWR)

RWR warns the crew if mecha is being locked onto by a radar, or being tracked by an active radar-homing missile.

Electronic Emission Sensor (EES)

This sensor will detect and precisely locate any operating radar within twice the radar's range (non-global radars only if they are pointing at the mecha), or half range if High-Res Radar. It also functions like a Radar Warning Receiver.

Mecha Point Cost: 2 per RWR or LWR; 10 for EES.

Ejection Seat

This rocket-powered escape system allows the crew to eject from a damaged mecha. It is possible that not all crew will be equipped with them. They are not usable in mecha suits.

As a free action, the character sitting in an ejector seat may eject at any time. Any canopy or rooftop is blasted clear by explosive bolts, and the seat launched at least 100' (30 m) into the air by a rocket motor. If the user ejected in an atmosphere, on the next round, the rocket motor stops and a parachute unfolds, carrying the occupant down to Earth. The ejectee may make a Pilot Skill check (DC 20) to guide the parachute to a specific place within 300' (100 m) of the mech. If the occupant has no Pilot Skill, or fails, the GM randomly determines where he or she lands. Make a Reflex save (DC 10, or DC 15 if landing in woods, mountain, or urban areas; +5 DC if dropping from orbit) to avoid falling damage.

Usually, ejection seats are controlled by the person seated in them, but some vehicles (for example, spy cars) may have seats that are controlled by the driver or another crewman. These may omit a parachute.

Mecha Point Cost: 3 per ejection seat.

Electromagnetic Armour

The mecha's Armour can generate a powerful electromagnetic field, disrupting the particle jet produced by Armour-Penetrating blast attacks such as shaped-charge warheads (see Chobham Armour, page 167, for a definition of these weapons). This triples the mecha's Armour against such attacks.

Electromagnetic Armour also has some effect against ballistic weapons that have the Armour-Penetrating quality: add +1 additional Armour against such attacks.

The activation of the armour produces a transient electromagnetic pulse — this may be easily detected by some sensors.

This may not be combined with Explosive Reactive Armour (page 169) or Chobham Armour.

Mecha Point Cost: +2 per point of Armour the mecha has.

Electronic Counter-Measures (ECM)

The mecha is equipped with an electronic countermeasures jamming suite. ECM can be any of the following sub-types: Radar Jammer (jams radar sensors), Radio Jammer (affects communications), Defensive Jammer (jams missile homing systems).

Assign each category of ECM system an equipment bonus from +1 to +9; this may vary by category. This is used when determining the DC and/or Defence of electronic warfare attempts.

Radar Jammer

This adds to the DC of any attempt to spot a target with radar, and adds to the mecha's Defence against attempts to lock on with a radar homing or semi-active radar homing missile. This DC increase is reduced by 1 for every 500' (150 m) from the jammer; in space, it is reduced by 1 for every 5,000' (1.5 km) distant. The jamming area will be detected, but not the mecha itself. It has no effect on Laser Radar.

Radio Jammer

All radio signals are jammed within 1,000 (300 m) x bonus, or 10 times that area in space. At an extra cost, it may also jam FTL radio.

Defensive Jammer

This adds a circumstance bonus to the mecha's Defence against an attack or lock-on attempt made by infrared homing, radar homing, and semi-active radar homing.

Torpedo Decoy

Many warships and submarines are equipped with systems that deploy noisemakers or small decoy torpedoes to decoy away enemy torpedoes. The US Navy's "Nixie" system is a typical example of this. Russian vessels often have rocket launchers or mortars that fire explosive depth bombs intended to have a similar effect.

Mecha Point Cost: 3 per +1 for Radar Jammer, Defensive Jammer, or Torpedo Decoy, 2 per +1 for Radio Jammer (+20 if jams FTL radio).

Environmental Systems

Climate Control

The mecha has Climate Controls that allow the crew to be comfortable in a wide variety of temperatures (such as arctic to sweltering jungle). Beyond that, the mecha needs Life Support.

Nuclear-Biological-Chemical (NBC) Filter

The mecha can filter gasses, radioactive fallout, dust, and germs from external air, protecting its mechanisms and pilot much as if they had an environmental suit and gas mask. Includes Climate Control.

Life Support

The mecha can operate in space, at high altitudes, underwater, or on a world without a breathable oxygen atmosphere. Any occupants have their own oxygen supply (lasts as long as the mecha operates). An NBC Filter (page 169) is not needed, since the environment is completely air tight. Includes Climate Control.

Mecha Point Cost: For Climate Control: 1 if medium or smaller, 2 if large, 3 if huge, 4 if gargantuan, 5 if colossal. Twice the cost for NBC filters and four times the cost for life support.

Explosive Reactive Armour (ERA)

The mecha's Armour is protected by a layer of explosive tiles in metal trays. If hit by an Armour-Penetrating blast attack (see Chobham Armour, page 167) such as a shaped-charge warhead, one of the ERA tiles will detonate. This slams the metal plate covering it into the path of the particle jet produced by the warhead, disrupting it and effectively negating the Armour-Penetrating quality of the attack.

Reactive Armour works on a roll of 1+ on 1d20. Each time it successfully detonates, however, add 1 to the DC, as the mecha gradually becomes vulnerable through the depletion of its Armour. Thus, the second time, it works on a 2+, and so on. When the Reactive Armour detonates, anyone within 10' (3 m) radius will take 1d10 damage as per an attack with the blast quality. This includes the mecha; as a result, Reactive Armour is rarely used on mecha with a Armour rating under 10. It takes about six hours to replace a set of Reactive Armour.

Mecha Point Cost: 8 MP

Extra Arms (Giant Robot only)

A giant robot is assumed to have two arms, but it could have more (for example, a robot octopus).

Mecha Point Cost: Each extra arm costs 1 per 2 points of Strength the mecha possesses (round down). For example, a mecha with Str 20 and three extra arms (a total of five arms) would pay 30 Mecha Points.

Firing Ports

The mecha has one or more firing ports sufficient to let passengers fire out of the mecha with their own ranged weapons. The firing ports provide 9/10 cover (equivalent to arrow slits).

Mecha Point Cost: +1 per firing port

Habitation Space

Colossal vehicles such as warships may have dozens or even hundreds of different rooms, from combat information centres to post offices. As an alternative to listing every possible room, a Colossal size vehicle may simply take the Habitation Space. This confers all necessary rooms (kitchens, conference rooms, workshops, ship's stores, hospitals, etc.) needed to support its operations with an indicated number of occupants.

Mecha Point Cost: Habitation Space for up to 50 occupants costs 25 points, 51-100 occupants costs 75 points, 101-200 costs 100 points, 201-400 costs 125 points, 401-800 costs 150 points, and so on, with a further +25 points for each doubling of capacity.

Hangar (Giant Robot or Vehicle only)

Any portion of a mecha's cargo capacity (page 162) can be designated as a hangar bay for storage of other (smaller) mecha. For example, if the mecha has a 200-ton cargo capacity, it might designate that 150-tons are

devoted to its hangar bay. Use common sense in determining the maximum number of mecha that can fit in a bay of the specified capacity, based on their described size and mass.

Mecha can also be carried as ordinary cargo, but cannot be effectively launched into battle, refuelled, etc. while in the cargo bay. It takes several rounds (or possibly much longer) to unload carried mecha.

Mecha Point Cost: The hangar cost is equal to the largest size of mecha that can fit through the bay's opening: 1 if fine, 3 if diminutive, 5 if tiny, 10 if small, 15 if medium, 20 if large, 25 if huge, 30 if gargantuan, or 100 if colossal.

Headlights or Searchlight

The mecha has either headlights equivalent to those of a modern automobile, allowing it to drive at night (range 500'/150 m), or a longer-ranged search light (5,000'/1,500 m).

Mecha Point Cost: 1 Point for headlights, 2 for searchlight.

Jumping

The mecha can make very high unaided vertical jumps, but not actually fly. It may use jets, powerful leg muscles, etc. Assign the mecha a jump multiplier from x2 to x10.

Mecha Point Cost: Jump multiplier x.25 (round up) if tiny or smaller, x.5 (round up) if small, x1 if medium size, x2 if large, x3 if huge, x4 if gargantuan, or x5 if colossal.

Laser Designator

A laser designator projects a modulated laser beam that is used to mark targets for laser-guided munitions. Range increment is 500' (150 m); it can reach out to 10 range increments. It cannot designate through smoke.

Mecha Point Cost: 2 per 500' (150 m) of range increment.

Launch Catapult

This system uses steam or an electromagnetic massdriver to accelerate aircraft or other mecha, boosting them to top speed. This allows flyers to take off in a much shorter distance. If launching into battle, the catapult also provides a +1 Initiative bonus on the first round of combat. In space combat, it adds 5,000'/1,500 m of speed on the first round.

Mecha Point Cost: This is determined by the size of the catapult, which sets the maximum size of mecha that can be launched: 1 (small or smaller), 2 (medium), 4 (large), 8 (huge), 16 (gargantuan), 32 (colossal).

Navigation Aids

Appropriate basic navigation is free in most cases. Superior navigation capabilities are also available. Modifiers are not cumulative. Having accurate positional data is very useful for accurate indirect fire.

Basic Navigation

Maps, compass, lodestones, etc. +2 equipment bonus to Navigate checks.

Inertial Navigation System (INS)

A gyroscopic system that provides a +3 equipment bonus on Navigate checks.

Global Positioning System (GPS)

An advanced radio beacon system that uses a network of orbiting satellites with very accurate clocks to locate the mecha's position anywhere in the world. +4 equipment bonus on Navigate checks, but requires the existence of a friendly satellite network (or some other system, depending on the campaign setting) — no bonus if such a network is unavailable.

Mecha Point Cost: 1 for basic navigation, 2 for INS, 2 for GPS.

BONUS MATERIAL:
MECHA CREATION

Reflective Coating

The mecha's Armour is optimised to reflect laser beams. The mecha gets an extra defence bonus against any attack defined as inflicting laser-type damage. The reflective coating does make the mecha easy to spot visually or detect by radar, however — the same defence bonus is also applied to rolls to spot or locate it.

Mecha Point Cost: 2 per +1 defence bonus vs. lasers, to a maximum of +10.

Parachute or Re-entry Shield

Parachute: The mecha has a parachute that that can be deployed (move action) to allow the mecha to “soft land” if air-dropped.

Re-entry Shield: The mecha also has a re-entry capsule or shield that allows the mecha to drop from orbit into a planetary atmosphere and land safely via parachute or flying

Make a Reflex save (DC 10, or DC 15 if landing in woods, mountain, or urban areas; +5 DC if dropping from orbit) to avoid falling damage.

Mecha Point Cost: 1 if tiny or smaller, 2 if small, 3 if medium, 4 if large, 5 if huge, 6 if gargantuan, 10 if colossal. x2 cost for re-entry shield.

Rooms (Vehicle Only)

Colossal vehicles may have specialised internal rooms. These reduce occupancy as indicated.

Kitchen

Meals may be prepared aboard the mecha, providing room for two cooks to work (buy multiple kitchens for larger facilities). Counts as 3 occupants. 1 MP

Conference Room

Meetings are held in this room. Counts as a number of occupants equal to its capacity. 1 MP

Science Lab

This fully-equipped science lab gives a +2 Equipment bonus to any relevant scientific Skill check. Two scientists can work at a time; for larger facilities, buy multiple labs. Counts as 5 occupants. 5 MP

Sick Bay

A fully-equipped sick bay has surgical and diagnostic features and allows 2 people to be treated at a time. For hospital facilities, buy multiple sick bays. Counts as 5 occupants. 5 MP

Workshop

This fully-equipped machine shop includes a variety of specialised tools and spare parts. It grants a +3 equipment bonus on Repair checks for mechanical or, if technology allows, electronic, devices and lets character to make Craft (mechanical), (electronic), or (structural) checks without penalty. Counts as 5 occupants. 5 MP

Remote Control

The mecha has some form of control mechanism that enables it to be operated by remote control. A remote control mecha is sometimes called a drone or remotely piloted vehicle (RPV).

Basic Remote Control

The mecha is controlled from outside the mecha by the owner, who will use a radio (or other) control system. Doing so requires the Operator's full attention: he or she cannot do anything else, just as if actually inside the mecha piloting it. This also means the Operator can only run one mecha at once. It uses the Operator's stats as if he or she was aboard it. The control

system must be specified as located in another mecha, a base, or a Hand-Held unit. The GM should decide what limitations (range, susceptibility to ECM, etc.) it has.

Advanced Remote Control

As Basic Remote Control, but the mecha requires less supervision: the Operator can also do other things at the same time (including operating his or her own mecha, or controlling more than one advanced remote control mecha). If he or she divides his concentration in this way, the character suffers a cumulative -2 penalty on all actions for each mecha being remotely controlling.

If the mecha has a crew requirement, a team equal in size to that requirement must be used to control it.

Mecha Point Cost: 5 for Basic Remote Control, 10 for Advanced Remote Control.

Sensors

Mecha may be equipped with various instruments and electronics to enhance their ability to detect objects at a distance.

Sensors are usually used to make Computer Use Skill checks to spot targets. Instead of the normal penalty of -1 per 10' (3 m), the penalty is -2 per 1,000' times the range in miles (or -1 per 100 m times the range in km). Thus, a radar with a range of 10 miles allows Computer Use checks to be made at a penalty of only -2 per (1,000' times 10) 10,000'. The maximum range is 10 increments.

Sensors noted as useful for targeting can be used when aiming attacks or navigating in the dark, bad weather, etc.; this negates the effects of darkness or concealment through which the sensor can see. Not all sensors are useful for targeting.

Infrared, Meta-Scanner, and Radar Sensors detect targets in a single direction — usually in a cone-shaped direction. A sensor can be specified as “global” (seeing in all directions) for double cost. Seismic and magnetic sensors are unaffected by solid objects and can “see” over the horizon; other sensors cannot scan through solid objects nor over the horizon. Sensors include:

Infrared (IR)

The mecha has infrared sensors like modern main battle tanks or attack helicopters. These give its crew the ability to see in the dark (in monochrome) as if it were day; this is effectively Darkvision, except that the range is much greater. Infrared cannot see through solid objects. It can pick out heat shapes, see through ordinary darkness, smoke or fog, and detect people hiding in trees or bushes. It is useless underwater, but very effective in space. In space, range is 100 times greater. The sensor cannot see over the horizon. It can target opponents.

Optics

These are telescopes or electro-optical TV cameras. Unlike other sensors, they do not provide any ability to see through concealment, but simply increase the range at which objects can be visually spotted. Low-light optics are also available; these provide limited night vision capabilities (halving penalties for darkness only) but cannot see through smoke, vegetation, etc. They can be used for targeting.

Radar

The mecha bounces radio waves off objects and analyses the reflections to determine the range and direction of targets. Radar lets the crew detect objects at long distances, but does not resolve colour or fine detail: it only gives the approximate size, range, and course of the object detected. Radar is an active sensor, so it can be jammed or detected. This is effectively Blindsight except that it does not work underwater, but does work in vacuum. It can see through darkness, fog, smoke, and vegetation; ignore concealment modifiers. In space, multiply range by 10. Radar can target opponents.

Radar, High-Resolution or Ladar

The mecha has either an advanced high-resolution radar or laser-based radar sensor that provides a detailed visual image of the target's surface. It won't reveal colour, but will show texture and detail. Otherwise, treat as Radar, above.

Meta-Scanner (MS)

The mecha has sensors like a science fiction starship, or perhaps uses magic. It can work like a High-Res Radar or Infrared Sensor or it can be set to detect life forms, metals, chemicals, or radiation sources. Meta-Scanners are often vulnerable to particular weather conditions, stellar storms, radiation from local ore, and anything else the GM believes could interfere with them. They cannot scan through Force Fields, and their scanning radiation can be picked up by other Meta-Scanners at the same range, so another vessel will also always know when they're being scanned. In space, multiply range by 100 due to the absence of atmospheric interference. It can target opponents.

Sonar

The mecha has sonar sensors, similar to that used by a submarine or dolphin for detecting objects underwater. It may use passive sonar to "listen" for moving or noisy objects ("propeller noise at 6 o'clock — sounds like a Typhoon-class boat") or use active sonar to resolve the object's exact range and shape, or detect objects that aren't making noise, search the sea floor for wrecks, etc. If active sonar is used, passive sonar on other mecha can detect it at longer distances: add the range of the active sonar to their passive sonar detection range. Sonar does not work in space, and gets only 1% of its normal range if used in air. Active sonar can target opponents.

Seismic

This sensor can detect large moving objects by the vibration they produce in the ground. They are less precise than other sensors (-8 on rolls to spot targets) and cannot be used for targeting. Seismic sensors ignore concealment or intervening objects, but cannot detect stationary things (unless they produce vibrations, such as jumping up and down, drilling, etc.). Both the mecha and the object must be on the ground. Seismic sensors can provide an approximate size of the target (medium, large, etc.) but no actual information as to its shape or nature. They can detect large explosions and earthquakes at many times their base range. A seismic sensor is "global" automatically. It gains +5 to spot burrowing targets.

Magnetic

These sensors detect ferrous metal objects or objects with powerful magnetic fields, such as electromagnetic railguns or fusion power plants. They are less precise than other sensors (-8 to scan) and cannot be used for targeting. Like seismic sensors, they only give approximate mass, direction, and distance only, but can be unaffected by concealment or intervening objects. One of their main advantages is that they are unaffected by water.

Mecha Point Cost: 1.5 per mile (1 per km) of range if optics; 3 per mile (2 per km) of range if Low-Light Optics, Radar or Sonar; 5 per mile (3 per km) if Infrared or High-Res Radar/Laser; 8 per mile (5 per km) if Meta-Scanner; 10 per mile (6 per km) if Seismic or Magnetic Sensor. Global Sensors are x2 cost; Seismic or Magnetic are Global at no extra cost.

Shield

A shield is a Hand-Held barrier that mecha can interpose to absorb damage from attacks. A mecha requires at least one arm in order to use a shield; if the mecha only has one arm, it can't use a Hand-Held weapon and a shield at the same time.

A mecha Operator must have Shield Proficiency and the Giant Robot Fighting Feat to use a shield without suffering a -2 armour check penalty on all attack rolls, and all Dex- or Str-based Skill checks.

A shield may give a defence bonus of up to +5. Decide on the defence bonus and record it, for example, +5 shield.

Mecha Point Cost: Cost is 3 per +1 defence up to def +3; after that, it is defence bonus x defence bonus.

BESM d20 Shield

BESM d20 players should use the following version of Shield.

A shield is a Hand-Held barrier that mecha can interpose to absorb damage from attacks. A mecha requires at least one arm in order to use a shield; if the mecha only has one arm, it can't use a Hand-Held weapon and a shield at the same time.

A mecha operator must make a successful Block Defence (see Block Defence in *BESM d20*). If successful, the shield's Armour rating provides protection from the attack.

Mecha Point Cost: 3 per 1 point of Armour. This additional Armour does not factor into the costs of other abilities (such as land speed, Wall-Crawling, etc.)

Stabilisation Gear

The mecha's ranged weapons are gyrostabilised. They can be fired when moving without penalty, even if the gunner lacks special Feats. Exception: Weapons with the Static quality can still only be fired when the mecha is stationary.

Mecha Point Cost: 10 Mecha Points.

Stealth

The mecha is designed to be harder to detect via sensors, utilising shapes, materials, or electronics to foil radar and other sensors. Stealth imposes a penalty to any checks to spot the mecha using non-visual sensors.

Stealth must be bought individually for Radar, Infrared, Sonar, Seismic, or Meta-Scan Sensors.

Mecha Point Cost: Stealth costs 1 if tiny or smaller, 2 if small, 3 if medium, 4 if large, 5 if huge, 6 if gargantuan or 10 if a colossal size mecha, per +1 DC on attempts to detect the mecha, per sensor class.

Targeting Bonus

A mecha may have a targeting bonus as a result of a built-in ballistic computer or sighting system.

A targeting bonus must be bought individually for each weapon. Targeting bonus usually ranges from +1 (superior sights) to +5 (the most advanced targeting laser and radar coupled to a ballistic computer).

Mecha Point Cost: 5 Points per +1.

Wall-Crawling

The mecha can use spikes, adhesive pads, or some other means to climb walls and ceilings as if it were an insect. The mecha must have a land speed to use this ability. It gets +8 on all Climb checks, and may take 10 while climbing, even if threatened or distracted.

Mecha Point Cost: 2 per point of Armour (treat Armour 4 or less as 5).

Step 11

Choose Exotic Abilities

Some mecha have exotic abilities that are the product of advanced superscience or even magic. The GM may forbid some or all Exotic abilities, especially if the game is intended to have a more “realistic” tone.

Artificial Intelligence (A.I.)

The mecha is possessed of artificial intelligence of some sort.

Limited A.I.

The mecha can operate on its own, but has no self-initiative. It can be given orders or programmed with directives, but obeys in a slavish, unimaginative fashion. The mecha has no emotions or desires. In short, it behaves much like a golem or other Construct, and can even be considered one.

A mecha with limited A.I. will have Dexterity, Wisdom, and Charisma abilities, but its Charisma cannot exceed 1.

Full A.I.

The mecha is capable of exercising (or at least simulating) self-initiative and creativity, but remains loyal to the character that owns it. A mecha with full A.I. has Dexterity, Intelligence, Wisdom, and Charisma abilities.

Mecha Point Cost: The Mecha Point cost is equal to the sum of the mecha’s ability scores multiplied by 5. These scores may not exceed 18 without GM permission; the GM may wish to roll them randomly.

Size Adjustment: Smaller mecha tend to be more agile than larger mecha. After determining the Mecha Point cost of the mecha’s ability scores, adjust the mecha’s Dexterity value based on its size category. The mecha does not pay (or earn) Mecha Points for this adjusted value.

•• TABLE ••

A.I. Dexterity Adjustment due to Size

SIZE	A.I. DEXTERITY MODIFIER
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

BESM d20 Attribute

The mecha possesses one of the Attributes in the table below from *BESM d20*.

Mecha Point Cost: 40 Mecha Points per *BESM d20* Character Point.

•• TABLE ••

Appropriate BESM d20 Attributes

Combination Attack	Massive Damage	Special Defence
Computer Scanning	Mind Control	Special Movement
Contamination	Mind Shield	Swarm
Elasticity	Personal Gear	Telekinesis
Environmental Control	Projection	Telepathy
Immunity	Sensory Block	Teleport
Insubstantial	Size Change	Unique Attribute

Force Field

Some mecha possess Force Fields. A Force Field is different from Armour in that it can be battered down by a sufficiently powerful attack.

A Force Field can be up or down. When down it does not stop any damage. When up, it is often invisible (GM’s option), but Meta-Scanners and possibly other sensors can usually detect it and “shields up” may be construed as hostile in some quarters. Force Field status must be set at the start of the mecha Operator’s actions for the round and cannot be changed until their turn to act in the next round.

A Force Field provides extra Hit Points that absorb damage if the mecha is hit. Decide how many HP the field has. This must be at least 3 if tiny, 5 if small, 10 HP if medium size, 20 if large, 30 if huge, 40 if gargantuan or 50 if colossal.

Damage is first applied to the Force Field, before Armour is subtracted.

A Force Field can quickly recover if undisturbed. The field recovers 1 HP per round if a medium size mecha or smaller, 2 HP if large, 3 HP if huge, 4 HP if gargantuan or 5 HP if colossal. The field may not recover HP in any round it took damage, whether it is “up” or not.

Limited Duration Force Field

Some Force Fields can operate only for a brief time before running out of power or burning out. If the field is “up” for more than a minute (10 rounds) it has a 1 in 6 chance each round after that of burning out or running out of power. This disables it until repaired or recharged (GM’s option).

Limited Protection Force Field

Some Force Fields only protect against certain damage types. If the field can only protect against a single type of energy (for example, lasers, fire, etc.) or vs. fast-moving projectiles (ballistic damage type) it will be cheaper.

Mecha Point Cost: 3 per HP the Force Field possesses, or 2 per HP if the Force Field is either limited duration or gives limited protection, or 1 per HP if both.

Invisibility

The mecha can blend into the background using advanced technology to make itself virtually invisible. It is possible to attack while invisible, but moving through snow, rain, water, footprints, vegetation, etc. may reveal the mecha’s approximate position.

Use the normal rules for Invisibility from the Special Abilities section of the *DMG*.

“Cloaking” devices are often vulnerable to damage, since they’re on the surface of the mecha. If the mecha loses more than half its Hit Points, its cloaking device will stop working.

Mecha Point Cost: 10 if fine, 25 if diminutive, 50 if tiny, 100 if small, 150 if medium, 200 if large, 250 if huge, 300 if gargantuan, or 500 if colossal size. Add 10% to cost per sensor type (Radar, IR, etc.) it works against in addition to vision and optics.

Merging

Merging allows several mecha to combine into a single bigger mecha.

Design the merged mecha. Three additional criteria apply to it:

1. The combined mecha must be able to carry all crew and passengers of the mecha that merged.
2. Its Hit Points must always equal the combined Hit Points of all the mecha that made it up.
3. Its size must be equal to or greater than the size of the mecha that made it up. Design the mecha so its size is appropriate to the number of mecha that merge into it and the HP requirement.

Decide which one of the crew pilots the mecha. Other crew members may fire individual weapons (if the mecha has more than one) or run other equipment — who operates what should be specified when the mecha is designed.

The mecha cannot merge if any component mecha are reduced to 0 or fewer HP. If damaged mecha merge together, some damage carries over: the Hit Points of the combined mecha is based on their total remaining Hit Points.

If a merged mecha separates, divide the current (damaged) HP of the combined mecha by its original undamaged HP and multiply this by each mecha's undamaged HPs to find their uncombined Hit Points remaining. Mecha damaged before merging retain the damage after merging, naturally.

Mecha Point Cost: Merging costs each mecha a number of Points equal to the Point value of the mecha they combine to form divided by (5 times the number of mecha forming it). The mecha they form must be assigned a Point total.

Example: Four mecha can combine to form a 1,000 Point mecha. It will cost each one of them 1,000 Points divided by 20 (5 x 4 mecha) — or 50 extra Points to have the capability to transform into that mecha.

Note: GMs may wish to limit the Point values of the larger mecha to avoid abuse of the system.

Mind-Interface System

The mecha has a system that links the pilot's nervous system with its controls, enhancing its handling. When activated, a mind interface system provides an equipment bonus to manoeuvre, Initiative, melee attack rolls, and to Reflex saves.

This provides a +3 bonus if the mecha is a suit, +2 if a giant robot, or +1 if a vehicle.

There is a dark side, however. If the mecha takes damage, the feedback through the interface may shock the user. If the mecha is badly damaged (loses half or more of its HPs from a single attack) or is disabled by cumulative damage the Operator must make a Fortitude save (DC 15) or be stunned for 1d6 rounds.

Mecha Point Cost: 10 Mecha Points.

Self-Repair or Regeneration

The mecha is capable of healing itself. This can represent a self-healing bio-mechanical creature, an auto-repair system, or a good repair crew. A mecha cannot heal or regenerate if it is destroyed. Each period (see below) the mecha will heal 1 HP. A mecha cannot have both Self-Repair and Regeneration.

Self-Repair

The mecha can heal Hit Points every day of rest.

Regeneration

The mecha can regenerate Hit Points every round, whether resting or not. Hit Points that are part of a Force Field do not benefit from Regeneration or Self-Repair.

Mecha Point Cost: 1 per 5 HP if self-repair; 1 per HP if Regeneration.

Spell-like Ability

The mecha, either through super-science or via truly magical means, has the ability to generate an effect similar to a spell. The GM must approve all spell-like abilities that are assigned to a mecha as they must fit within the parameters of his or her campaign setting. If a spell's effects depend on the caster's Level, treat it as if cast by a character of the mecha's ECL (see page 184).

Mecha Point Cost: The cost of a spell-like ability is equal to the spell Level (treat zero Level spells as Level 1) cubed times the number of times per day the ability can be used: Spell Level x Spell Level x Spell Level x Number of times usable per day

Example: A mecha is assigned a spell-like ability: Prismatic Wall (1 per day). Prismatic Wall is an 8th Level spell and thus costs (8 cubed times 1 per day) 512 Mecha Points. If the mecha's final ECL (see page 184) was 12, the ability would generate a wall 48 feet wide by 24 feet high, as per the spell's description. Another mecha with spell-like ability: Hypnotism, a 1st Level spell, usable three times a day, would cost (1 cubed times 3) 3 Mecha Points.

Summonable

The mecha is linked to one special owner and can appear or disappear on command. Decide whether it normally appears beside the character or forms around him or her with the character inside. This special ability is quite powerful, since it lets one bring a mecha into situations where dragging one along is normally unacceptable, like school, an embassy ball, or jail. There are two versions of Summonable:

Summonable (Slow)

The mecha takes several rounds to summon (GM's option, or roll 2d6). The character can do nothing else — he or she may be concentrating, calling it, assembling it from smaller parts, etc.

Summonable (Fast)

The mecha takes only one round to summon.

Summoning Objects

Some summonable mecha have a special item that the character must have in order for the mecha to appear. The item may be the mecha in a more compact, but powerless shape, or a device that enables the mecha to be summoned from another dimension. Thus, a mecha can be prevented from appearing if the item is taken away. Typical summoning objects can include medallions or amulets, swords, items of clothing, bracers, rings, cubes, eggs, or even suitcases (with the mecha folded up inside).

Mecha Point Cost: 1 fine, 5 diminutive, 10 tiny, 15 small, 30 for a medium mecha, 45 for a large mecha, 60 for a huge mecha, 75 for a gargantuan mecha, 90 for a colossal mecha. +15 cost for Summonable (Fast). If the mecha requires a summonable object, note this in parenthesis; the cost is -15 Points.

Super-Equipment

The mecha has some item of equipment not otherwise defined that possesses special abilities that could have a significant effect on game balance. Examples of special equipment would be a "transporter" device that allows the crew members to be teleported great distances, a built-in magical laboratory, or doomsday bomb that, if activated, could destroy a city or even an entire planet. It is up to the GM to specify the abilities of special equipment, and to establish appropriate limitations given the game's scope and setting.

Mecha Point Cost: This is up to the GM. Base it on how common the equipment is, how powerful it is relative to other systems, and how easily it is countered. For example, a space opera teleport chamber that followed conventions common to TV (range of about 10,000 miles, requires a radio beacon or similar device to "lock on to" when transporting someone back to the mecha, transports a half-dozen people at once, can't work through Force Fields, odd mineral concentrations, ion storms, etc.) might cost 1,000 MP if a rare advantage, or 200 MP if common enough that every ship has one.

Transformation

Certain mecha — often rare, expensive, or magical — have the ability to change shape.

Some mecha can mechanically alter their shape or function. It is also possible for mecha to change between giant robot, vehicle, and suit types. For example, one might shift from a giant humanoid to jet fighter.

Decide on the number of different forms the mecha has. Buy the most expensive single form.

Each extra form costs 1/5 what it would normally cost.

Each form must be big enough for any occupants or cargo that the previous form contained. Otherwise, conservation of size and mass is realistic, but is certainly not a requirement (mecha may use super-science technologies to shunt extra mass into a pocket dimension, or use magic, to get around such physical limits).

It takes a mecha one round (and a full action) to transform from one form to another during which time its crew cannot take other actions.

If a mecha has three or more forms, the designer must name each form and specify a transform sequence. For example, if a mecha has a "walker," a "hybrid," and a "flyer" form, the sequence may be walker-hybrid-flyer." The mecha can turn from hybrid into walker or flyer, but not from flyer to walker (or vice versa). A mecha with three or more forms can ignore this limitation and perform non-sequential transformation for an extra Mecha Point.

Example of Transformation

The Brunhilda is a mecha that has two forms: Wing Striker and Land Striker. Each form is designed independently. The Wing Striker turns out to cost 500 Mecha Points, while the Land Striker costs only 400.

The Brunhilda's cost is thus equal to the cost of the most expensive form — the Wing Striker — at 500 Points plus 1/5 the cost of the other forms — in this case, the Land Striker at $400 \times 1/5 = 80$ Points. Total cost is thus $500 + 80 = 580$ Points.

One-Way Transformation

The mecha cannot transform back to a prior form without considerable work at the hands of mechanics or lab technicians (taking a few hours time). For example, the original mecha might include a rocket booster to help it get to space, then it would "transform" into its more agile form by ejecting the boosters. Another example is a robot that sheds its human-like skin and pops out various weapon pods.

If a transformation is one-way, it costs half as many Mecha Points (1/10 cost of each extra form).

Step 12

Choose Defects

These are Defects that affect the workings of the mecha. Defects reduce the Mecha Point Cost.

Mecha Defects cannot reduce the Mecha Point Cost of a mecha below 1 Point. If this happens, treat the mecha as costing 1 Mecha Point.

[Direction]-Optimised Armour

The Armour's full value protects against attacks from one direction (usually front-optimised). Attacks from other directions (for example, the side, rear, top, and bottom) are protected at 2/3 Armour (round down).

Explosive Reactive Armour can also be [direction]-optimised. If so, it only protects in the optimised direction.

Mecha Point Cost: -1 per point of Armour the mecha has. If taken for Explosive Reactive Armour, this is worth -2 Points.

Flammable

The mecha's structure and armour are made of wood or similar flammable material. Its Armour does not protect at all against fire, plasma, or other fire-based damage. Saves against fire are made at a -4 penalty.

Mecha Point Cost: -1 per point of Armour.

Glider

Glider can be taken by a mecha that can fly and does not have the Hovercraft or Wind-Powered Defects. It means the mecha can only take off if launched from a fast-moving vehicle or high place, and can only gain speed by diving or gain altitude by riding thermals. Assume a glider has a glide ratio of about 60:1 if average manoeuvrability, 30:1 if poor manoeuvrability, or 20:1 if clumsy. A 60:1 glide ratio means (for example) that if dropped from a height of 1 mile, it could glide for 60 miles before landing. A pilot check (DC 10) can extend glide ratio by 10% for every point by which the check succeeded.

Mecha Point Cost: -2 per 10 mph (16 kph) of air speed.

Hangar Queen

The mecha requires extra careful maintenance to work properly. If this is not available, the GM should feel free to impose breakdowns of various systems whenever seems dramatically appropriate. If a mecha is transformable, this Mecha Defect is only allowed if each form possesses it.

The mecha spends much of its time in a garage, shop, port, etc. undergoing repairs. For every hour it was used, it should be given at least an hour of maintenance.

Mecha Point Cost: -10 MP

High Ground Pressure (HGP)

This Defect can only be taken if the mecha has a land speed. It means that the contact area of its wheels, legs, or tracks is slight compared to the mecha's weight. Consequently, it tends to sink into the ground. Most civilian cars and trucks possess this Defect while specialised all-terrain vehicles or dirt bikes do not have it. Most tanks do not have a high ground pressure due to the width of their tracks, but a "realistic" two-legged giant robot may have this problem unless it has very large feet.

The mecha will bog down in any swamp, deep snow, or mud (no movement). It moves at 1/2 speed when crossing sand, light snow, or soggy ground. This is cumulative with the penalties for Road Vehicle.

Mecha Point Cost: -1 per 10 mph (16 kph) of land speed.

Hovercraft

This Defect can only be taken if the mecha can fly. It means the mecha's ceiling is divided by 100, usually no more than 10' (3 m) above ground. Take this for hovercraft or wing-in-ground-effect vehicles.

Mecha Point Cost: -5 MP

Naked Operator

One or more of the important crew members must be naked to pilot or crew the mecha. This Defect occurs surprisingly often in anime. The naked crew member is usually floating in some sort of neural-interface tank, often with strategically placed electrodes or tubes connecting them to the mecha's life system. The disadvantage of this, aside from embarrassment, is the time it takes to get dressed before exiting the mecha.

Mecha Point Cost: -5 if one Operator must be naked; if 2+ crew members, -10 if all must be naked.

Noisy or Very Noisy

The mecha is noisier than an ordinary person. Mecha whose only type of movement is Space Travel or Star Drive may not be noisy. A noisy mecha is also detected more easily by sonar or Listen checks. A noisy mecha can never attempt to Move Silently.

“Noisy” means the mecha is as noisy as an ordinary automotive engine. +10 on Listen or sonar checks to notice it; weapons with the Sonar Homing quality get a +4 to lock on and attack.

“Very Noisy” means the mecha is as noisy as an aircraft engine. +20 on Listen or sonar checks to notice it; weapons with the Sonar Homing quality get a +8 to lock on and to attack.

Mecha Point Cost: -5 if noisy, or -10 if very noisy.

One Hand/No Hand (Giant Robot only)

A giant robot is assumed to have two arms with hands, but it could have only one, or even none, instead having legs or no limbs at all. If it has one hand it cannot hold onto something at the same time it punches someone or uses a Hand-Held weapon.

Mecha Point Cost: -1 per 2 point of Strength the mecha possesses if one hand, or -1 per point of Strength if it has no hands.

Open

The mecha's Armour does not protect the crew or passengers, only the mecha itself. This is common for mecha like galleys, jeeps, motorbikes, open-cockpit biplanes, speedboats, or robot horses. The mecha provides 1/2 cover, or no cover if the mecha is the same size or smaller than the rider.

Mecha Point Cost: -2 per point of Armour the mecha has.

Poor Visibility

The mecha has very poor visibility, due to small or no windows and a lack of compensating sensors, or other problems. The only way to get unrestricted vision is to actually stick one's head out a hatch or window (leaving one with only half cover, as per the Open Defect). Otherwise, attempts to spot something visually from inside are at -2 if looking directly forward and -4 if looking in any other direction.

This is common for tanks. Mecha with the Open Defect should never have this Defect.

Mecha Point Cost: -5 MP

Reduced Endurance

The default assumption is a mecha has an indefinite range — it can operate for months at a time, like a sailing ship or nuclear submarine, provided supplies of food and water are available. If the mecha must refuel or recharge before then (something that should take at least half an hour of effort) it has Reduced Endurance.

Select one of these operational periods: a few weeks, several days, a few days, several hours, a few hours, several minutes. In this context, “several” means 5-30; “a few” means 1-4.

Mecha Point Cost: -5 if a few weeks, -10 if several days, -15 if a few days, -20 if several hours, -25 if a few hours, -30 if several minutes.

Restricted Path

For one reason or another, the mecha cannot leave a narrowly restricted area. This may represent a robot that is programmed to follow a specific guard route, a railway train, cable car that cannot leave its track, or a towed trailer/carriage.

Another way to interpret this is a mecha that is attached to a generator by a power cable. The mecha can operate normally unless the cable is unplugged, then has only a few rounds reserve power (and an enemy mecha that grabs it might unplug it).

Decide if it is a long path (like a railway line) or a short path (like a tether or a building interior)

Mecha Point Cost: -1 fine, -3 diminutive, -5 tiny, -10 small, -15 if medium, -20 if large, -25 if huge, -30 if gargantuan, or -50 if colossal; x2 if a short path.

Road Vehicle (Vehicle Only)

Take this Defect for most wheeled vehicles. The mecha attains full land speed only on a smooth flat surface such as a paved road. Its land speed is cut in half in other circumstances, such as on a dirt road, off-road, etc.

Mecha Point Cost: -1 per 10 mph (16 kph) of land speed.

Service Crew

The mecha is large enough that it requires a crew of engineers, sailors, or other individuals to perform maintenance, man rigging, cook, etc. Their training and skills will depend on the technology of the mecha, and may range from carpenters to nuclear reactor engineers.

Service crew are in addition to any Operators (pilot, commander, equipment operators, or gunners). For weapon loaders, use the Crew-Served restriction (page 182) instead. The mecha must have sufficient passenger occupancy to carry that many crew. If a mecha loses service crew it will not stop functioning (provided there is someone to pilot it), but it will not run smoothly.

For each 25% a mecha is undercrewed (round up), the GM can impose a -2 penalty on all mecha-related Skill checks rolls or pick a system (sensors, Force Fields, maintenance, a weapon) that has gone unmanned and thus cannot be used. A short, overworked crew is also more likely to make mistakes, leading to equipment breakdowns.

Mecha Point Cost: Depends on the Service Crew requirement: -2 if one crew member, -4 if two crew, -6 if 3-4 crew, -8 if 5-8 crew, -10 if 9-16 crew, -12 if 17-32 crew, -14 if 33-64 crew, -16 if 65-128 crew, etc.

Example: The starship Viva Zapata is a Colossal mecha with an occupancy of 350. The mecha has a Service Crew of 100. This Defect is worth -16 Mecha Points.

Stall Speed

This can only be taken by a mecha that has a ceiling and air speed. If the mecha has a stall speed, it must always fly faster than the stall speed to remain in controlled flight. If it does not, it will go out of control.

Ordinary airplanes will have a stall speed. Mecha that use flapping wings may have a low stall speed or none at all if they can hover like a hummingbird. Other types of flying mecha (vertical-takeoff aircraft that use thrust vectoring, helicopters, antigravity flyers, hovercraft) will not have a stall speed.

A typical stall speed is about 10-25% of air speed. Decide on the speed in mph or kph, and also determine the combat stall speed.

Mecha Point Cost: -1 per 10 mph (16 kph) of stall speed x Armour. Treat Armour 0-4 as 5.

Start-Up Time

If the mecha is shut down, a character cannot just climb into it and blast off cold. For example, it might be a complicated powered armour suit that takes a few minutes to put on, a power plant that takes time to warm up, or a rocket that takes hours of preparation in order to be ready for launch. Start-Up Time should only be taken for mecha that have Reduced Endurance of a day or less, as the time is trivial if the mecha runs constantly.

Mecha Point Cost: -2 if 1 minute (10 rounds), -4 if 10 minutes, -8 if an hour, -16 if 4+ hours.

Volatile

Fuel, a boiler, or ammunition may explode if the mecha is disabled or destroyed. If the attack that disables or destroys the mecha dealt damage past its Armour equal to or greater than half its normal full Hit Points, the mecha will explode after 1d6 rounds. This explosion deals 1d6 damage per full 5 HP the mecha had when undamaged (minimum 2d6) to everyone within the mecha (Reflex save, DC 20, for half damage). Half that damage is inflicted to everyone and everything within a number of feet equal to the mecha's full Hit Points (or metres equal to one-third full HP) of the blast (Reflex save, DC 15, for half damage).

Mecha Point Cost: -1 per full 5 HP the mecha has.

Weak Point

Due to a flaw in the design, there is a weak point in the mecha. If an attacker knows where it is (this may require study of enemy wreckage, espionage, sensor scans, etc) an attack to that point is much more likely to cripple or destroy the mecha.

A critical hit strikes the weak point and ignores the mecha's Armour. If an attacker knows about the weak point, an attack made at a -8 penalty may deliberately target the weak point and ignore the mecha's Armour.

Mecha Point Cost: -1 per point of Armour the mecha has.

Windows

The mecha has large windows (like a car or jet liner) or canopy which does not protect against attacks aimed through them. This may not be taken in conjunction with the Open Defect (page 175).

If a mecha's occupants are attacked, they can only claim three-quarters cover. Occupants that lean out of windows (for example, to shoot) will get only one-half cover. An attack can deliberately target a window at -4 to hit, ignoring the vehicle's Armour.

Mecha Point Cost: -1 per point of Armour the mecha has, if it has Armour 2+. Otherwise, none.

Wind-Powered (Vehicle-Only)

The mecha is a sailing craft, powered by the wind. Its top speed will never exceed the present velocity of the wind, and it cannot move against the wind (it can tack upwind, but cannot move directly against the direction from which the wind is blowing).

This is most appropriate for mecha with Water Speed, though wind-powered land or air vehicles are possible. It's usually inappropriate for mecha with top speeds over 30 mph (48 kph).

It can be used with Dramatic Drive for space sails (page 165); the exact effects depend on drive technology: for example, a light sail will have its acceleration decline with the square of distance from the sun (measured in multiples of Earth's average distance from the sun).

This cannot be taken in conjunction with the Glider Defect.

Mecha Point Cost: -1 if large or smaller, -2 if huge, -3 if gargantuan, -5 if colossal.

Step 13

Design Weapons

Mecha do not need to be armed, but may possess an array of impressive weapons.

A suit or giant robot's fists can inflict damage even if it has no weapons. Base damage is 1 if tiny, 1d2 if small, 1d4 if medium, 1d8 if large, 2d6 if huge, 2d8 if gargantuan, and 4d6 if colossal, plus strength modifiers. More potent attacks — including bite or claw attacks — should be built using the mecha weapon creation rules.

If the mecha has multiple weapons, design each one individually. If the pilot can make multiple attacks, several weapons may be used each round. The same holds true for multiple crew aboard a mecha assigned as gunners. If you want one weapon to have multiple ammo choices, take the Alternate Ammo option (page 178).

In *d20 Mecha*, a "weapon" does not necessarily mean a single gun or missile. A set of multiple missiles on rails or pods is best treated as a single weapon (with several shots). A ship-of-the-line's broadside of dozens of cannons facing in the same direction is best handled as 1-3 weapons with extra damage and qualities such as Volley.

Most mecha attacks inflict damage: refer to Damage, below, and assign the dice of damage. Some attacks do not deliver ordinary damage, but instead, have other effects: Flare, Nerve Gas, Riot Gas, Smoke, or Tangle.

Damage

Select the type and number of dice of damage inflicted, for example, 4d4 or 6d10. This determines the weapon's effectiveness and MP cost.

Critical: A weapon's normal critical threat rating is 20. This can be modified by assigning the Increased Threat quality.

Special Attacks

These are all ranged touch attacks. Assign each special attack a modifier (usually 1 to 20), which applies to DCs and determines the weapon cost.

Flare

If hit (or in the radius of a Blast-effect or Emanation-effect) the target may be blinded. Everyone looking in the direction of the flash when the attack strikes must make a Fortitude save with a DC of (15 plus the Flare modifier) or be blinded for 2d6 rounds.

Nerve Gas

If hit, this will kill individuals who fail a DC (15 plus the Nerve Gas modifier) Fortitude save. Anyone wearing a pressurised suit, or in a mecha with NBC filters or life support is unaffected. This must be combined with the Emanation quality (page 179).

Riot Gas

If hit, this requires individuals in the area of effect to make a Fortitude save against DC (15 plus the Riot Gas modifier) or be blinded and stunned for 2d6 rounds. Anyone using a gas mask, wearing a pressurised suit, or in a mecha with NBC filters or life support is unaffected. This must be combined with the Emanation quality (page 179).

Smoke

The attack produces an obscuring smoke cloud. Smoke gives a 50% concealment modifier, and is also treated as 3/4 cover vs. lasers. The smoke remains for a number of rounds equal to the Smoke modifier. If the attack is assigned the Emanation quality (page 179), the base duration doubles (or the area of effect my double, as per the normal Emanation rules).

Hot Smoke

As smoke, but it also affects infrared sensors.

Tangle

The attack projects a web or net. Treat as a Web spell except it requires an attack roll; if combined with Blast it will affect everyone in the area; if combined with Emanation, it is sticky, and will affect anyone who moves into the area as well. The DC to break free is (20 plus the Tangle modifier).

•• TABLE ••

Damage Die Types and Ranges

DICE TYPE	d2	d3	d4	d6	d8	d10	d12	d20	Special
Increment (feet)	10'	15'	20'	30'	40'	50'	60'	100'	50'
Increment (m)	3 m	5 m	7 m	9 m	12 m	15 m	20 m	30 m	10 m

Type

Specify the type of damage that the attack inflicts. This is important because some mecha Armour or creatures may be resistant or immune to certain types of damage. Specify one of the following types:

Ballistic (bullets and other high-velocity projectiles), piercing (pointed thrusting or ranged weapons like spears, arrows, etc.), slashing (swords, whips, etc.), bludgeoning (clubs, fists, tails, etc.), energy (of a specific type: fire/plasma, laser, electrical, cold, sonic), or blast (explosions).

Rate of Fire

The default ranged weapon rate of fire is single shot (SS) — one shot per attack. Weapons may have faster or slower rates of fire as a result of their chosen qualities or restrictions; record the abbreviation appropriate to the rate of fire: SS for single shot, S if semi-automatic, A if automatic, 1 if slow-firing.

Range Increment

A weapon's base range increment is 50' (15 m) for a special attack. If the attack inflicts damage though, the increment shown on the table for the weapon's die type is multiplied by the dice of damage to get the increment. For example, 2d8 has an increment of 40' x 2 (for two d8) = 80 feet.

The actual increment can be modified by taking weapon qualities or restrictions. Each level of Long Range may up to double range; each level of Short Range may up to halve it.

Example: A mecha has a 120mm tank gun with 10d12 damage; this gives a range increment of 60 x 10 = 600'. In the real world, a 120mm gun can reliably strike targets out to about 12,000'. This would suggest a range increment of about 1,200, since weapons can reach out to 10 x their range increment. Various Feats and devices, however, allow experienced gunners to multiply their range increment by 1.5 to 2, so 600' is quite reasonable for the tank gun.

•• DESIGNER'S NOTE ••

**Conversion Notes:
Modifying Range Increments**

Range increments in *d20 Mecha* are based on the assumption that a powerful attack will usually travel farther. They can be modified in flexible fashion by taking appropriate qualities and limitations.

Some d20 System games, however, have range increments that are unusually high or low across the board — perhaps as a game-balance device to balance them against melee or archaic weapons. If this seems like a good idea, the GM should apply a constant multiple to all range increments to suit your own preferred d20 System game — for example, arbitrarily dividing or multiplying all range increments by 2, 4, 8, or 10.



BONUS MATERIAL:
MECHA CREATION

Magazine

A weapon has an ammo capacity (magazine) of 17-30 shots before running out of projectiles or power. This may be modified via the Extra Ammo quality or the Low Ammo restriction.

Mecha Point Cost

If the attack delivers damage, multiply the dice of damage by the cost shown for the chosen dice size (twice its average damage) on the Weapon Damage Cost chart (below).

Example: The Valkyrie is a missile that inflicts 5d6 damage (giving a 100' range increment). The cost of each d6 is 7 Points. The Valkyrie missile will cost $5 \times 7 = 35$ MP.

If a special attack, the cost is equal to the (modifier + 10) multiplied by 1 if smoke, 2 if flare, hot smoke, riot gas, or tangle, and 3 if nerve gas. Thus a +5 nerve gas attack costs $(10 + 5) \times 3 = 45$ Mecha Points.

•• TABLE ••

Weapon Damage Cost

DIE TYPE	COST
d2	3
d3	4
d4	5
d6	7
d8	9
d10	11
d12	13
d20	21
Smoke	Modifier +10
Flare	(Modifier +10) x2
Hot Smoke	(Modifier +10) x2
Riot Gas	(Modifier +10) x2
Tangle	(Modifier +10) x2
Nerve Gas	(Modifier +10) x3

Multiple Weapons on a Mecha

A single Operator on a mecha can only attack with a single weapon at a time, no matter how many are built into a mecha. Exception: If he or she has multiple attacks, and uses a full attack action, these extra attacks can be made with the same weapon (unless it has a Single Shot or Slow-Firing Rate of Fire) or they may use a different Alternate Weapon (or Ammo).

Alternate Weapons (or Ammo)

If the mecha's Operator has access to multiple different attacks, each secondary weapon costs less. This is because he or she can only use one weapon per round. For 1/10 the original cost (minimum 1 Point), a mecha can be given another weapon that is of the same or lower Point cost than the mecha's first weapon. This can represent either a new weapon or the same one with alternate ammo.

Different Gunners

Weapons are normally designed to be used by the mecha pilot. If the mecha has multiple Operators, however, some may have their own weapons, allowing each to fire. If a weapon is in this category, note it as requiring a "different gunner" and pay for it at full cost. After it is acquired, additional alternate weapons may also be bought for that extra gunner, at the reduced cost given above. Note: Two characters may not fire the same weapon in a round, however, even if using multiple attacks.

Hand-Held Weapons

It is assumed that weapons are attached to the mecha, but they may, instead, be designated as Hand-Held. A Hand-Held weapon can be lost or grabbed by an enemy, and the mecha must have arms to hold it. Mecha can, however, swap Hand-Held weapons with other mecha. To do this both weapons must be the same size so that handgrips and such are compatible. Hand-held weapons can never be assigned to different gunners; they must be fired by the mecha pilot.

Multiple Attacks with Hand-Held Weapons

The wearer of a suit or pilot of a giant robot may use the normal rules for multiple attacks with two weapons if his or her mecha has a weapon in each hand.

Weapon Stat Blocks

Record weapons in the following formats:

Name: The weapon's name (player's choice). For example, "20mm railgun."

Damage: The dice of damage. For example, 6d10. If no damage, list the special effect and modifier. For example, Nerve Gas +5.

Critical: The critical threat range. This is "20" unless modified by the Increase Threat quality.

Type: The type of damage inflicted. For example, Ballistic, Piercing, Electricity, Laser, etc.

Increment: The range increment (as modified by qualities and restrictions). Use "-" if a melee weapon.

Rate of Fire: Record the rate of fire: SS if single shot, A if the Automatic qualifier, S if Semi-Automatic qualifier, 1 if Slow-Firing or thrown qualifiers. Use "-" if a melee weapon.

Magazine: List the weapon's ammunition capacity (as modified by qualities and restrictions). Use "-" if melee or unlimited shots.

Size: List the weapon's Size. For example, indicate if it is a melee or Hand-Held weapon.

Cost: List the Mecha Point cost, so that the weapon can be swapped out for other weapons if desired.

Notes: List any qualities or restrictions, either in full or via footnotes. List qualities first, separated by commas, then a semi-colon, then restrictions. If a quality or restriction is taken multiple times, use 2, 3, etc. to indicate this. Example: Armour-Penetrating, Long Range 2; Low Ammo 3.

If the weapon has variable ammo, each setting should have its own line.

Qualities and Restrictions

A weapon may have qualities or restrictions. A quality is something advantageous; a restriction is something limiting. This will affect the Mecha Point cost of the weapon.

If the weapon has no extra qualities, its cost is unmodified. If it has 1, "multiply" its cost by 1.5. If it has 2 or more, multiply the cost by the number of qualities. Thus, a weapon with 3 qualities costs three times as much.

If the weapon has no restrictions, use its cost as modified by the number of qualities. If it has 1, divide that cost by 1.5. If it has 2 or more, divide the cost by the number of restrictions. Thus, a weapon with 2 restrictions costs one-half as much.

Example: A weapon has an unmodified cost of 30 Mecha Points. If it has one quality and three restrictions. The cost is 30 times 1.5 (the quality) divided by 3 (three restrictions) = 15 Mecha Points.

If a cost is fractional, drop all fractions. Thus, 22.7 Mecha Points is rounded down to 22 Mecha Points.

Weapon Qualities

Some weapons have additional capabilities beyond simply inflicting damage. Qualities marked with an * can only be used with attacks that inflict dice of damage.

A few qualities are especially powerful, and hence count as two or even three qualities.

Armour-Penetrating (AP)*

This weapon is especially good at punching through heavy armour. It ignores the first 10 points of Armour or the target's Armour protects at half value (round down), whichever gives the best effect.

This quality often represents shaped-charge High Explosive Anti-Tank (HEAT) and Armour-Penetrating fin-stabilised discarding sabot (APFSDS) ammunition used by tank guns and missiles.

Armour-Penetrating can be taken multiple times: two levels ignore the first 20 points of Armour (or divide Armour by 3), three levels ignore the first 30 points (or divide by 4), and so on.

Automatic*

Automatic (A) weapons fire a burst or stream of shots as long as the trigger is held down (until they run out of ammunition). They can be set on auto-fire or be used with Feats that take advantage of automatic fire.

There are two ways to use auto-fire:

Area Auto-fire

This affects an area and everyone in it, not a specific creature. The character sprays an 10' x 10' (3 m x 3 m) area, or strafes an area 20' (6 m) long and 5' (1.5 m) wide, and makes an attack roll vs. Defence 10. If it succeeds, every creature or mecha in the affected area must make a Reflex save (DC 15) or is hit by a single shot. Area auto-fire expends 10 shots; and can only be used if the weapon has 10+ shots left.

Burst Auto-fire

This is fired at a specific target, and may expend from 2 to 5 shots (decide before firing). The target is attacked normally. Roll once to hit. A successful attack means the target is hit once; for every 5 the attack succeeded by over the target's defence, it is hit by an additional shot, up to a maximum of the number of shots that were fired in the burst. Roll damage individually for each shot that hit; if the target has damage reduction or Armour, subtracting it separately from every shot's damage.

Multiple Assignments of Automatic

Automatic can be taken twice. This emulates Gatling guns like the 20mm Vulcan or 7.62mm minigun or multiple linked machine guns. They can fire as above, or instead use Saturation Auto-fire or Extended Bursts. Saturation Auto-fire is treated as Area Auto-fire, but requires expending 50 shots, covers twice the area, and victims must make a DC 20 Reflex save. Extended Bursts may fire 10-50 per burst, at a +1 to hit per 10 shots.

Note: Many d20 System games with a modern or future setting have unique rules for automatic fire, or even require Feats to use certain types of automatic fire — the GM may resolve automatic fire with such rules instead.

Blast

The attack affects not only the target but also anyone adjacent, such as an explosive warhead or plasma blast. The radius of effect is 10' (3 m). Blast can be taken multiple times. Each time it is taken, double the radius of the blast. Thus, taking it 4 times gives an 80' (24 m) blast radius.

When a target is hit, everyone caught in the blast (other than the target directly hit) may make a Reflex save (mecha Operators roll for their mecha) against a DC of 15 to halve damage. The target of the attack, if hit, takes full

damage — no Reflex save is allowed. Alternatively, an attacker may fire a Blast weapon at the ground next to a target (treat as Defence 10), rather than the target itself. This is a ranged touch attack. This can have a better chance of hitting, but has the disadvantage of always granting a Reflex save. This tactic is not possible against a flying or space target unless the attack has the Guided quality (page 180).

Use the rules for Grenadelike missiles (see the *Player's Handbook*) to determine the effect of a miss.

Burning*

This represents flaming liquid, acid, or similar weapons that deliver continuing damage. If the initial attack hits, the target takes continuous damage each round, for the next 5 rounds, or until somehow neutralised (GM call: it should depend on the type of attack). Armour or Force Fields do protect against the damage.

It can be taken multiple times; each extra time doubles the duration.

The first level of Burning counts as two qualities.

Concealed

A mecha's weapons are normally obvious, at least to someone who knows where to look for the gun barrel, missile port, or laser lens. Take this quality to install a disguised or retractable weapon in a craft that looks like it would be unarmed, such as an ordinary-appearing automobile.

It takes a move action to "pop up" a hidden weapon so that it can be used in battle.

Cone

A cone attack shoots away from the weapon in the direction he or she designates. A cone starts in a square adjacent to the mecha and widens out as it goes. A cone's width, at a given distance, equals its current range — a cone is 50' wide when 50' away from the attacking mecha. At its far end, a cone is as wide as the effect is long.

A cone attack's maximum range is 1 range increment; cone attacks have very short range.

A cone attack is not resolved as an ordinary attack. It automatically hits everything in the target area, but targets get a Reflex (DC 20) save. Success means they suffer half damage, failure means they take full damage. Cover will give a bonus to the Reflex save, and if the cover is sufficient (such as a slit trench, building, etc.) a success means the targets dove or moved behind the cover, and take no damage rather than half damage (GM discretion).

Cone counts as three qualities.

Emanation

Some attacks have an area like a blast, except that the effect continues to radiate from the point of origin for multiple rounds. The effect is the same as Burning, above, lasting 5 turns, but affecting everyone who enters an area only for as long as they remain in it (unless also combined with burning).

The radius of effect is 5' (or 1.5 m). The quality can be taken additional times. Each time it is assigned to a weapon, double the radius or the duration (designer's choice).

The first level of Emanation counts as two qualities.

EMP*

The weapon's damage is an electromagnetic pulse that has no effect on living things but will do normal damage to any mecha with electrical or electromagnetic systems. This is a quality, not a restriction, since it allows safe use of anti-mecha weaponry in situations that would otherwise put bystanders at risk.

Extra Ammo

This increases the weapon's total shots from the default up to 50. It can be taken multiple times: twice gives up to 200 shots; three times is 1,000 shots.

Fast

This quality increases the attack's velocity class by one step — from supersonic to hypersonic (or for underwater weapons, from low subsonic to high subsonic). Fast is normally only used in conjunction with the Guided quality or the Unguided restriction, but can optionally be assigned to other attacks to make it easier for them to shoot down incoming fast missiles. Fast can be assigned up to three times. The progression of velocity classes is: low subsonic; high subsonic; transonic; supersonic; hypersonic; spatial; and relativistic. Record the new velocity class in parenthesis.

Flexible*

This represents long, flexible, or extendible attacks like a whip, energy-lash, razor-ribbon, or similar weapon.

A flexible attack can be used like a giant whip to disarm or trip any opponents of equal or smaller size than the weapon's size; for example, a huge whip can trip or disarm opponents up to huge size. A character can make a trip attack with a flexible weapon by succeeding at a ranged touch attack. The character does not provoke an attack of opportunity when using a flexible weapon in this way.

A flexible weapon also gives a +2 bonus on an opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

If this quality is chosen for a weapon, the Melee Weapon restriction must also be taken. A flexible weapon can reach out farther than normal, however: 15' (5 m) for a medium weapon, doubled for each successive size class.

Guided

The weapon fires a projectile that homes in on its target. The projectile's closing speed is determined by its velocity class (see page 184). The base velocity class of Guided weapons is supersonic, with the exception of weapons that operate exclusively underwater (like torpedoes), which instead have a default low subsonic velocity. This can be altered by taking the Faster quality or Slower restriction. When it reaches the target, an attack roll is made, with no range penalties to hit. Other rules depend on the guidance system used. Pick one of these systems:

Operator-Guided

The weapon fires a missile that is steered toward the target by the attacker, transmitting commands via a wire or a tight-beam radio link. The attacker must take full actions each round to guide the projectile to the target. The attacker uses his or her own attack bonus; the guidance system negates range penalties, but has no other effect.

Laser-Guided

The weapon fires a missile that homes in on reflected laser light. Launching the missile is an attack action. The missile will fly straight ahead. At any point in its flight, the attacker or an ally (who need not be in the mecha) must use an attack action each round to aim a Laser Designator (page 169) on the target, which must be in front of the missile (if the missile has already flown past it, it will automatically miss). The missile closes on the target as long as a character continues to designate the target with a laser; if interrupted, the missile automatically misses. If the designating character is injured/distracted, a Concentrate Skill check is required to stay on target (as if casting a spell). When the missile reaches the target, the designating character makes the attack roll, at a +5 bonus.

Semi-Active Radar Homing (SARH)

The weapon fires a missile that homes on radar reflections emitted by the mecha's own radar. The mecha must have a Radar, High-Res Radar, or Meta-Scanner. It must lock onto the target (this requires a ranged touch attack, using the Radar's range increment); failure allows additional attempts. Once a lock-on is achieved, launching the missile is an attack action. Once fired, the Radar must continue to track the target or the missile will automatically miss, but no other character actions are required; if the Radar only faces forward, that means keeping the mecha pointed at the enemy. As long as it does so, the missile closes on the target. When the missile reaches the target, it attacks on its own, with a +8 attack bonus.

Infrared Homing (IRH)

The weapon fires a missile that tracks the target's heat emissions. The attacker must lock onto the target. This is a ranged touch attack, using the weapon's range increment. If the lock on fails, it can be attempted again in future rounds. If it succeeds, the missile can be launched; this is an attack action. The missile will follow the target with no further intervention required. When it reaches the target, it attacks the target itself. An IRH missile has a +10 attack bonus. ECM or concealment effective against infrared will penalise the attack.

Radar Homing (ARH)

The missile uses its own onboard radar. Treat as Infrared Homing, except that ECM or concealment effective against radar will penalise the attack.

Sonar Homing (SH)

The missile — a torpedo — uses its own onboard sonar. It can only be fired at underwater targets. Treat as Infrared homing, except that ECM or concealment effective against sonar will penalise it.

Emission Homing (EH)

The missile is an "anti-radiation" missile that homes in on the radiating emissions of an operational Radar, Radio, or Radar Jammer; the mecha should have a Radar Sensor (page 170) to spot such targets. Treat as IRH, but it can only lock onto a target that is using a Radar, Radio, or Radar Jammer. If the target turns off the system before the missile can reach it, the missile will still home on the last known location (unless the target moves, it is in trouble).

Inertial Guided (IG) or Satellite Guided (SG)

The attacker programs in a set of map co-ordinates and the missile homes in on that point. This is only good for attacking stationary targets such as buildings. When the missile reaches its target, make an attack roll at +3 if using inertial guidance or at +5 if using satellite guidance. Satellite guidance is only effective if the mecha has access to a friendly GPS satellite system.

Other Homing

The GM may allow players to create other specialised homing missiles, such as ones that home on magical emanations. Use the previous rules as a guideline.

An incoming missile can be targeted for attack. It has defence of 25. If hit, roll damage: 15+ points of damage disables/destroys it; otherwise it is unaffected.

Guided cannot be combined with Cone or Melee. It can be combined with Automatic, representing a salvo of missiles; when the missile makes its attack roll, it is treated as a Burst attack using as many missiles as were fired, minus any that were shot down. "Smart bombs" can be created simply by adding the Dropped and Short Range restrictions.

A weapon may take multiple guidance options by taking this quality multiple times. This makes it harder to jam the weapon, and gives it a second lock on or attack roll if the first fails. For example, many modern torpedoes are both sonar-homing and operator-guided.

The first level of Guided Missile (any type) counts as two qualities.

Hardpoint or Hand-held

A “Hardpoint” weapon is mounted on a hardpoint, pod, or pylon. It can be traded in a later mission for any weapon of the same size and same or lower Mecha Point value, subject to its availability. It takes about 10 minutes to remove and replace a Hardpoint weapon with another weapon. A character may buy “spare” weapons at 1/20th their Mecha Point value that are kept at base for replacement in this way, or may swap weapons with other mecha of similar size and type.

A “Hand-held” weapon is carried in the hand. It is treated as a hardpoint weapon except that it is vulnerable to being disarmed, lost, dropped, etc., but can be exchanged in only one round. A mecha cannot have more Hand-Held weapons ready to use than it has hands.

Increased Threat

Most weapons have a threat of 20. This quality increases the threat range by 1 (for example, to 19-20). It can be taken multiple times, further increasing the threat range.

Indirect Fire

The weapon can fire shots in a high ballistic arc, like a grenade launcher, ballistic missile, or Howitzer. This lets the gunner shoot at targets hidden behind buildings, hills, or other obstacles (or shoot over the horizon, if the range is long enough).

If it is used to make an indirect fire shot, the attacker must be able to see the target, or someone else must spot it and radio or otherwise communicate its position to the attacker. This will usually require a Computer Use check. In most cases, indirect fire involves using weapons with the Blast quality (page 176) to attack an area. If a creature or mecha, rather than area of ground is attacked, it is treated as having full concealment (50% miss chance).

A weapon can fire indirectly at 10 times the usual number of increments (100 increments for most weapons). Note that the actual range increment is not increased: thus, Long Range fire will be rather inaccurate.

If the attack misses, an observer can note where the attack hit and send a correction (or the attacker can correct by his or her self, if the target is in sight). Each correction gives a +2 bonus to hit, only to cancel any range increment penalties. It takes a full action for a distant observer to transmit a correction via communicator.

A weapon with Indirect Fire quality can be used normally at no penalty. It cannot be Melee, Cone, or Stream.

Invisible

Most weapons produce some visible muzzle flash or beam, revealing the position of the shooter. Take this quality for any weapon (except one with the Melee or Thrown weapon restriction) that has no visible flash or beam.

Long Range

This quality increases the range increment. Long Range can also be taken multiple times; each time it is taken, double the increment.

The base increment is suitable for machine guns, short range rockets, and light cannons. Taking one level of Long Range is good for tank guns and guided missiles. Taking two levels is good for long-range missiles and spacecraft weaponry.

A lower increase can be specified if the GM desires — for example, Long Range could also be used to multiply the increment by 1.1 to 1.99 rather than 2. This is useful if trying to duplicate a real weapon.

Multiple

Part way along its flight path the weapon splits so that it can attack multiple different targets. They must be in the same general direction and no more than a single weapon increment from the main target (or 10 x weapon's increment if using indirect fire). Roll to hit separately against each target. Multiple can be taken several times; each allows an extra target to be attacked. This quality cannot be combined with Automatic, Stream, Volley, or Melee.

Each assignment of Multiple counts as two qualities.

Muscle-Powered

This lets the mecha add its Str bonus to damage if this weapon is used as a one-handed Melee weapon, or 1.5 times Str bonus if used as a two-handed Melee weapon, or half Str bonus if the weapon is Thrown.

A Muscle-Powered weapon can make any number of attacks unless it has the Thrown weapon restriction (in which case it can make another attack only after the Thrown weapon is recovered).

A weapon can only be Muscle-Powered if it has the Melee or Thrown Weapon restriction.

Semiautomatic

A semiautomatic (S) weapon fires one shot per attack (effectively acting as a single shot weapon). Some Feats, however, allow characters armed with semiautomatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Silent

Most weapons usable at range are usually noisy, making a loud bang! or zap! Take this quality for a weapon that does not have the Melee or Thrown restriction, or will be used only in space, which is very quiet or silent.

Stream

The effect of a Stream weapon is similar to a cone, except that the weapon's effect is narrow and linear (affecting everyone in a stream 5'/1.5 m wide). Otherwise, use the rules for Cone (page 176), including the reduction of the range, with the exception that a successful save always negates damage rather than halves it.

Stream counts as two qualities.

Stun

The attack only inflicts stun damage (see page 65).

Trap

This weapon lays a minefield, spikes, or some other similar device. The projectile “sits and waits” until someone triggers it. If someone walks into the target area, they get a Reflex Save (DC 15) to avoid it. Trap can be taken with the Melee restriction to simulate a booby trap placed by hand or released from the mecha. Without these weapon restrictions, it can be deployed at range — a successful ranged touch attack against a Defence of 10 means the Trap was fired into the correct area.

Unlimited Shots

The weapon does not run out of ammunition or power. It can fire indefinitely, usually drawing on the mecha's own power supply. This need not be taken if the weapon has Muscle-Powered. It usually cannot be taken in conjunction with Automatic, Guided Missile, or Volley.

Unlimited Shots counts as four qualities.

Volley

An attack with the Volley quality fires a large volley of poorly guided projectiles, such as a salvo of unguided rockets or a broadside of cannon balls from multiple guns. The attacker may fire a number of shots up to the weapon's entire magazine capacity. He or she does not add a Base Attack Bonus or Dexterity Bonus but does add +1 per projectile fired.

The maximum number of shots that can hit is the number fired. On a critical hit, rather than increasing damage, double the number of shots which hit (up to the maximum).

If firing against a group, the attacker determines how many shots to aim at each target. Separate attack rolls are made for each target. Determine how far the furthest two targets are from one another. The attacks are made as for volley fire against one target, but for each 10 m/30' or part thereof that separates the furthest two targets, all the attack rolls suffer a -1 penalty.

•• TABLE ••

Volley Hits per Attack

ATTACK SUCCEEDED BY	NUMBER OF HITS
0-4	1 hit
5-9	1d4 hits
10-14	1d8 hits
15+	1d12 hits

Weapon Restrictions

Few weapons do everything well, and many have various disadvantages. As with weapon qualities, a single restriction can only be taken once unless specifically permitted.

Assign the weapon one or more restrictions. If the weapon has none, its cost is unchanged. If it has 1, divide its cost by 1.5. If it has 2 or more, divide by the number of restrictions.

Some restrictions are especially onerous and so count as two or even three restrictions.

Crew-Served (Vehicle only)

The weapon requires two or more people to operate it — usually the gunner and one or more loaders.

This must be taken in conjunction with the Slow-Firing restriction; it can be taken multiple times. Each time, double the number of crew required to load the weapon; they must all perform full actions to do so. Thus, a cannon that requires a crew of 8 to operate is a x3 restriction.

Dropped

The weapon is a bomb, mine, etc. that must be dropped from a flying mecha that is approaching the target. Assume dropped weapons have a low subsonic velocity class if dropped from under 50' (15 m) or used underwater, high subsonic if dropped from under 500' (150 m), otherwise transonic. Exception: if "dive bombing" they will have the velocity of the dropping vehicle. This replaces the default supersonic velocity. This cannot be used with Cone, Stream, Melee, or Thrown.

Exposed (Vehicle only)

The gunner must be outside the mecha's Armour on the round the weapon fires (and stay exposed until his or her next action in the following round). An exposed character can be fired at with no Armour protection. An example of this weapon restriction would be a machine gun mounted on a bracket atop a tank whose gunner must lean out the hatch to use. It cannot be taken if the mecha already has the Open Defect (page 175).

Fixed Arc of Fire (Vehicle and Giant Robot only)

The weapon has a very limited arc of fire and must be aimed by pointing the mecha. For example, a set of fixed forward-firing guns on a fighter plane, or a ramming prow. The weapon can only be fired at targets in the specified arc which may require a successful Pilot Skill check (which can be opposed by the pilot of a target mecha).

Specify the arc of fire: Front (Fr), Rear (Re), Left (L), Right (R), or Top (T). Mecha that can fly or move underwater can also specify a Bottom (B) arc.

Less Ammo

The weapon is only good for a few rounds of firing, and then runs out of ammunition or power, or burns out. This restriction can be taken up to 5 times.

If the weapon is Slow-Firing, number of shots refers to the total ammunition aboard the mecha, not in the magazine.

Taking this restriction once means the weapon has 9-16 shots; twice limits it to 5-8 shots; three times to 3-4 shots; four times to 2 shots, five times to 1 shot.

Low Penetration*

The attack is easily defeated by Armour (examples include a shotgun blast or hollow-point bullet). Armour or Damage Reduction stops twice as much damage as usual. If the target's Armour grants an equipment defence bonus, it is doubled vs. the attack.

Melee

The weapon can only be used as a melee weapon. It can be used to attack or parry within the mecha's natural reach. Specify the weapon's size class (normally within one size of the mecha that will wield it) and whether it is bludgeoning, piercing, or slashing.

It is usual to take this restriction in conjunction with the Muscle-Powered quality.

Melee counts as two restrictions.

Only In (Specified Environment)

The attack or weapon can only target objects that are on or in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two restrictions.

Short Range

This restriction halves the range increment (round down). It can be taken twice if desired, to get 1/4 range. An even lower increment can be specified if the GM wants to duplicate a weapon in other d20 System books with a low increment, but there's usually no extra cost benefit.

Short range may not be taken if the weapon has Melee or Thrown restriction.

Slow-Firing

The weapon has a restriction that reduces its rate of fire, such as requiring a full action (to aim, charge, or load the weapon) before making each attack. Perhaps the attack generates heat that must be dissipated before it can again fire safely. Consequently, the weapon fires every other round. The weapon cannot be used to attack multiple times in a round, nor can a different character fire it on the round it is being loaded. This cannot be used with Semi-automatic or Automatic.

Record a rate of fire of 1.

This can be taken multiple times; each time it is taken, loading requires an extra round's full action.

Slow-Firing counts as two restrictions.

Slower

This restriction may only be taken in conjunction with the Guided quality or Unguided restriction. It means the attack's velocity class (page 184) reduces one step, from supersonic to transonic. It can also be assigned a second time (velocity drops to high subsonic) or a third time (velocity drops to low subsonic). Slow is not available for underwater Guided or Unguided weapons, which already start out at the lowest velocity class. Record the new velocity class in parenthesis.

Space-Optimised

The weapon's energy is easily absorbed by air; its full range only applies in vacuum. In atmosphere, its base maximum range is 5 rather than 10 increments and it cannot penetrate thick smoke, fog, water, etc. This should only be taken by ranged weapons doing energy-type damage. It is a common restriction for laser and particle beams. It cannot be assigned to melee weapons.

Static

The weapon cannot be fired while the mecha is moving under its own power; perhaps it is too bulky, requires precise aim, or drains too much power, or maybe the mecha's fire control system is not advanced enough to compensate for movement. This does not prevent firing while drifting, coasting, etc.

This restriction is commonly taken for artillery-type weapons (especially in conjunction with Indirect Fire).

Thrown

This restriction means it is a thrown weapon. Once thrown, it is useless until retrieved. Specify the weapon's size class and whether it is bludgeoning, piercing, or slashing. The weapon's range increment is divided by 10 (if the base is 500', it will drop to 50'), and it can be thrown a maximum of 5 increments.

It may not be taken in conjunction with the Melee or Slow-Firing restriction. It is often taken in conjunction with the Muscle-Powered quality.

It may be taken with Automatic Fire (representing a handful of small thrown objects, for example).

Record a rate of fire of 1, reflecting the fact that the weapon must be reloaded or charged after each shot.

Thrown Weapon counts as two restrictions.

Unguided

This restriction means the weapon fires an unguided projectile that is big enough or slow enough to be intercepted or avoided while on its way to the target. It should only be taken for large weapons like unguided torpedoes or large-calibre rockets.

Like a Guided projectile, a weapon with this restriction will have a velocity class, with the default being supersonic (or low subsonic for underwater weapons), and will often take more than one round in order to reach the target, as described in Time to Target (page 183). It is incompatible with Cone, Dropped, Guided, Melee, and Thrown.

Unreliable

The attack tends to jam. Any time the player makes an attack and rolls a "natural" 1, the weapon failed to fire and jammed, over-heated, or otherwise malfunctioned. It will not work until repaired. Clearing a jammed

weapon requires a full action and a successful Dex check against a DC of 10. Note: a character cannot attempt to clear a jammed weapon if he or she does not have the appropriate Weapon Proficiency Feat. If unsuccessful, the character can try again next round. A natural "1" indicates the jam is severe and cannot be cleared without an hour's work and a successful Craft (Mechanical or Gunsmith) Skill check against a DC of 20.

Special Weapon Rules

The rules in this section add extra realism to a military campaign.

Time To Target

A weapon with the Guided quality or Dropped or Unguided restriction may take multiple rounds to reach its target.

Determine its closing speed from the Velocity Class table (page 184).

The table shows the maximum velocity for each class in mph, kph, feet/round and metres/round; c is the speed of light (approximately 186,000 miles/second or 300,000 km/second). If desired, a velocity less than the maximum may be specified when the weapon is designed.

"Default" is a convenient "average" closing velocity usable if the GM does not want to assign or calculate an exact velocity to a particular weapon's attack. Defence Modifier is the bonus to Defence that default speed grants in the event that someone attempts to target the incoming attack (see Anti-Missile Fire, below).

If the weapon's closing velocity is such that it could reach the target in one round, resolve the attack normally. Otherwise it will take additional rounds to hit the target, with these effects:

If the attack is Unguided, the attack will proceed toward the target, but since the attack cannot change course, it can be automatically evaded if the target notices it and takes evasive action.

If the attack is Guided, the attack will follow the target as described in the Guided quality.

In either case, the attack can also be intercepted — use the Anti-Missile Fire rules, below.

Weapons with the Indirect quality may also take a few rounds to reach maximum range if fired indirectly, even if they lack the Guided, Dropped or Unguided qualities or restrictions. Assume they are travelling at supersonic velocity.

Anti-Missile Fire

An incoming attack with the Guided quality or Unguided restriction that does not hit its target on the round it was launched may itself be attacked. Treat the "attack" as if it was any other object. Assume that most incoming attacks are Medium size class and thus have Defence 10. At the GM's option, the attack may specified as smaller or larger; if so, it has Defence 10 + Size Class modifier. For example, a large attack has a 9 Defence.

The velocity of the incoming attack will also modify its Defence; use the velocity-based Defence Modifier from Velocity Class table. This modifier is halved (round up) if the intercepting attack is both one or more velocity classes faster and is either Guided or possesses a Targeting Bonus. (For this purpose, normal gunfire is assumed to be supersonic; thrown weapons or melee attacks are low subsonic.)

Automatic weapons may not use Area fire for anti-missile fire, but burst fire may be used, and the "extended burst" option for Automatic x2 weapons is particularly effective since it provides a bonus to hit.

If the projectile is hit, roll damage normally. Assume the target attack has Armour 8. The Hit Points depend on Size Class: 1 if fine, 2 if diminutive, 4 if tiny, 6 if small, 8 if medium, 10 if large, 20 if huge, 40 if gargantuan, and 100 if colossal.

If Hit Points are reduced to 0 or less, the attack was successfully intercepted, whether by knocking it off course, causing it to explode, or otherwise disabling it. If the attack has the Blast or Emanation quality, it will usually “go off,” exploding or otherwise detonating at the point where it was hit. This may naturally result in damage to anyone nearby.

•• TABLE ••

Velocity Class

CLASS	MPH	KPH	FT./RD	M/RD	“DEFAULT” FT./RD (M/RD.)	DEFENCE MODIFIER
low subsonic	100	160	880'	270m	500' (150 m)	+2
high subsonic	500	800	4,400'	1,350m	2,500' (750 m)	+4
transonic	900	1,500	7,920'	2,500m	10,000' (3,000 m)	+8
supersonic	3,000	5,000	26,400'	8,350m	15,000' (4,500 m)	+12
hypersonic	17,000	27,000	150,000'	45,000m	100,000' (30,000 m)	+16
spatial	0.001c	0.001c	5.9 mil.	1.8 mil.	3,000,000' (1,000,000 m)	+20
relativistic	c	c	c	c	instant	unstoppable

Mecha Point Equivalence

Many d20 System games use different mechanisms to represent the value of equipment and gadgets, from gold pieces to various unique Point systems. If using *d20 Mecha* with another d20 System game, the GM may desire to retain their existing system. Here are a few guidelines for converting Mecha Points into other systems:

Mecha Points in BESM d20

Each Level of the Own a Big Mecha attribute in *BESM d20* gives 400 Mecha Points with which to build a mecha. Characters can pool their Mecha Points to create larger mecha, but should not usually be allowed to combine Mecha Points with non-player characters.

Each “major” item of Personal Gear in *BESM d20* can be used to buy a mecha worth up to 100 Mecha Points, or to add additional Mecha Points to an existing mecha (through custom upgrades, etc.) or build a mecha of intermediate value.

The GM may vary the threshold to better balance mecha against other elements of the game.

Mecha Points as US Dollars

An approximate dollar value in modern US dollars can be found using this conversion:

$$\text{Dollar Value} = \text{Mecha Points} \times \text{Mecha Points} \times \$2$$

Also, multiply the cost by 1 to 5 if the mecha was built for a government agency or the military, by 5 if it can travel in space or underwater, and by 10 if it is a custom-built machine or experimental prototype. All increases are cumulative; a mecha built for the military (x2 cost), that flies in space, and is a prototype, is $2 \times 5 \times 10 = 100 \times$ cost.

Mecha Points as Interstellar Credits

In some science fiction settings, the cost in credits, or whatever other monetary unit is in use, will be roughly the same as the cost in dollars. This means that a space fighter or giant robot will cost millions of credits. For this conversion, just use the US dollar price.

In other settings, big robots and spacecraft are pretty cheap — any scoundrel can own a star freighter and any mercenary aristocrat can have a giant robot — the relative cost is more like a big semi-truck or a light plane. If so, the GM may wish to use this formula instead:

$$\text{Interstellar Credits} = \text{Mecha Points} \times 200 \text{ credits}$$

Apply the same cost multipliers detailed for US dollars

Mecha Points as Gold Pieces

In fantasy settings the GM may wish to price mecha in comparison to things like full plate armour or galleys, or compare their value to that of magic items or constructs such as golems. This cost scheme gives a price in gold pieces. It assumes that very powerful mecha are rare, and intended to give a reasonable price for sailing ships and other vehicles that are also built using this system:

$$\text{Gold Pieces} = \text{Mecha Points} \times \text{Mecha Points} \times 2 \text{ gp}$$

Double the cost if the GM feels the mecha requires technology more advanced than the campaign setting, or magic.

For example, a boat built with 10 Mecha Points will end up costing 200 gp, while a medium-sized galley built with 100 Mecha Points will cost 20,000 gp. A potent magical steam-powered mecha built on 400 Mecha Points — capable of arm wrestling an iron golem or taking on a young dragon — costs 640,000 gp.

Mecha Points and Character Level Adjustment/ECL

If a character is not built using the Own a Big Mecha Attribute (page 56) and possesses a mecha, he or she is certainly more powerful than an average individual. To find the level adjustment for a character with a Mecha, simply divide the mecha’s point cost by 500 and round down.

This value also serves as the mecha’s ECL should it be important (such as for artificially intelligent mecha).

Mecha Points and Purchase Difficulty Class

Some d20 System games have characters roll to determine if they can acquire equipment, based on a wealth ability score or other attribute. A suggested Purchase DC for mecha is:

$$(\text{Square root of Mecha Point Cost}) + 15, \text{ rounded to nearest whole number.}$$

Add +4 to DC if mecha was built for a government agency or the military, +7 to DC if it can fly or travel in space, and +10 DC if it is a custom-built machine or experimental prototype. All increases are cumulative; a mecha built for the military, that flies, and is a prototype, is +1 plus +7 plus +10 = +21 DC.

For example, if a main battle tank may cost 700 Mecha Points. The square root of 700 is 26.45, rounded to 26. The DC is 41, but since it is military hardware, it would be DC 46.

DESIGN SHEET

•• MECHA STATISTICS ••

Mecha Name: _____

Mecha Type: _____

Class: _____

Size: _____

Length/Height: _____

Weight: _____

Hit Points: _____

Armour: _____

Defence: _____

Occupants: _____

Cargo: _____

Strength: _____

Land Speed: _____

Burrowing Speed: _____

Water Speed: _____

Dive Depth: _____

Air Speed: _____

Ceiling: _____

Space Speed: _____

 q **Realistic Space Flight**

Thrust: _____

G-Rounds: _____

Delta-V: _____

 q **Dramatic Space Flight**

Thrust: _____

 q **Space Sails**

Thrust: _____

 q **Faster-Than-Light**

Speed: _____

Handling: _____

Special Abilities: _____

Exotic Abilities: _____

Defects: _____

Required Skills/Feats: _____

Cost: _____

•• MECHA WEAPONS ••

Weapon Name: _____

Damage: _____ **Critical:** _____

Type: _____

Range Increment: _____

Rate of Fire: _____

Magazine: _____

Size: _____

Cost: _____

Notes: _____

•• MECHA WEAPONS ••

Weapon Name: _____

Damage: _____ **Critical:** _____

Type: _____

Range Increment: _____

Rate of Fire: _____

Magazine: _____

Size: _____

Cost: _____

Notes: _____

•• MECHA WEAPONS ••

Weapon Name: _____

Damage: _____ **Critical:** _____

Type: _____

Range Increment: _____

Rate of Fire: _____

Magazine: _____

Size: _____

Cost: _____

Notes: _____

•• MECHA WEAPONS ••

Weapon Name: _____

Damage: _____ **Critical:** _____

Type: _____

Range Increment: _____

Rate of Fire: _____

Magazine: _____

Size: _____

Cost: _____

Notes: _____

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MECHA CREATION

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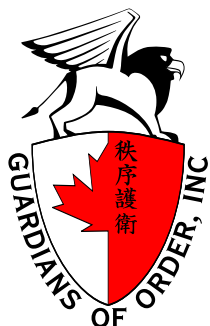
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