BESM

THIRD EDITION





BESM
THIRD EDITION

Enjoy Anime in a Brand New Way!

Big Eyes, Small Mouth is a role-playing game inspired by the best of Japanese animation and manga. Whether your preference runs toward comedy or drama, fantasy or science fiction, horror or romance, shojo or shonen, BESM has everything you need to make your favorite genres come to life. A multiverse of limitless wonder and adventure lies within, good otaku and otome. Make it your own.

Roleplaying in the Fantastic World of Anime

BESM is a complete role-playing game featuring:

- An easy to understand system of play that's customizable for different genre styles
- over 40 easy to use character templates, ranging from Magical Girl to Samurai
- A complete setting, the Anime Multiverse, compatible to all types of gameplay
- An in-depth guide to the birthplace of anime, Japan
- Full-color anime-styled illustration

ISBN-13 978-1-58846-474-3 WW76000 $39.99 US

ARTHAUS

9 781588 464743 53999

PRINTED IN CHINA

WWW.ARTHAUSGAMES.COM

BESM™ THIRD EDITION



Written By:
Mark C. MacKinnon with David Pulver

Additional Writing By:
Jude McLaughlin

Tri-Stat System Designed By:
Mark C. MacKinnon

Editing By:
Mark C. MacKinnon and Karen McLarney

Art Direction By:
Mark C. MacKinnon

Graphic Production By:
Adam Jury

Cover Artwork By:
Niko Geyer

Interior Artwork By:
Axel, Jason Chan, Christina Crontiris, Julie Dillon, Niko Geyer, Jared Hodges, Jeff Mackintosh, Stephan Martiniere, Jeremy Mitchell, Ed Northcott, Ben Overmyer, Long Vo

Playtesting and Proofing By:
Shanya Almafeta, Dereck Alred, Gerald Andrews, Mark Bailey, Derek Blakely, Kenny Boriine, Daniel Bowden, Shane Bryner, Laura Byrnes, Gerald Clark, Tanya Cropper, Jamie Cutter, Martin Dawson, Ryan Dawson, Amanda Ferry, Christopher Ferry, Patrick Finnegan, Terry Gagnon, Heather Hagood, David Helms, Elizabeth Helms, Joseph Hendrick, David Hoberman, Brian Hoffmann, Chris Hoffmann, David Hoops, Donald Isaacson, Jonathan Jay, Sam Jay, Terri Jay, Timothy Jay, Brandon Johnson, Gary Johnson, Joseph Johnson, Matt Johnson, Roy Johnson, Timothy Jones, Jon King, Laurie King, Tim Kirk, Robert Laib, Albert Last Jr., Crystal Last, Steven Laurie, Zach Lynch, Jason Macdonald, Gail Mathews-Bailey, Andrew McCabe, Tracy McCormick, Robin McKinnon, Phillip Mills, Tom Miskey, Devin Mize, Andrea Moulding, Brendon Moulding, Linda O'Meara, Robert O'Meara, John Moore, Gregory Park, Shane Parris, Joshua Panlus, Robert Perry, Alex Plemitscher, Preston Poland, Beth Propst, Lacey Rainey, Chance Rogers, Jonathan Rhoden, Christopher Ruthenbeck, Frederick Sanders, Brandon Scigliano, Deann Scott, Lee Shaver, Tanya Smeltzer, Jean Smith, George Srutkowski, Lawrence Srutkowski, John Stephens, Richard Stephenson, Aerik Taylor, Shawn Therrien, Jason Timmerman, Bill Thomas, Mark Thomas, James Trimble, Justin VerretRomain Victorian, Michele Wagner, Jason Walters, Joel Washburn, Jay Williams, April Willow, Michael Whitaker

Contributing Supporters:
Matthew Andrews, David Banuelos, Frank Bohnsack, Timothy Carter, Rod Currie, Nagy David, Cyril Demaegd, Dianne Descoteaux, Tod Detre, Herman Duyker, Mark Eggert, Eric Fouvez, Robert French, Dan Fritz, Javier Gracia, Martin Heidemann, Matthew Hoffman, Andrea Keller, Sebastien Malangeau, Hans Manhave, Scott Martin, Darren Miguez, Shawn Moore, Eden Rabatsch, Jeff Rasar, Susan Ray, Darren Richley, K.C. Saniga, Pierre-Alexandre Sicart, Brian Sniffen, Rich Spainhour, Daniel Stanke, Robert Stehwien, Valerie Tatro, Stephen Tihor, Paul Tucker, Chris Young

© 2007 Arthaus, Inc. All Rights Reserved.

Arthaus, Big Eyes Small Mouth, BESM and TRI-STAT SYSTEM are trademarks of Arthaus,Inc. All rights reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for personal copies of the character sheet, or brief quotes for use in reviews.

Visit http://www.arthaus.com for more info.



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.

CHAPTER 1: INTRODUCTION 5

CHAPTER 2: CHARACTER CREATION 7
Step 1: GM Discussion 8
Advancement 8
Step 2: Character Outline 9

CHAPTER 3: STATS 11
Step 3: Assign Stats 11

CHAPTER 4: ATTRIBUTES 14
Step 5: Select Attributes 14
Attribute Entries 16

CHAPTER 5: CUSTOMISATION 70
Step 6: Customise Attributes 70
Variables 70
Restrictions 74

CHAPTER 6: SKILLS 82
Step 7: Consider Skill Specialisations 82
Skill Descriptions and Costs 83
Varying Skill Costs by Genre 89

CHAPTER 7: DEFECTS 93
Step 8: Select Defects 93

CHAPTER 8: FINISHING TOUCHES 105
Step 9: Calculate Derived Values 105

CHAPTER 9: TEMPLATES 108
Step 4: Consider Templates 108
Size Templates 108
Racial Templates 111
- Android Battle-Maid 112
- Dark Elf 112
- Dwarf 112
- Fairy 113
- Giant Living Robot 114
- Grey 114
- Half-Dragon 114
- Half-Oni 114
- Half-Orc 115
- Haud 115
- Homo Psyche 116
- Key, Skeleton 116
- Nekojin 117
- Shapechanger 117
- Slime 117
- Snow Maiden 118
- Spider Demon 118
- Vampire 118
- Woolie 120
- Yurei 120

Occupational Templates 121
- Adventurer 121
- Artificer 121
- Demon Hunter 122
- Detective 122
- Gate Guardian 124
- General 124
- Hot Rod 124
- Idol 124
- Magical Girl 124
- Martial Artist 126
- Master Thief 126
- Mecha Pilot 127
- Mercenary 127
- Ninja 128
- Pet Monster Trainer 128
- Samurai 129
- Sentai Member 129
- Shadow Warrior 129
- Student 130
- Tech Genius 130

Power Templates 130
- Divine 130
- Psi 130
- Ritualist 131
- Shamanist 131
- Wizardry 131

Magical Effects 132

CHAPTER 10: GAME MECHANICS 134
The Passage of Time 134
Taking Action 135
Dice Rolls 135
Combat Introduction 141
Character Action 141
- Movement in Combat 142
- Attacks — Offensive Actions 142
- Tactical Actions 144
- General Actions 144
- Free Actions 145

Defence 145
Damage 146
- Effects of Damage to a Character 147

Recovery 147
Energy Points 147

CHAPTER 11: EXPANDED GAME MECHANICS 150
Combat Manoeuvres 150
- Vehicle Action 150
- Grappling 151

Expanded Combat Modifiers 153
Expanded Defence Rules 154
Variable Damage Options 156
Non-Combat Damage 157
Deprivation 157
Expanded Injury Rules 157
Using Attributes in Combat 159

CHAPTER 12: ITEMS 162
Creating Items 162
Weapons 163
Armour 168
Shields 170
Other Protective Devices 171
Mecha and Vehicles 171
Breaking Items 178

CHAPTER 13: PLAYING AN ANIME GAME 180
Fan Service 180
Japan 184
Advice for the Player 191

CHAPTER 14: GAME MASTERING AN ANIME GAME 193
Campaigns, Mini-Campaigns, and One-Shots 193
Choice of Genre Elements 193
Creating a Game Setting 195
World Building 198
Designing Adventures 199
Shojo Role-Playing 201
Advice for the GM 211

CHAPTER 15: ANIME MULTIVERSE 213
The Official BESM Setting 213
The Anime Multiverse 213
- Earth 215
- Aradia 215
- Bazaroth 217
- Cathedral 221
- Enid 222
- Ikaris 224
- Imago 228

INDEX 231

CHARACTER SHEET 240



FOREWORD

Big Eyes, Small Mouth was born in 1997 out of a desire to play anime adventures and from a lack of any similar games on the market. I had passed through my *D&D* phase, and was really hooked on the *Amber Diceless RPG* at that time. I wanted something in between, though — light on rules, but with a point based structure that had a few more options than Amber presented.

The product did exactly what I wanted it to, and fortunately was what many gamers were looking for. But for every "hey, this is great" I heard several "this is great, but it needs more.…" *BESM* and it's core Tri-Stat System evolved with market forces and gamer demands into the second edition (chiefly helmed by David Pulver, point system guru). It kept the same simple ideas and structure, but added more rules and framework. The second edition reached even more gamers and garnered us even more fans. It was heading in the right direction, it seemed, though we did lose the support of some that preferred the simplicity of the first edition.

And still, I heard "*BESM* isn't defined enough. We want more concrete rules."

I was in a conundrum. *BESM* 1e was a game I wrote for myself, while 2e was a game I wrote for others. Still, there seemed to be room for "improvement," and the company survival depended on giving the customers what they wanted. If I could modify Tri-Stat to please everyone, the company would prosper.

Of course, that was impossible. *Silver Age Sentinels* (the progenitor of *Tri-Stat dX*) was my attempt to add more options to Tri-Stat while also streamlining the game and making it easier to learn. It succeeded greatly for one goal — giving even more rules crunch to those who wanted it — but the game lost touch with simplicity. For many, it was even confusing … a great idea with an unfulfilled execution.

So when I knew we needed to develop *BESM* 3e, the question was obvious: how do I keep the desirable and flexible point-based creation, but eliminate the confusion from Tri-Stat dX and successfully migrate closer to *BESM* 1e simplicity? After taking many pokes at the system itself (with great assistance from David), I discovered that the presentation of information was just as important as the information itself. The only way to create a system both simple and complex involved presenting the complex system in a simple manner.

So what, you are asking yourself, *do you mean by that*?

The book that you now hold in your hands says to you "here are all the complex rules you want," while also mentioning "and here's how to avoid them." You can create your point-based character from scratch OR pick a racial and occupational template and go from there. You can individualise your Attributes by adding Variables and Restrictions (a variation on the dreaded PMVs) OR you can just use the Attributes straight out of the book without any modifications. You can flesh out your character with a comprehensive list of Skills OR you can not use Skills at all in your game. You can select your attack and defence combat options from a detailed list OR you can ignore all such options and just make a simple roll. And yes, I even added benchmarks, one-shot kills, and a dimension-hopping multi-genre anime setting. BESM 3e is a buffet game: take what you like, pass on what you don't. In the end, you'll have a great meal and walk away eminently satisfied.

I think this game is the idea "gamers game." If you are an *Amber* DRPG fan, or a fan of *BESM* 1e, however, you won't find that this game replicates that level of simplicity. Tri-Stat has simply changed too much to return to a framework that simple and loose. I think that it comes closer than the second edition did, though, since the presentation of the rules shows you how to return to the basics. I believe that the proper balance has been achieved, and *BESM* is now the best of both worlds. Tastes great, less filling.

I could go on for pages expressing my gratitude for your patience and following me on this decade-long journey, but you have a great book to read instead. To you, I will simply say *Thanks*.

Mark C. MacKinnon
May 2006



CHAPTER 1: INTRODUCTION

WHAT IS ANIME AND MANGA?

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

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

ANIME ORIGINS

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

In North America, relatively few *anime*-derived series were translated and adapted for television in the 1970's and 1980's. 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 "OVA 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 1980's, a number of American companies began releasing quality subtitled and dubbed translations of *anime* releases, including some of the best of the then-new science fiction OVA series like *Gunbuster* (1988) and *Bubblegum Crisis* (1988). In the 1990's, the growing popularity of *anime* allowed companies to release longer TV series (notably *Ranma 1/2*, one of the first successful non-mecha series in America) direct to video. In 1995, the "impossible" happened when the magical girl show, *Sailor Moon*, began appearing on North American television, the first shojo (young girl) *anime* to do so. Its success has added a new generation of young female (and male) fans.

The end of the millennium saw 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. Shows such as *Dragonball Z, Gundam Wing, Tenchi Muyo!, Card Captor Sakura, Digimon, Monster Rancher, Escaflowne,* and *Pokémon* were broadcasting on network television to high ratings. In the past several years, *anime* and *manga* have become mainstays in the North American entertainment market — a bubble that shows no signs of dying any time soon. From *Yu-Gi-Oh!* to *Beyblade*, *Lupin III* to *One Piece, Inu Yasha* to *Naruto* ... it's a great time to be an *anime* fan!



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 (dice, cards, etc.) 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 (*BESM*), 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, knowledge, 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 Chapters 13 and 14.

PLAYING BESM

BESM was designed to be a multi-genre anime and manga game and can accommodate nearly any setting or time period. The rules are simple to use and thus do not include an overwhelming amount of specific detail, with the task resolution system and combat engine designed to capture the fast-moving nature of anime and manga action. This element is one of the central strengths of the game, making *BESM* 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, and, to this end, the core mechanisms of the game have remained straightforward.

THE THIRD EDITION

BESM Third Edition presents the most recent version of the Tri-Stat System, the game engine used to power all of your anime action. Although the core ideology behind *BESM* remains, the system has undergone a significant transformation since the Second Edition with the central focus of making *BESM* easier to use for newcomer and seasoned veteran alike. Some of the major changes include:

- switching to a more intuitive roll-high system from a roll-low
- increasing Character Point totals and rebalancing Stat and Attribute costs
- expanding the Attribute, Defect, and Skill options
- inclusion of optional customisation of Attributes with Variables and Restrictions
- discarding Skill Points and converting Skills into normal Attributes
- incorporating Racial and Occupational Templates into character creation
- changing how damage is calculated and applied
- inclusion of a new Item Attribute for creating all manner of objects
- outlining of methods to create magical and other paranormal effects
- increasing the number of combat options available
- utilising standard ranks of difficulty and dice roll modifiers
- detailing of the Anime Multiverse — *BESM's* multi-dimensional, multi-genre campaign setting

Enabling all of these dramatic changes comes at a price, though: *BESM Third Edition* is not compatible with any previous edition of *BESM*. Your Second Edition characters and mecha will certainly convert to Third Edition easily enough, but they will need to be reworked and balance from the basics.

You hold in your hands the very best in anime and manga role-playing. An infinite number of adventures await you!

CHAPTER 2: CHARACTER CREATION

The design of a new character for the *BESM* Role-Playing Game 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 undertake adventures, and who fits into the GM's campaign. In *BESM*, you can choose to spend as little as 10 minutes or upwards of an hour designing a character. 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.

DESIGNER'S NOTE

THE NATURE OF THE BESM SYSTEM

BESM is a point-based and effect-based game system.

"Point-based" means that the relative capabilities of both player characters and NPCs are balanced by creating them using a point system. A wide range of traits — categorised as Stats, Attributes, Skills, and Defects — are available for selection. Players have a pool of Character Points that are used to acquire these traits for their characters. This ensures that all characters starting with the same number of Character Points will be of roughly equal power, while giving players a great deal of flexibility.

"Effect-based" means that the Attributes focus on the effect rather than the cause. For example, *BESM* has a single Mind Control Attribute. This can represent anything from a charm spell to a vampire's hypnotic gaze to an ultra-technology mind control ray. It is up to the player to define how this works for his or her character. The rules provide many game mechanical options that allow players to customise each Attribute in order to best reflect this.

SUMMARY OF CHARACTER CREATION

Step 1: GM Discussion

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled playtime, the setting, theme, timeline, and the game's tone. Based on this, the GM should set the power level of the campaign, which will determine the number of Character Points you will use to design your character. See page 8.

Step 2: Character Outline

Use the game boundaries established through your talk with the GM to develop a rough character outline. See page 9. At this time, you can earn an extra 1 to 5 Character Points by committing to give the GM a background history of your character, an important character story, a character drawing, or other valuable character contribution. See page 10.

Step 3: Assign Stats

Use Character Points to give your character Body, Mind, and Soul Stats, making sure each Stat is not lower than 1 nor higher than 12. See page 11.

Step 4: Consider Templates

You may optionally use Character Points to assign one or more templates to your character. Templates are classified as Size (for other than human-sized), Racial (such as an android or half-dragon), Occupational (such as an Idol or Mecha Pilot), or Power (to represent spell-like effects and other magical or paranormal abilities). See page 108.

Step 5: Select Attributes

Any remaining Character Points may be used to acquire Attributes — powers and talents possessed by your character. Unless your GM indicates otherwise, each Attribute has a maximum Level that you can assign. See page 14.

Step 6: Customise Attributes (Optional)

If the GM is allowing advanced customisation of your character's abilities, you can now add Variables and Restrictions to certain Attributes. This will increase or decrease the Attributes' final Point costs. See page 70.

Step 7: Consider Skill Specialisations

For each Skill that a character has, choose a free Specialisation. See page 82.

Step 8: 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 back Character Points you can use to raise Stats or acquire additional Attributes. See page 93.

Step 9: Calculate Derived Values

After you have modified your character's Stats through Attributes and Defects, you can calculate his or her Derived Values including Combat Value (both Attack and Defence), Damage Multiplier, Energy Points, and Health Points. Additionally, if the GM is using rules for Shock Value, this Derived Value is also calculated now. See page 105.

KEEPING IT SIMPLE

Throughout this book we have included Designer's Notes to provide insight into our decisions regarding game mechanics and their applications. One series of notes, called "Keeping it Simple," focuses on ways you can minimise rules complexity by streamlining game options and selecting a common baseline from which to work. If you want to get your game up and running as soon as you can, consider implementing some of the "Keeping it Simple" recommendations.

DESIGNER'S NOTE

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. As a player, you should listen closely to the GM's descriptions since it will directly influence the character you wish to create.

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.

CHOOSING A POWER LEVEL

One of the most important things that the Game Master should discuss with his or her players is the power level of the game, which determines the Character Point total. Character Points are a measure of the relative capability of characters. The power level of the game will determined how many Character Points are available to each player, though NPCs may be given widely varying Character Point totals depending on their roles in the game.

Human

This power level is suitable for games in which most of the characters will play adventurous but low-powered roles such as children, animals, or tiny pixies, with few special abilities or powerful items. It can also be used for games featuring ordinary humans like detectives, high school students, and soldiers.

Heroic

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

Mythical

This power level is most suitable for games where the characters are notably more powerful than normal humans, but can still be challenged by ordinary opponents (especially in large numbers). The characters may still be human, but are exceptionally talented, such a legendary martial arts master, the toughest cop in the city, or an elite secret agent. They could also be characters with significant supernatural or psychic powers, such as a magical girl, or an experienced mage or psionic. This power level is suitable for individuals with moderately powerful racial abilities: a vampire, a ghost, a cyborg, a demon, etc. Finally, a posthuman game can also cover characters that are ordinary, but individually or collectively have access to very powerful gear. Examples character types include giant robot mecha pilots or the captain and crew of a starship.

Superhuman

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

Superpowered

This power level is similar to superhuman power, but the character is so powerful that ordinary humans seem like ants underfoot. As with superhuman power, the character's abilities might come from paranormal powers, magic, racial abilities, or items or often a combination of all of them. The character will not always be very experienced at wielding this power, however. Anime is full of ordinary teenagers who were granted the power of a demigod thanks to their suddenly inheriting an ultra-powerful mecha, the awakening godlike psychic powers, a scientific experiment, or some other twist of fate. How the character handles that responsibility — or spectacularly fails to handle it, with tragic results for all concerned — can be more important than the power itself.

Godlike

The character's abilities are potentially powerful enough to single-handedly change the world. GMs should be cautious about starting players at this level of power, since with great power comes great responsibility. Nevertheless, it does reflect the power levels of some popular anime shows.

TABLE 2-1: CHARACTER POWER LEVELS

Power Level	Character Point Value
Human	100-149 Points
Heroic	150-299 Points
Mythical	300-499 Points
Superhuman	500-699 Points
Superpowered	700-999 Points
Godlike	1,000+ Points

ADVANCEMENT

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve the Stats, Skills, and Attributes of their characters. Advancement is not a requirement, but it can

DESIGNER'S NOTE

BENCHMARKS

Some Game Masters are obsessed with benchmarks as a method of reigning in players and normalising their abilities. While our design philosophy eschews the use of benchmarks — fixed limits on a character's creation options — we have included a table in this section that can help avoid wildly varying character abilities. You may wish to consider these benchmarks as you progress through the character creation process.

At the GM's discretion, the Maximum Attribute Level may be doubled for the following Attributes: Armour, Combat Technique, Energy Bonus, Features, Force Field, Insubstantial, Sixth Sense, Spaceflight, and Special Defence.

TABLE 2-2: CHARACTER BENCHMARKS

Power Level	Maximum Attribute Level	Min/Max Combat Values	Min/Max Health Points	Min/Max Damage Multiplier	Percentage of Points Allocated to: Stats	Attributes	Skills
Human	3	3 / 7	30 / 90	3 / 5	65%	10%	25%
Heroic	4	4 / 8	40 / 100	3 / 6	60%	20%	20%
Mythical	5	5 / 9	50 / 110	4 / 7	50%	30%	20%
Superhuman	6	6 / 10	60 / 120	4 / 8	40%	40%	20%
Superpowered	7	7 / 12	70 / 140	5 / 10	35%	50%	15%
Godlike	8	8 / 14	80 / 160	5 / 12	30%	55%	15%

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 1-5 Advancement Character Points every role-playing session. Each player can assign these Character Points to Stats (page 11) or Attributes (page 14) immediately at the GM's discretion, or accumulate them for future use. For more detail regarding advancement, see page 208.

The Point cost for increasing a Stat or Attribute is identical to the cost during character creation. Players are encouraged to assign Advancement Points to Stats and Attributes their characters use often. Alternatively, players can rationalise their decision to the GM should their characters acquire a new Attribute or Skill. The GM may require a character to perform certain activities to rationalise the acquisition of a new Attribute. In particular, the GM should not allow characters to acquire any Attributes that would disrupt the balance of the game. At the GM's option, players can also use Advancement Points to remove Defects (page 93) that are no longer appropriate to their characters' concepts.

The GM also has the option of rewarding exceptionally talented or active players with an extra Advancement Point. Finally, players that complete contributions for the game should receive additional Bonus Points as well (page 10).

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 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?

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

WHAT ARE THE CHARACTER'S STRENGTHS?

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

At the same time, it is equally important that the characters not be too specialised, or the group will lack cohesion and other players will sit around bored while each specialist has 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 PCs 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 PC 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 PCs 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 PCs, but often this "supporting cast" is best filled by NPCs created and run by the GM. These characters may become the PCs' friends, colleagues, love interests, or rivals as the game progresses, but they also free all of the PCs to take on roles that let them share in the same action.

WHAT ARE THE CHARACTER'S WEAKNESSES?

Game characters may be larger than life — figures of myth and legend — but usually still have weaknesses. Is the character vulnerable to magic? Does it take a while for the character's powers to activate or can they be negated by some special substance? Does the character have an Achilles Heel? Does the character struggle with an addiction? Providing weaknesses to a character adds greater depth and potential for role-playing.

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, you character might 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. However, unless your campaign is a comedy, try to avoid a silly name since it may ruin the suspension of disbelief for the other players.

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 an idea 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 vigilante may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

BACKGROUND DETAILS

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

As an incentive, the GM may award you from 1 to 5 extra Character Points for each contribution that you complete, or that you commit to completing before the campaign begins.

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

EXAMPLE: CREATING A CHARACTER

The Game Master, Mark, tells Rebecca (one of his players) that he plans to run a mini-campaign once a week during the month of August. The game will be a space opera adventure set within the Anime Multiverse on the Prime World of Cathedral. Rebecca tells Mark that she would prefer a swashbuckling adventure with an opportunity for politics and courtly romance. Based on Rebecca's and his other players' preferences, Mark decides to centre the campaign on the adventures of a team of ex-hunters from the Galactic Trade Authority (GTA) that have since found work as mercenaries protecting plasma birds on their flights out of the globular cluster. The characters will be created at the lower end of the Mythical Scale (350 Points).

Rebecca's concept for her character is a fierce feline tiger-girl warrior from the Bakeneko Comet People, a race of genetically engineered space nomads. Rebecca decides her character's name is Tabitha Yamamoto. She joined a hunting crew to make some quick cash, but after the GTA signed the treaty with the Xyd race for protecting the plasma birds, Tabitha and her team found something worth fighting for. Rebecca intends to play Tabitha as a "country girl," who is still dazzled by the majesty of the Orb Radiant, the Xyd, and Cathedral.



CHAPTER 3: STATS

Stats (short for Statistics) are numerical assignments that reflect your character's basic capabilities. Higher Stat values indicate an advanced level of accomplishment or achievement. *BESM* uses three Stats to represent your character's abilities: Body, Mind, and Soul.

STEP 3: ASSIGN STATS

You may use some or all of your Character Points to acquire Stats for the character.

BODY STAT

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

Body values of nonhumans or super-powered humans may still centre on a human average (unless they are also superhumanly fit). Superhuman or subhuman strength, durability, and speed are all represented by specific Attributes and Defects. Thus, an out-of-shape 10-metre-tall giant might have a lower Body than an athletic teenage boy . . . but the giant' size will be reflected by other Attributes such as Superstrength (page 54) and Tough (page 57).

MIND STAT

The Mind Stat represents a character's mental abilities. High values indicate intelligent, witty, and quick-learning characters.

Mind values do not necessarily correlate with breadth of training and depth of experience. It is possible for a character to acquire many different Skills, but still have only an average Mind.

SOUL STAT

The Soul Stat represents luck, willpower, determination, and spirit, and can sometimes represent psychic ability, empathy, and unity with nature. A high rating in the Soul Stat helps a character focus his or her personal energies or life force to go beyond his or her normal limits and to fuel special abilities.

High Soul values are a good way to represent the many anime heroes whose main trait is their strength of character, pure heart, or innocence.

STAT VALUES

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

GMs are encouraged to require a solid character concept before allowing Stats values to exceed 8 since these represent values well beyond the human norm.

Table 3-1: Stat Value Descriptions shows the Character Points required to assign each Stat Value.

TABLE 3-1: STAT VALUE DESCRIPTIONS

Stat Value	Point Cost	Description
1	10	Inept; infant
2	20	Significantly below adult human average; child
3	30	Below adult human average; teenager
4	40	Adult human average
5	50	Above adult human average
6	60	Significantly above human average
7	70	Highly capable
8	80	Extremely capable
9	90	Best in the region
10	100	Best in the country
11	110	World-class ability
12	120	Maximum human potential
13+	140+	Special; see description below

STAT COST

Your starting Character Points (page 8) are used to purchase Stats. You must decide how many of them you will spend on Stats. Stats start with a value of 0. Raising a Stat by one costs 10 Character Points. Most characters should have values of at least 4 each in Stat.

It is up to you to decide how many Character Points you will use to acquire Stats and what each Stat's value will be, as long the values are within the 1-12 range, and do not exceed 8 without GM approval.

Players should try not to use up all their Character Points acquiring Stats, since any Points not spent on Stats can be used to acquire very useful Templates and Attributes. Using anywhere between 120 and 240 Character Points to acquire Stats is a good choice for a typical Player Character. The GM may choose to set an absolute ceiling or floor on the number of Character Points that can be allocated to Stats to ensure characters have a balance between Stats and Attributes, or may leave this to the discretion of his or her players.



Stats Above 12

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

Nevertheless, if it is vital to a character concept, the GM may choose to design an NPC or even permit a player character to have a Stat above 12. For example, a character who is defined as the most brilliant scientist in the universe might have Mind of 25-30!.

Stats above 12 are more expensive. Each +1 to a Stat over 12 costs 20 Character Points instead of 10 Character Points. For example, Body 13 costs 140 Character Points, Body 14 costs 160 Points, etc.

Less Capable [Stat] Defect

With only three Stats, *BESM* is obviously slanted towards well-rounded, balanced characters. But what if your character is weak in a particular area of a Stat? For example, your character might be strong, healthy, and durable, but not dextrous. Similarly, he or she could be intelligent and witty, but forgetful, or strong-willed and composed, but unlucky. On page 98, you will find the Less Capable [Stat] Defect, which was designed specifically to further divide the Stats. Although you do not normally assign Defects until Step 8, you may wish to become familiar with Less Capable [Stat] at this point if you need to define your character with more precision.



More Capable [Stat]?

If we created a Less Capable Defect, the logical question is "Where's the More Capable Attribute?" While you are certainly free to create one using the reverse modifiers and descriptions given in the Defect, there are two significant reasons for its exclusion.

First, we believe it is far more likely for a character to be deficient than excel in one aspect of a Stat. Examples abound in anime shows: the incredibly tough and hearty thug ... who is rather clumsy; the genius grandfather sage ... who is often forgetful; the very soulful magical girl ... who is quite unlucky. To best represent this particular flaw, we created a Defect to highlight it during game play.

Additionally, if a character does have a specific knack for one aspect of a Stat, it is often covered by an existing Attribute already. A few examples of Attributes that could be characterised as "More Capable" include:

Skill: Acrobatics for Body (Agility)

Superstrength for Body (Strength)

Tough for Body (Immune System)

Special Movement (Fast) for Body (Running Speed)

Heightened Awareness for Mind (Perception)

Feature: Eidetic Memory for Mind (Memory)

Divine Relationship for Soul (Luck)

Skill: Controlled Breathing (Calm) for Soul (Composure)

As you can see, we have covered all contingencies with increased ability in one aspect of a Stat. Consequently, we do not believe there is a need for the More Capable [Stat] Attribute.

DESIGNER'S NOTE

Keeping It Simple

Start all characters with 300 Character Points. Each character should have one stat at 5, one at 6, and one at 7 — the players can each determine how to allocate these values to the Body, Mind, and Soul Stats. Since these Stat values cost 180 Points total, each character has 120 Points remaining to spend.

DESIGNER'S NOTE

Example: Creating a Character

Mark has given Rebecca 350 Character Points with which to assign Tabitha Stats and Attributes. Rebecca decides her warrior cat-girl will possess substantial strength and agility, above average intelligence, and great willpower. Rebecca thus assigns Tabitha a Body Stat of 7, Mind Stat of 5, and Soul Stat of 6. This totals 180 Character Points, leaving Tabitha 170 Character Points for Attributes.



CHAPTER 4: ATTRIBUTES



The three Stats represent your character's basic abilities. More specialised abilities are known as Attributes. They can represent innate talents, learned skills, racial traits, magical spells, psychic abilities, or superpowers. Attributes may be assigned to equipment (known as Items) or entities (known as Companions) to create personal gear and pets/assistants.

DESIGNER'S NOTE

STEP 4: CONSIDER TEMPLATES

Templates are ready-to-use archetypes that you can assign to your character to speed up the character creation process. They are either representative of the character's nature, or abilities acquired when he or she follows certain callings, birthrights, lifestyles, or occupations. Templates are subdivided into several categories: Size Templates, Racial Templates, Occupational Templates, and Power Templates.

Assigning templates is optional, but is recommended for novice players, or players who are not familiar with the openness of a point-based creation systems like the one presented in *BESM*. You can create a character without using them, simply by selecting Stats, Attributes, Skills, and Defects (Chapters 3-7) appropriate to your character and campaign.

After you have perused the Attributes, take a look at Chapter 9: Templates (page 108) to see if any of the entries are appropriate to your character concept. You may wish to assign Templates to your character first to establish a foundation before selecting individual Attributes.

STEP 5: SELECT ATTRIBUTES

Use your remaining Character Points to acquire Attributes. There are many different Character Attributes, each representing a particular talent or special ability. Most Attributes are rated with a Level from 1 to 6, but with GM permission, you can create your character with Attribute Levels beyond the Max Level indicated in Table 4-2: Attributes. A few Attributes have a higher limit or no Level limit.

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-Level Attributes and a large number of low-Level Attributes.

DESIGNER'S NOTE

ATTRIBUTES HAVE TO MAKE SENSE!

Since *BESM* is an effects-based system, it's possible for you to create Attribute combinations that are illogical or make no sense within the context of your campaign. While the GM always has final say, don't try to break the spirit of the rules by creating inane Attribute applications. *BESM* is about providing guidelines for role-playing ... not foolproof mechanics.

SOURCE: HOW AN ATTRIBUTE WORKS

Since *BESM* is a multi-genre game system, many of the Attributes presented herein may derive their power from different sources that are relevant to your specific campaign setting and parameters. For example, a character's Flight Attribute could manifest as a result of a variety of sources: magic (in a high-fantasy setting), supernatural (in a horror or superheroic setting), psionics (in a post-human setting), technological (in a cyberpunk setting), genetic enhancements (in a "future-Earth" setting), natural ability (for winged creatures), etc. The possible sources that exist for your character's powers will be outlined by the Game Master when necessary.

For each Attribute assigned to your character, you should understand how that power was derived — the source of the Attribute. Although the source doesn't need to be recorded on a character sheet, you should have a firm concept before assigning any Attribute. Sources are particularly important when the effects of certain Attributes are considered, including those of Block Power, Mimic, and Nullify. Those Attributes only act upon other Attributes that have particular sources. For example, a Nullify Attribute might only cancel out other magical Attributes, or other technological Attributes, or other genetically-enhanced Attributes, etc.

Below is a partial list of possible Attribute sources, though you can develop your own when necessary with GM approval.

Divine — Attributes that are granted by The Powers That Be.

Magical — Attributes that derive from arcane or mystical energies.

Mutation — Attributes that arise from gene mutations, either constructed or accidental.

Natural — Attributes that are an extension of normal evolution of a species.

Psionics — Attributes that are powered primarily by thought alone.

Social — Attributes that outline advantages obtained through social interaction.

Skilled — Attributes that are acquired though learned and applied knowledge.

Supernatural — Attributes that defy natural laws without other obvious sources.

Technological —Attributes that function by using hard science and equipment.

DESIGNER'S NOTE

ATTRIBUTE COST

Acquiring an Attribute or increasing it in Level requires the expenditure of one or more Character Points depending on the Attribute's Character Point cost per Level.

ITEMS

An Item (page 37) has no Level — only a final cost. Instead, one or more other Attributes (and Defects) can be acquired and embodied within an external object such as a magic wand, a gun, or a vehicle, at a discount to the total cost. The cost depends on the Attributes and Defects contained within them.

REFINING ATTRIBUTE APPLICATIONS

With GM permission, some Attributes can be modified beyond their default assumptions by assigning modifiers known as Variables and Restrictions. See page 70 — 81 for more information.

SHORT OF CHARACTER POINTS?

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Defects (see Step 8: Select Defects, page 93). Each Defect can provide you with additional Character Points, which can be used to acquire more Attributes or higher Stats.

ATTRIBUTE PROGRESSION

The Attribute's effects improve as its Level increases.

Descriptive Progression

If the Attribute uses a descriptive progression, read the Attribute entry for more information.

Linear Progression

If an Attribute follows a linear progression, the advancement per Level is indicated clearly. For example, the entry for Tough reads, "Linear; +5 Health Points each Level."

Other Progression

Some Attribute descriptions indicate which column of Table 4-1: Attribute Progression you should reference when determining the game effect of the Attribute. For example, Extra Arms (page 32) has a progression of "Slow progression, starting at 1 extra arm." When determining the game effect of Extra Arms, look at the Slow column of Table 4-1 and cross-references it with the Rank equal to your character's Level in the Attribute. Thus, if your character has Extra Arms at Level 6, he or she could have up to 30 extra arms. To reduce page flipping while referencing progression, the values for Levels 1-6 are included in the listing.

Some Attributes begin the progression at a higher Rank on the chart. For example, Flight (page 33) has a progression of "Medium progression, starting at 10 kph." Thus, the Level 1 effect of Flight (10 kph) is equal to Rank 3 — two ranks higher than the Level of the Attribute. Therefore, if your character has Flight at Level 5, you would reference Rank 7 on the Medium column and see that he or she can fly at speeds up to 1,000 kph.

SLIDING UP AND DOWN THE METRIC SCALE

Since *BESM* uses the metric scale, converting between units of measure is easy. For example, Computer Scanning has a progression of "Fast progression, starting at 10 cm." Following Table 4-1, the Attribute at Level 2 would function at 100 cm, Level 3 at 1,000 cm, and Level 4 at 10,000 cm. Of course, 100 centimetres equals 1 metre, so the progression is effortlessly converted to metres: Level 2 is 1 m, Level 3 is 10 m, and Level 4 is 100 m.

Reversed Progression

A few rare Attributes require a reversed progression as the Level of the Attribute increases. Dimension Walk, for instance, has a progression of "Time Reversed, starting at 1 month." Thus, the Level 1 effect for Dimension Walk is equal to Rank 10 on the Time column. For each additional Level of the Attribute, the Rank decreases by one (1 month, then 1 week, then 1 day, etc.).

Special

The progression uses special rules found in their description.

TABLE 4-1: ATTRIBUTE PROGRESSIONS

Rank	Fast	Medium	Slow	Time
0	0	0	0	0
1	1	1	1	1 round
2	10	3	2	5 round
3	100	10	4	1 minute
4	1 k	30	8	10 minutes
5	10 k	100	15	1 hour
6	100 k	300	30	4 hours
7	1 M	1 k	60	12 hours
8	10 M	3 k	125	1 day
9	100 M	10 k	250	1 week
10	1 B	30 k	500	1 month
11	10 B	100 k	1 k	1 season
12	100 B	300 k	2 k	1 year
13	1 T	1 M	4 k	10 years
14	10 T	3 M	8 k	100 years
15	100 T	10 M	15 k	1,000 years
16	1 Q	100 M	30 k	Permanent

k = Thousand, M = Million, B = Billion, T = Trillion, Q = Quadrillion

KEEPING IT SIMPLE

After spending 180 Character Points on Stats, each character now has 120 Points remaining. Each character should have 60 Points allocated to Skill Attributes (page 52) and 70 Points for other Attributes ... for a total of 310 Character Points in Stats and Attributes. Since this is 10 more Points than allowed, each character must also have -10 Points worth of Defects (page 93).

DESIGNER'S NOTE



EXAMPLE: CREATING A CHARACTER

Rebecca has 170 Character Points left to acquire Attributes for Tabitha Yamamoto. Looking over the Templates in Chapter 9, Rebecca decides that the Nekojin Racial Template (20 Points) is perfect for describing her tiger-girl warrior. Additionally, the Mecha Pilot Occupational Template (140 Points) appeals to Rebecca as well, making Tabitha the elite starship operator of her mercenary crew. With Rebecca's Nekojin Mecha Pilot costing an additional 160 Points, Tabitha has only 10 Points remaining to allocate.

After expanding Tabitha's talents with a host of Skills (Acrobatics Level 2 [6 Points], Computers Level 1 [2 Points], Electronics Level 2 [4 Points], Medical Level 1 [2 Points], Sleight of Hand Level 3 [6 Points]), Rebecca notices that she has spent a total of 360 Points on Tabitha. Consequently, she will also need to assign -10 Points of Defects to balance Tabitha to 350 Points.

ATTRIBUTE ENTRIES

Attributes in *BESM* are described using the following entries:

Name

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

Cost

Cost is the cost in Points per Level. If the cost is Special, it is explained in the Attribute's description. Some Attributes are available in multiple versions with varied costs depending on their relative utility — for example, the ability to Mind Control any sort of being costs more than the ability to control bats alone.

Relevant Stat

Some Attributes list a relevant Stat. This is the Stat most often used should a Stat or Skill roll to control or otherwise utilise it be needed (page 136). If there is no need to ever make Stat rolls to use the Attribute, this entry is omitted.

Progression

The Attribute's progression is given, as detailed earlier.

Descriptive Text

This describes the Attribute's game effects and any special rules. A few Attributes (Weapon, for example) also have a list of special Custom Variables or Restrictions that can be assigned.

ATTRIBUTE TABLE

Table 4-2: Attributes summarises the above information for all Attributes. The Table also indicates the Max Level of Attributes and whether they are classed as "Human Attributes."

Max Level

This is the maximum Level that can be taken without requiring special GM permission. Higher Levels may exist, and GMs are encouraged to assign them to major NPCs or powerful Items where appropriate. Higher Levels may also be appropriate for Player Characters in some campaigns.

Human Attributes

Attributes include abilities that a normal human could have as well as some that are most appropriate for more-than-human characters or equipment. An asterisk (*) next to an Attribute name on Table 4-2 indicates a "human Attribute" — one that is reasonable for an ordinary human to possess (at least at Levels 1-3). If all player characters are supposed to be humans, the GM may choose to limit characters to choosing only these Attributes, with the exception of Attributes that are built into Items or non-human Companions, or included in templates the GM has approved.

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

SUPERSENSE

Cost:	2 Points/Level
Relevant Stat:	Mind
Progression:	Fast progression, starting at a 10-metre detection range at Level 1 (10 m, 100 m, 1 km, 10 km, 100 km, 1000 km, etc.)

Supersense gives the user a sense that can detect objects at a distance, see in the dark, and detect things invisible to normal sight, provided they are in direct line of sight and not blocked by a solid barrier (including the curve of the horizon). Supersenses can include: infrared vision, radar; sonar, and more exotic or magical detection forms. "Active" Supersenses such as radar and sonar which send out of a pulse of energy should be given one Rank of the Detectable Restriction.

A Mind Stat roll is usually required to notice a hidden object. If the Supersenses are embodied in a technological Item, an appropriate Navigation Skill roll may be substituted.

Multiple different Supersenses with varying capabilities can be represented by taking this Attribute multiple times.

Supersense — Indirect

A Supersense may alternatively be defined as Indirect, such as X-ray Vision or some forms of clairvoyance. This type of Supersense can see through solid objects. It has one thousandth the range of other Supersenses: read "metres" as "millimetres"

TABLE 4-2: ATTRIBUTES

Attribute Name	Cost per Level	Progression	Max Level	Stat	Page
Alternate Form	9	Linear	6	Body	18
Alternate Identity	2	Linear	6	Body	19
Armour	2	Linear	24	-	19
Attack Combat Mastery *	10	Linear	6	-	20
Aura of Inspiration *	4	Linear	6	Soul	20
Block Power	2 / 12	Linear	6	Soul	21
Combat Technique *	2	Linear	12	-	22
Companion *	Special	Slow	6	-	25
Computer Scanning	4	Fast	6	Mind	26
Damage Absorption	15 / 20	Linear	6	Body	26
Damage Conversion	10 / 15	Linear	6	Body	26
Defence Combat Mastery *	10	Linear	6	-	27
Dimensional Portal	8	Linear	6	Soul	27
Dimension Walk	20	Time Rev	6	Soul	28
Divine Relationship *	2	Linear	6	-	29
Dynamic Powers	20 / 30 / 40	Linear	6	Variable	29
Elasticity	4	Descriptive	6	Body	29
Energy Bonus *	2	Linear	12	-	30
Enhanced [Stat]	10	Linear	Special	-	30
Environmental Influence	2	Linear	6	Soul	30
Exorcism	2	Linear	6	Soul	30
Extra Arms	2	Slow	6	-	32
Extra Actions *	15	Linear	6	-	32
Extra Defences *	5	Linear	6	-	32
Features *	1	Linear	12	-	32
Flight	8	Medium	6	Body	33
Force Field	3	Linear	12	Mind	34
Healing	4	Linear	6	Body / Soul	35
Heightened Awareness *	2	Linear	6	Body / Mind	35
Heightened Senses *	2	Linear	6	Body / Mind	35
Illusion	2	Fast	6	Mind	36
Insubstantial	8	Descriptive	10	Body	36
Invisibility	6	Linear	6	Body	37
Item *	Special	Special	Special	-	37
Jumping	2	Medium	6	Body	39
Land Speed	2	Slow	6	Body	39
Massive Damage *	4 / 7 / 10	Linear	6	-	40
Melee Attack *	3	Linear	6	-	40
Melee Defence *	3	Linear	6	-	40
Metamorphosis	10 / 20 / 30	Linear	6	Mind / Soul	40
Mimic Powers	15 / 20	Linear	6	Mind	42
Mind Control	4 / 5 / 6 / 7 / 8	Variable	6	Mind	42
Mind Shield	2	Linear	6	Mind / Soul	43
Nullify	14 / 24	Linear	6	Soul	43
Organisational Ties *	2	Descriptive	6	Soul	44
Plant Control	4	Fast	6	Mind / Soul	45
Pocket Dimension	4	Fast	6	-	45
Power Flux	5 / 10 / 15	Special	6	Variable	45
Power Variation	10	Linear	6	Variable	47
Projection	6	Medium	6	Mind	47
Ranged Attack *	3	Linear	6	-	48
Ranged Defence *	3	Linear	6	-	48
Regeneration	5 / 10	Linear	6	Body	48
Reincarnation	5 / 10	Time Rev	6	Soul	49
Resistance	2	Linear	6	Body / Soul	50
Sensory Block	2	Linear	6	Mind	50
Shield	4	Linear	6	-	50
Sixth Sense	2	Linear	12	Soul	50
Size Change	25 / 30	Linear	6	Body	51
Skills *	1 / 2 / 3	Linear	6	Body / Mind / Soul	52
Spaceflight	2	Fast	12	Body	52
Special Defence	2	Linear	24	Variable	52
Special Movement	2	Linear	6	Body	53
Supersense	2	Fast	6	Mind	54
Superspeed	12	Medium	6	Body	54





TABLE 4-2: ATTRIBUTES (CONT.)

Attribute Name	Cost per Level	Progression	Max Level	Stat	Page
Superstrength	8	Slow	6	Body	54
Swarm	4	Linear	6	Body	54
Telekinesis	4 / 8	Fast	6	Mind	55
Telepathy	2 / 4 / 6	Descriptive	6	Mind	56
Teleport	10	Fast	6	Mind	57
Tough *	2	Linear	6	-	57
Transfer	5 / 10 / 20	Linear	6	Soul	57
Transmutation	6 / 8 / 10 / 12	Linear	6	Mind / Soul	57
Tunnelling	4	Medium	6	Body	59
Unique Attribute	1-20	Variable	6	Variable	59
Unknown Power	Variable	Special	Variable	Variable	59
Water Speed	4	Medium	6	Body	60
Wealth *	5	Medium	6	-	60
Weapon	2	Linear	12	-	60

An * indicates an Attribute appropriate for normal humans

ALTERNATE FORM

Cost: 9 Points/Level
Relevant Stat: Body
Progression: Linear; +10 Character Points for the Alternate Form each Level

A character with Alternate Form can instantaneously transform into one other specific form that is determined during character creation and approved by the Game Master. Once selected, the choice of form cannot 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. See the Metamorphosis Attribute (page 40) for a variation on Alternate Form.

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 (page 78) upon the Alternate Form Attribute. Different Alternate Forms can be built with different Attribute Levels as well. To create a character with unlimited additional forms, see the Dynamic Powers Attribute (page 29) or Power Flux (page 45) with a Shapeshifting speciality.

The extra form is built from 10 Character Points for each Alternate Form Level, which can be used to acquire Attributes and Defects. The character retains all the Stat Values, Attribute Levels, Restrictions, and Defects associated with his or her regular form. The newly acquired Attributes and Defects add to the character's normal form. If the character's Stats are modified by the Enhanced [Stat] Attribute or Less Capable [Stat] Defect, the Derived Values should be recalculated as necessary. Unless the GM indicates otherwise, normal clothing becomes part of the Alternate Form as well. An Alternate Form may only be assigned if some disadvantage (social or otherwise) exists that make staying in form all the time a significant disadvantage.

Reducing Attributes

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

For example, a character with Level 4 Alternate Form can add +40 Points to create the Alternate Form. If the character wants to reduce his Superstrength from his normal Level 2 to a new Level 0, the character gains back the 16 Points spent on Superstrength. Consequently, the Level 4 Alternate Form now gives the character +56 Points (40 + 16 = 56) to spend on new Attributes.

The reverse is true for "buying off" Defects: the Points available for the character's Alternate Form are reduced appropriately.

If a character needs to reduce more than two Attributes in his or her Alternate Form, or the secondary form is intended to be weaker than the character's primary form, it is probably better to assign the Metamorphosis Attribute (page 40) instead.

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 have one or more animal-hybrid forms. Suggested Attributes: any that are relevant to the specific animal form, such as Armour, Attack Combat Mastery, Features, Flight, Heightened Senses, Jumping, Special Movement, Tough, 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: Armour, Elasticity, Enhanced [Stat], Extra Arms, Insubstantial, Land Speed, Massive Damage, Regeneration, Special Defence, Special Movement, Superstrength, Swarm, Tough, Water Speed, Weapon.

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: Armour (Optimised to heat), Damage Conversion (Heat), Environmental Influence (Heat), Flight, Force Field, Weapon (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: Extra Actions, Flight, Heightened Awareness, Insubstantial (Level 2), Invisibility, Projection, Regeneration, Sixth Sense, Special Defence, Superspeed, Weapon.

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: Flight, Insubstantial, Invisibility, 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: Insubstantial, Teleport (Within melded object), Special Defence, Tunnelling.

Mass Decrease

The character can decrease his or her density. Suggested Attributes: Insubstantial, Special Movement. Suggested Defects: Not So Tough.

Mass Increase

The character can increase his or her density. Suggested Attributes: Armour, Massive Damage, Tough.

Superhuman or Magical Form

Some characters maintain dual human/super identities and do not have access to all of their Attributes until transformed, such as many magical girls. Suggested Attributes: any that are relevant to character's superhuman form, often including Armour, Extra Actions, and Weapon.

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: Insubstantial, Pocket Dimension, Special Defence, Special Movement, Superspeed.

Alternate Form, Health Points, and Energy Points

Whenever characters who have lost Health Points change form, their present totals are always adjusted proportionately: multiply current Health Points by their latest form's base Health Points and then divide by their prior form's base Health Points (Current Health x New Form Base Health ÷ Old Form Base Health). The same applies to Energy Points. This means that if a human with 60 Health Points was reduced to 30 Health Points after taking various injuries, and then changed into a cat with a base 20 Health Points, the cat-form's current Health Points would be 30 x 20 ÷ by 60 = 10 Health Points. Suppose the shapeshifter then suffered further injuries whilst a cat, dropping to 2 Health Points; after turning back to human form, he or she would become a human with 2 x 60 ÷ 20 = 6 Health Points.

Alternate Identity

Cost: 2 Points/Level
Relevant Stat: Body
Progression: Linear; +1 new Identity per Level

This is a much less powerful version of Alternate Form. The character has one Alternate Identity per Level. Each Identity may vary in race, gender, looks, age, or even status.

Each Alternate Identity will have a different physical description, but his or her Attributes may not change. The only exceptions to this are any that are bound up in his or her looks and any relationships that differ from one identity to the other: Features (Appearance) and (possibly) Organisational Ties, as well as the Defects Hounded, Marked, Nemesis, Significant Other, Wanted, and Unappealing.

Alternate Identity can also be taken for Items that perform similar cosmetic changes, such as a car that (while keeping most of its Attributes) can change its apparent model, paint job, and license, or magical "cosplay clothes" that can change into a series of different alternate outfits.

To have a character who can change into any identity at will, without changing his or her Attributes, take Dynamic Powers (page 29). Dynamic (Shapeshifting) Level 1 for 20 Points will cover someone who can assume any form he or she wishes. Still another way to change apparent identity is with the Illusion (page 36) or Projection (page 47) Attributes.

Armour

Cost: 2 Points/Level
Variables: Custom
Progression: Linear; +2 Armour Rating each Level

The Armour Attribute can represents 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 beings.

Each Level provides an Armour Rating of 2. The damage inflicted by a successful attack on the character is reduced by his or her Armour Rating. For example, if an attack inflicted



30 damage and the character had Armour Level 5 (Armour Rating 10) he or she would only lose 20 Health Points.

For alternatives to Armour, see Force Field (page 34) or Shield (page 50).

Custom Variable: Homogenous

All Armour is assumed to have some unprotected or partially protected points that can be targeted by a Called Shot to reduce protection (page 150); this particularly applies to Items with Armour such as vehicles, suits of armour, etc. This Custom Variable eliminates the unprotected area, and thus renders those Called Shots useless. The Homogenous Custom Variable is worth 4 Ranks, and increases the cost of the Armour by 4 Points total.

How Tough is My Armour?

Superpowered anime heroes, monsters, androids, giant mecha, and spacecraft will have armour that varies depending on the setting. Here is a comparison with real-world values. See Table 12-2: Armour (page 168) for more examples.

Level 0 — See Feature (stops 1 damage): Thick fur, thick clothing, etc.

Level 1-2 (stops 2-4 damage): Tough skin, thin animal scales, padded armour, thick leather jacket, etc.

Level 3-4 (stops 6-8 damage): Hide or leather armour, a chain shirt, ringmail, a stop sign, etc.

Level 5-6 (stops 10-12 damage): Medium animal scales, chainmail with leather armour, light modern body armour, a motorcycle, a powerboat, wooden furniture, a metal ladder, etc.

Level 7-8 (stops 14-16 damage): Heavy animal scales, chainmail, brigadine or splint armour, medium modern body armour, a wooden wagon, the hull of a wooden sailing ship, the doors of a sports car, a wooden or metal bench, a metal telephone pole, etc.

Level 9-10 (stops 18-20 damage): Breast plate with chainmail, full plate, heavy modern body armour, the doors of a family car, the side of a bus, the hull of a jet fighter, the side of dumpster, a small tree, steel cables, etc.

Level 11-12 (stops 22-24 damage): Mighty animal scales, futuristic ceramic armour, the hull of an attack helicopter, a cement barrier, a manhole cover, a steel girder, etc.

Level 13-18 (stops 26-36 damage): A wooden telephone pole, a medium tree, the hull of a speedy spaceship, a tactical shield made from advanced composites, a light force shield, etc.

Level 19-24 (stops 38-48 damage): Low-intensity power armour, the hull of a space freighter, an armoured personnel carrier, a large tree, a heavy force shield, etc.

Levels 25+ (stops 50+ damage): High-intensity power armour, an assault mecha, a heavy tank, a giant tree, a vault door, etc. Since this Level of Armour exceeds the normal recommended maximum of 24 Level, players need to receive GM permission to own Items with this amount of protection.

Custom Restriction: Emphasised

The Armour is focused against a particular uncommon attack form — the "special effect" of a Weapon, like fire or cold. The Attribute cost is reduced by 2 Points total, but it provides double protection against the particular attack form and only half protection against other forms of damage. A character can acquire both Emphasised Armour and ordinary Armour, even at different Levels, by assigning the Armour Attribute twice.

Custom Restriction: Optimised

Similar to Emphasised, but the Armour cost is reduced by 4 Points total and it provides no protection against other forms of damage.

Attack Combat Mastery

Cost: 10 Points/Level
Progression: Linear; +1 Attack Combat Value each Level

Attack 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. The Melee Attack (page 40) and Ranged Attack (page 48) Attributes lets a character specialise with particular weapons or specific styles, but Attack Combat Mastery allows a character to pick up any weapon (or use none at all) and be dangerously proficient. See page 105 for more information on the Attack Combat Value.

Ranged Attacks and Size

Characters and animals that are smaller than medium gain a bonus to Attack Combat Mastery when using ranged attacks only, as appropriate (see page 108). The cost for this version of Attack Combat Mastery is reduced to 5 Points/Level.

Aura of Inspiration

Cost: 4 Points/Level
Relevant Stat: Soul
Progression: Linear; +1 bonus per Level

This ability can represent oratorical talents, innate charisma, supernatural awe, or even a beautiful or resonant voice. The character's very presence inspires his or her friends, followers, or fans, filling them with energy and determination to transcend their own normal limitations in pursuit of a goal. Its nature depends on the character: a general through leadership and strategic prowess, an evil dictator might whip minions into a frenzy through hatred, a pop idol inspire through song, or a magical girl or mystical unicorn through the sheer power of love. It is also common for certain Items such as religious relics, holy shrines, or army standards to possess this ability.

Aura of Inspiration takes a general action to initiate, during which the character must act appropriately — give an impassioned speech, start singing, threaten minions with destruction, or however his or her inspiration usually functions. Successful use of the Attribute requires succeeding with an average Soul Stat roll (Target Number

12). If it fails, the character can take another action and try again, but he or she is limited in the number of attempts per session (see below).

Optionally, the character may define his or her Aura of Inspiration as working through a Skill, most often Intimidation, Military Sciences, Seduction, or Performing Arts. The character to make a Skill roll instead (which is usually easier, since the Skill Level is added to the roll), but the Aura of Inspiration will only work in appropriate situations — for example, when leading people into battle for Military Sciences or when free to sing or dance with for Performing Arts. Indicate the linked Skill and Specialisation on a character sheet (for example Aura of Inspiration — Military Science: Teamwork).

A character with Aura of Inspiration can attempt to use it to inspire others a maximum number of times per game session equal to its Attribute Level. Each successful use gives an effect that lasts for an entire scene. During that scene, every friend or ally who shares the character's goals will be inspired.

Inspired characters gain the following benefits:

- They can spend Energy Points (page 105) to modify their own die rolls using the Dramatic Feat rules (page 148). Instead of being limited to spending Energy Points only in situations of great emotional significance, they can do so any time during the scene, provided they are doing so when acting in a way that fulfils the goals of the inspiring character.
- They receive a bonus equal to the Aura of Inspiration Level to any Stat rolls made to resist despair or fear (GM's option). NPCs will, in general, be highly motivated which the GM will reflect through role-playing.

Any character with an Aura of Inspiration exerts a natural uplifting influence even without making a special effort. This helps his or her friends and allies recover any lost Energy Points more rapidly. As long as they are in the character's immediate presence, they will regain extra Energy Points equal to the character's Level each hour.

A character may benefit from his or her own Aura of Inspiration. Multiple Auras of Inspiration do not have a cumulative effect.



DWARF
Page 112
Ragnar often told stories of how he defeated a hundred orcs at the not-quite-last stand of the dwarves.

Block Power

Cost: 2 or 12 Points/Level
Relevant Stat: Soul
Progression: Linear; opponent has -1 penalty to effect character using +1 specific Attribute each Level

Block Power is the ability to ward off an enemy's use of an offensive Attribute when the character is targeted for assault. A magician's counterspell or a protective amulet or scroll could be represented by Block Power.

Block Power only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; see the Designer's Note on page 14) and that are ongoing or instantaneous (not permanent). The GM may allow Block Power to function against other classes of Attributes with a good justification.



Block Power is the basic form. At a cost of 2 Points/Level, the character can block the offensive use of one Attribute at each Level. The identity of the Attributes must be determined during character creation (or when Block Power is assigned as advancement). In the case of the Weapon Attribute, only another character's single, specific attack is blocked (which reduces an enemy's attack roll).

Block Power — Unlimited. For 12 Points/Level, the character can block offensive uses of all source-related Attributes, including all Weapons.

When an opponent targets the character with a Blocked Attribute, he or she must succeed with an opposed Stat roll — but the attacker receives a penalty to his or her roll equal to the target's Block Power Attribute Level. If the roll fails, the Attribute does not affect the character (although a multi-target Attribute may still affect the other targets).

COMBAT TECHNIQUE

Cost: 2 Points/Level
Progression: Linear; +1 technique each Level

The Combat Technique Attribute allows a character to perform astounding feats with a variety of weapons or while unarmed. For a listing of penalties associated with some special combat manoeuvres, see page 154. Each Level gives the character one combat technique; the Game Master will determine if a specific manoeuvre can be assigned multiple times. The GM and players are encouraged to develop their own combat techniques as well.

Blind Fighting

The character does not suffer normal penalties associated with attacking or defending with melee weapons or while unarmed in poor light, absolute darkness, or against an invisible opponent (see page 154).

Blind Shooting

The character suffers reduced normal penalties associated with attacking with ranged weapons in poor light, absolute darkness, or against an invisible opponent (page 154). All penalties are reduced by one grade — a slight (-1) penalty is ignored; all significant (-3) penalties become slight (-1) penalties; all extreme (-6) penalties becomes significant (-3) penalties, and so on. Blind Shooting can be assigned more than once, with each assignment reducing penalties by an additional grade. The character must be capable of detecting the general presence of the far-away target, however, through one of his or her senses (smell, hearing, Sixth Sense, etc.).

Brutal

Normally, unarmed attacks are a free Weapon Attribute at Level 0 (see page 60) for all characters. One assignment of this Technique increases unarmed attacks to a Weapon Level 1. Two assignments increase it to Weapon Level 2.

Concealment

The character has an unearthly ability to conceal hand-held Items about his or her person. As long as the character has something to hide the equipment (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 an additional extreme (-6) penalty.

Critical Strike

Normally, an attack is considered a critical hit if the attack roll exceeds the defence roll by an outrageous (12) margin (for double damage) or monstrous (18) margin (for triple damage). This Technique increases critical hit damage to triple damage and quadruple damage respectively. Additionally, if the character rolls a natural 12, but does not score at least an outrageous (12) margin of success, he or she still inflicts double damage.

Dead Eye

The character is adept at attacking fast targets, which greatly reduces the penalties a character normally suffers. All penalties are reduced by one grade — a slight (-1) penalty is ignored; all significant (-3) penalties become slight (-1) penalties; all extreme (-6) penalties become significant (-3) penalties, and so on.

Deflection

With a successful defence roll (page 145), the character can "stand his or ground" and deflect a ranged attack away harmlessly instead of dodging or blocking the incoming attack. This Technique is often used to impress or intimidate the opponent, or when the character does not want to give ground. The GM may decide that some types of attacks cannot be deflected.

Extended Range

Characters with this Technique can double the effective, medium, and long ranges (in metres) of ranged weapons (see Table 10-3: Ranges, page 144). For example, a longbow has Range 2 and thus has an effective range of 1-20 metres, a medium range of 21-50 metres, and a long range of 51-100 metres. With Extended Range, a character can increase these values to 1-40 metres (effective), 41-100 metres (medium), and 101-200 (long).

Far Shot

When using a ranged attack, reduce the total penalties associated with firing a weapon at medium or long range by one grade — a slight (-1) penalty is ignored and all significant (-3) penalties become slight (-1) penalties (see page 143).

Hardboiled

The character is a survivor, willing to endure great pain and push his or her body past normal limits. Each time this Technique is assigned, the character's Shock Value (page 106) is increased by +10. This may not increase Shock Value to a higher value than one-half the Health Points total (page 105).

Judge Opponent

The character can judge his or her opponent's approximate Combat Value and weapon Skill Levels 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 Health Points. For both of these advantages, the GM may decide to provide descriptive indications such as "your enemy is much better than you are with a sword, but if you connect a few times with your fireball blast, it will drop him," rather than saying "the enemy's Attack Combat Value is 7, with a Melee Attack (Sword) Attribute Level 2, and he has 60 Health Points remaining."

Leap Attack (or Diving Attack)

The character can make leaping attacks in melee combat, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent and is free to move, he or she may attempt a leaping attack. If the strike is successful, the character gets an extra +1 to his or her Damage Multiplier — equivalent to a Level of Massive Damage. If the character fails to hit, however, the character is off balance and receives a significant (-3) penalty to any defence rolls until his or her turn to act in the following round. This can alternatively be defined as Diving Attack and used to represent someone who stoops down on their foes after a power dive using the Flight Attribute.

Lethal Blow

Normally, unarmed attacks inflict Stun damage (see the Weapon Variable Stun, page 66). A character with this Technique inflicts normal damage with unarmed attacks instead.

Lightning Reflexes

The character reacts quickly in combat and frequently outmanoeuvres opponents. Each time this technique is selected, the character gains a significant (+3) bonus to all his or her Initiative rolls.

Multiple Targets

The character is skilled at attacking multiple targets with one attack (the attack form must be appropriate, of course). When attacking using the Multiple Targets with One Attack rules (page 151), the penalties for doing so reduced by one grade — a slight (-1) penalty is ignored; all significant (-3) penalties become slight (-1) penalties; all extreme (-6) penalties becomes significant (-3) penalties, and so on.

Portable Armoury

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 Items Attribute (page 37), 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 Features such as laser sights or scopes in a single round.

Precise Aim

The character suffers reduced dice penalties when attempting an attack that requires pinpoint accuracy, such as making a called shot (disarming, reducing or bypassing armour, striking a vital spot or weak point, etc.). Accuracy is also applicable 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 or Reflection techniques (see below). When making such a pinpoint attack, the character may use the Precise Aim Technique to increase the slight (+1) bonus usually associated with the Aim or Wait for an Opening Tactical Actions (page 144) to a significant (+3) bonus. This new bonus can accumulate for a maximum of two consecutive rounds; the Extra Actions Attribute does not shorten this time.

Reflection

If the character has the Deflection Combat Technique (see above) and makes both a successful Deflection defence and a successful attack roll (which uses up his or her next offensive action), he or she can reflect a 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. The GM may decide that some types of attacks cannot be reflected.

Steady Hand

This is the ability to use Attack Combat Skills with ease while moving quickly (running at full speed, flying at high speeds, riding in a vehicle, etc.) or otherwise engaged in complex stunts (such as riding on horseback). This greatly reduces the penalties a character normally suffers for attacking while in motion. All penalties are reduced by one grade — a slight (-1) penalty is ignored; all significant (-3) penalties become slight (-1) penalties; all extreme (-6) penalties becomes significant (-3) penalties, and so on. A character with this ability may also aim while he or she is moving.

Tournament Encyclopaedia

A character has the ability to recall the vital statistics and important quirks of practically all opponents that have fought in one type of tournament (player's choice; possibilities include martial arts, magical, giant robot, pet monster duels, jousting, grand melee, etc.). This includes, but is not limited to, age, physical fitness, famous victories or defeats, approximate Skill Level and Specialisation, any special abilities, etc. Characters without this ability will only have such information on opponents they have met (or who are quite famous) and will need to successfully roll a Mind-based Sports (for a foe who practices a particular martial sport) or Area Knowledge (for known opponents in a particular region) Skill roll to recall important details. In addition, Tournament Encyclopaedia also gives a significant (+3) bonus on Judge Opponent rolls due to the character's wide knowledge of general fighting techniques, even if he or she cannot recall that particular foe.

Two Weapons

The character can fight effectively with two melee or ranged weapon Items at once against the same or different targets, provided both weapons are designed for one-handed use. When attacking using the Two Weapons rules (page 150), the penalties for doing so reduced by one grade — a



slight (-1) penalty is ignored; all significant (-3) penalties become slight (-1) penalties; all extreme (-6) penalties becomes significant (-3) penalties, and so on. Alternatively, the character may defend with two weapons, which is useful if fighting multiple foes: he or she is treated as having a Level of Extra Defence Attribute (page 32), but suffers a slight (-1) penalty on his or her attack rolls. The character can only use one of these options in a given round, and the bonuses and penalties last until the character acts next round.

Weapons Encyclopaedia

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, manufacturer, ammunition capacity, calibre, model year, 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 a Mind-based Military Science (Hardware Recognition) Skill roll to recall important details.

Companion

Cost: Special
Progression: Slow progression, starting at 1 Companion at Level 1 (1, 2, 4, 8, 15, 30, etc.)

The character has a sidekick or companion that perhaps serves as a familiar, pet, companion, or bodyguard. Examples of Companions could include: a talking animal familiar, a robot, a high school flunky, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a sentient starship, a dedicated henchman, a vampire's enslaved thrall, a magical stuffed toy or doll, etc.

Companions are NPCs controlled by the GM, but they will normally be loyal to their masters, and work toward that character's best interests (as they perceive them). Nevertheless, they should have their own personalities and may occasionally get into trouble of their own, especially if they have Defects such as Nemesis, Skeleton in the Closet, or Wanted. Fellow player characters are not Companions, nor are NPC friends, patrons, or allies who have the own agendas or interests but, occasionally help the player characters.

A Companion is created exactly as a character (page 7). He or she may have any Character Point total (which should usually be a multiple of 10 Character Points). GM permission is required to create a Companion who has a higher Character Point total than the character he or she serves. Some relationship-based Defects (usually Hounded, Owned, or Red Tape) should not be assigned due to the Companion's innate role as a character's subordinate.

A Companion worth fewer than 120 Points offers limited advantages, since most of his or her Character Points will need to be spent just to build up Stats to a level approaching an average human. Consequently, the first 120 Points of a Companion are inexpensive (although not free, since even a low-Stat companion, such as a pet owl or an elderly librarian, may have abilities the character lacks).

The cost per Level is based on the Companion's total Character Points. If the Companion is built using up to 120 Character Points, he or she costs 2 Character Points/Level. Add 1 Point/Level to this cost for every extra 10 Character Points above 120 Points. That is, the cost per Level of a Companion that is worth more than 120 Character Points equals: (Companion's Character Points — 100) ÷ 10

Example: Hikari has a fox-demon bound to serve her after she freed him from a shrine in which he was imprisoned. The fox-demon is a powerful 200 Point character. This is 80 Points more than the base 120 Points, and so her Companion Attribute costs 8 + 2 = 10 Points/Level.

The Level determines the number of Companions assigned. The first Level gives one such Companion, the second Level means two identical Companions, the third Level up to four such Companions, etc., following the slow progression. The Companions may differ in Skill Specialisations and mundane Items, but otherwise must be identical.

Example: Hikari currently has Companion Level 1, but she later discovers how to free the fox-demon's twin brother. She thus increases her Companion Attribute to Level 2 for +10 Points (total cost is now 20 Points for Level 2).

To have multiple different Companions, a character must assign the Companion Attribute several times (at the same or different Level).

Example: Hikari finds a dragon egg, and it hatches a baby mini-dragon, which bonds with her. The dragonette is built on only 120 Character Points. This is Companion Level 1 costing only the base 2 Points/Level. Hikari now has two different Companion Attributes: Companion Level 2 (two 200-Point Fox Demons) costing 20 Points and Companion Level 1 (120-Point Dragonette) costing her 2 Points.

Hierarchies of Companions

Companions may have NPC Companions of their own. This is an effective way to create military commanders, business executives, gang bosses, and similar characters with a realistic number of followers. An army captain would thus need only take two or three lieutenants as Companions; each of them will have two sergeants as Companions; each sergeant has a couple of corporals, who each have a squad of privates created as henchmen.

There is one disadvantage to acquiring a lot of Companions this way, though: they will be primarily loyal to the NPC that assigned Points to them, not to the character who stands at the top of their hierarchy. If their immediate leader is killed, hurt, or otherwise taken out of action, they may do their own thing — run off, try a rescue, seek vengeance, etc. — rather than what their ultimate superior wants. This is a chance for player characters to exercise their leadership talents.



Summoning Companions

Normally, the Companion Attribute will not have Restrictions, but it can be defined in a variant form as Summoning. This means that the Companion Attribute changes from a permanent to an ongoing Attribute. It must be given one of the Concentration, Deplete, or Charges Restrictions, though it may also be assigned further Restrictions.

Duplicate Companion

An exotic summoned companion is the creation of a duplicate (or duplicates) of the summoning character. This may be a magical ability, ninja technique, superpower, or even the property of a device.

Duplicates are created just like any other summoned companion, but most of their Stats, Attributes, and Defects will be identical to (or proportionate with) the summoning character. They will usually not have Companion Attribute, though, and will often omit Attributes or Defects incompatible with their Status as Companions.

COMPUTER SCANNING

Cost: 4 Points/Level
Relevant Stat: Mind
Progression: Fast progression, starting at 10 cm radius area at Level 1 (10 cm, 1 m, 10 m, 100 m, 1 km, 10 km, etc.)

With a successful Mind Stat check, characters with this Attribute can access, read, and understand data from all computers or "Silicon Age" technology in the surrounding area. The Attribute Level determines the maximum area in which the computers can be scanned. To read multiple computers over a network, the area Level must be high enough 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.

Characters who can control (rather than just read) complex networks or robots should take Mind Control. Characters who can control mechanical technology such as automobiles and construction equipment might instead possess the Telekinesis Attribute (page 55), with a specific restriction. This will let them manipulate levers, steering wheels, and so on remotely.

DAMAGE ABSORPTION

Cost: 10 or 15 Points/Level + Special (see below)
Relevant Stat: Body
Progression: Linear; +5 damage converted into Health Points each Level

Damage Absorption is used to represent a character who grows stronger as he or she absorbs the energy of particular attacks. Certain types of demons, elementals, giant monsters, and artefacts may occasionally have this quality. The character can absorb up to 5 damage received from physical attacks (such as guns, swords, punches, or energy blasts) each Level, and change them into a corresponding number of Health Points or Energy Points before damage is inflicted (Health Points or Energy Points must be selected when this Attribute is first assigned). The new Health Points are added to the character's current total immediately, which may temporarily raise the total above its normal maximum. Damage stopped by the character's Armour Rating or Force Field Attribute cannot be absorbed.

There are two versions. Damage Absorption — Charging is the basic version, and costs 10 Points/Level; the character's Health Point or Energy Point total can never rise above his or her normal maximum (extra Points are lost). Damage Absorption — Boosting costs 15 Points/Level, and lets the character's Health Point or Energy Point total be raised as high as twice its normal maximum value (for a duration of one hour). Damage can both be absorbed and converted (by the Damage Conversion Attribute; page 26) at the same time.

Damage Absorption does not convert damage from non-physical or complex attacks, often including Weapons with the following Custom Variables: Continuing, Drain (Any), Flare, Incapacitating, Irritant, Psychic, Stun, Tangle.

Combined Restoration

For an additional 10 Points/Level, this Attribute can be specified as Damage Absorption: Combined Restoration. At each Attribute Level, the character still absorbs 5 damage to convert to his or her own use, but the absorbed Points are channelled to both Health Points and Energy Points simultaneously (5 to each/Level). Thus, the final cost would be either 20 Points/Level for Damage Absorption — Charging: Combined Restoration or 25 Points Points/Level for Damage Absorption — Boosting: Combined Restoration.

DAMAGE CONVERSION

Cost: 10 or 15 Points/Level
Relevant Stat: Body
Progression: Linear; +1 Character Point for every 5 damage received each Level

A character with this Attribute temporarily gains new abilities after suffering damage. Martial artists who can only deploy their most powerful "finishing moves" after they are on the ropes sometimes possess this ability. It is also often applicable to super robots, or powerful alien or demonic monsters that simply feed on the energies of beams, bullets, magic, or other attacks; unless the right attack form is used, they will simply keep getting stronger until destroyed.

A character with this Attribute still loses Health Points from damaging attacks (such as guns, swords, punches, or energy blasts), but taking damage also grants additional Character Points that he or she can temporarily assign to Attributes. Character Points can be accumulated between attacks or combat rounds. Additionally, Character Points can only be assigned to Attributes the character already possesses. Damage can both be converted and absorbed (by the Damage Absorption Attribute; page 26) at the same time. Damage Conversion has no effect on attacks which do no actual damage, such as those with Weapon

Level 0, and is not effective against other offensive Attribute, such as Metamorphosis or Mind Control. In addition, Stun damage (page 66) or the extra damage from Continuing Weapons (page 63) cannot be converted. The extra Character Points gained through combat dissipate very shortly after the battle has finished, or before the next dramatic scene (GM's discretion).

The maximum number of extra Character Points gained during one scene — even after damage from multiple attacks has been converted — equals 10 times the Damage Conversion Attribute Level.

There are two versions:

Damage Conversion — Internal costs only 10 Points/Level, but damage blocked by the character's Armour and Force Field Attribute cannot be converted.

Damage Conversion — External is 20 Points/Level, and damage that is blocked by the character's Attributes can be converted.

At each Level, the character gains 1 temporary Character Point for every 5 damage received from each single attack (round down). Most often, characters use these Points to enhance the following Attributes: Armour, Extra Actions, Extra Defences, Force Field, Massive Damage, Regeneration, Weapon, and Superstrength. Damage Conversion cannot be used to increase Stats (even through the Enhanced [Stat] Attribute) or acquire Tough — to increase the character's Health Points see Damage Absorption, page 26.

For example, a character with Level 3 Damage Conversion gains 3 Character Points for every 5 damage received. If an enemy blasted the character with a weapon that inflicts 40 damage, the character's Health Point total would reduce by 40, but he or she would gain 24 temporary Character Points (40 ÷ 5 = 8, rounded down to 8; 8 x 3 = 24). If the character possessed Superstrength at a minimum of Level 1, he or she could raise it by 3 Levels immediately (since 24 Character Points ÷ 8 Points/Level = 3 Levels).

With GM permission, Damage Conversion may be designed to convert forms of energy into Character Points, rather than converting damage. Examples of energy include: sound, light, radiation, mass, heat, and others. The progression of the Attribute under these conditions must be discussed with the GM.

DEFENCE COMBAT MASTERY

Cost: 10 Points/Level
Progression: Linear; +1 Defence Combat Value each Level

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. The Melee Defence (page 40) and Ranged Defence (page 48) Attributes lets a character specialise with particular weapons or specific styles, but Defence Combat Mastery allows a character to pick up any weapon (or use none at all) and still proficiently defend. See page 105 for more information on the Defence Combat Value.

Ranged Attacks and Size

Characters and animals that are smaller than medium gain a bonus to Defence Combat Mastery against ranged attacks only (see page 108). The cost for this version of Defence Combat Mastery is reduced to 5 Points/Level.

DIMENSIONAL PORTAL

Cost: 8 Points/Levels
Relevant Stat: Soul
Progression: Linear; 1 dimension per Level

This Attribute allows the user to create a portal, hole, doorway, or rift no larger than a 1-metre radius that leads into an alternative reality or plane of existence — that is, a different dimension. The Attribute will normally transport the user and everyone else within the surrounding radius to another dimension. Sometimes this is the character's Pocket Dimension (page 45).

Dimensional Portal costs 8 Points/Level. The Level determines the number of one-way dimensional transitions the user has mastered. For example, "Earth to Bazaroth" is a single dimension link — the user can travel from Earth to the hell-dimension of Bazaroth, but not back. If he or she wished to return, a section transition, "Bazaroth to Earth" or some other form of travel (such a natural gateway) is needed. Taking both "Earth to Bazaroth" and "Bazaroth to Earth" is two transitions, and requires two Levels … but sometimes this power is one-way.

A character with only a few Levels of this Attribute can also select links in a way that ensures they need to travel through a chain of dimensions to get home. For example, someone with Level 3 might have: Earth to Bazaroth, Bazaroth to Ikaris, Ikaris to Earth. This means he or she would have to "pass through" the Bazaroth hell-dimension each time he or she wished to reach Ikaris (or to go back from Ikaris to Earth). If the Attribute had a Restriction that required a few hours between uses, this could be a perilous journey indeed.

A "dimension" can be defined as the past or future, provided the GM is willing to deal with any issues of time travel that occur. One way to limit portals to other times while still permitting characters to visit anime staples such as Ancient Japan is to say they are really alternate realities (so history cannot change) and that time flows in a rate that remains constant with the present (so characters cannot repeatedly visit the same point over and over). This means a character living on Earth in 2005 might know how to open a portal to "Japan of four centuries ago" rather than "Japan in 1605" — this minor but significant detail ensures the flow of events is constant, so when it turns 2006 on modern day Earth, the character can now only visit "Japan in 1606." Ambitious GMs can have other dimensions where time flows at different rates or where altering events can change



the past or future, but this can easily create various game balance problems.

Dimensional Portal is not Teleport (page 57). A character will usually travel to a point in the other dimension that most closely maps with the point in his or her own reality (GM's option). The GM may also rule that visitors are likely to appear at certain nexus points (such as Tokyo on Earth) regardless of where they come from, or that their arrival is completely random.

A Dimensional Portal can be held open as long as a character desires.

Using Dimensional Portal On Others

Dimensional Portal may be used offensively to send others to another dimension with or without going oneself. To do this, simply add the Duration (and optionally, Range) Variable — see page 70. This sort of Portal is often possessed by Items such as an ancient shrine or machine that contains a gate to another world, sucking anyone nearby into it. The target will be in the dimension for a maximum amount of time indicated by the Duration Variable (up to Infinite, at Rank 16). The character is released from the dimension once the Attribute's Duration ceases, reappearing at the point he or she vanished, or optionally, a different point congruent with his or her present location, depending on how that dimension maps with his or her home.

Using Dimensional Portal in this way requires an offensive action and a successful attack roll against the target area. When Dimensional Portal is used offensively, the victims may roll to resist. To avoid being transported, a victim must succeed with a Body or Soul Stat roll (Target Number 12) — whichever is easier — with a penalty equal to the Level of Dimensional Portal. He or she may add the Resistance Attribute Level (if possessed) to the roll.

If a particular subject resists three successive attempts at transporting him or her to another dimension, he or she is immune to further Dimensional Portal attacks from that person for the rest of the scene.

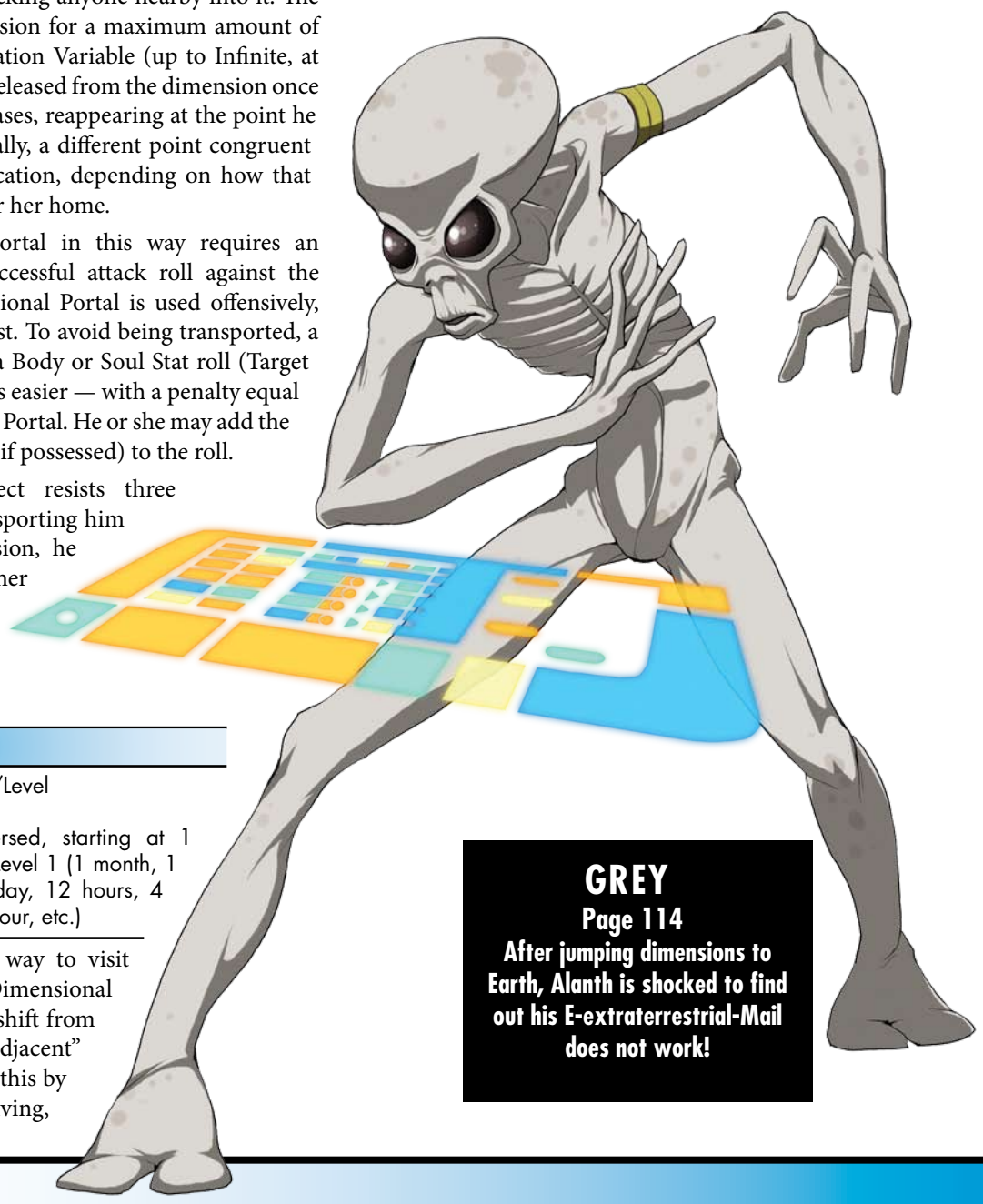
Dimension Walk

Cost: 20 Points/Level
Relevant Stat: Soul
Progression: Time reversed, starting at 1 month at Level 1 (1 month, 1 week, 1 day, 12 hours, 4 hours, 1 hour, etc.)

This is an alternative way to visit other dimensions (see Dimensional Portal). The character can shift from one dimension to an "adjacent" dimension. He or she does this by walking (or riding, or driving, etc.) and reality gradually changes to match the new dimension's reality. Any willing allies within three metres of the character can accompany him or her on the Dimension Walk as well.

The character's Level determines how quickly he or she do this. Dimension Walk uses a special progression that follows the reverse of Time, starting at 1 month (Level 1) and decreasing to 1 Hour (Level 6).

The GM also determines what dimensions, if any, are "adjacent" in his or her setting. This could limit travel to a reality that is subtly different, or one that is connected metaphysically (as Earth is with the other Prime Worlds in the Anime Multiverse setting described in this book). For example, a ghost might be able to walk between our world and the world of the dead. This is a powerful ability, and a players should ensure that it is compatible with the GM's concept of the campaign's metaphysics and cosmology before they select it for their character.



GREY
Page 114
After jumping dimensions to Earth, Alanth is shocked to find out his E-extraterrestrial-Mail does not work!

DIVINE RELATIONSHIP

Cost: 2 Points/Level
Progression: Linear; +1 dice re-roll per game session each Level

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 ability does not assume the existence of gods. 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 Level 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.

DYNAMIC POWERS

Cost: 20, 30, or 40 Points/Level
Relevant Stat: Variable
Progression: Descriptive

Dynamic Powers represents extensive control over an element, ideology, natural phenomenon, or sphere of influence. At low Levels, the character is an initiate, and can only effect minor changes in the Attribute. At high Levels, the character holds mastery over a particular realm, and has an intimate understanding of all things relating to the Attribute.

This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. It is for advanced players and Game Masters only! Proper use of Dynamic Powers will not unbalance the game, but rather can provide many opportunities for character innovation. In general, the effect can vary depending on the need of the story and emotional intensity of the situation.

Minor or small categories cost 20 Points/Level. Examples include: a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, friction, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).

Major or large categories cost 30 Points/Level. Examples include: a broad concept or idea (love, communication, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, truth, manufacturing, fertility, weapons, drugs, shapeshifting).

Primal or universal categories cost 40 Points/Level. Examples include core concepts and primary spheres of influence: Time, War, Death, Life, Earth, Stars, Thought, Magic, Force, Math, Self, Law, Chaos, Heaven, Hell, Dimensions, Dreams, and others.

If the character makes a successful Stat roll (the relevant Stat and Target Number is determined by the GM), he or she can manipulate aspects of the chosen area of influence (see Chapter 10: Game Mechanics). Since this is a story-driven Attribute, there are few definitive rules regarding what a character can and cannot do with a particular Attribute Level. Dynamic Powers should only be taken in campaigns where the GM is comfortable with a story-driven approach to the handling of powers. Game Masters who do not wish to adjudicate Dynamic Powers are free to prohibit it, or restrict it to a very low Level. Players and GMs who desire a more rigid (in terms of cost and effect) but still highly flexible Attribute should take the Power Flux Attribute (page 45). This will allow a character to produce similar dynamic effects within a specific game mechanical constraints.

EXPANDING DYNAMIC POWERS

DESIGNER'S NOTE

Although the categories listed for Dynamic Powers are easy to understand, other, more imaginative uses of this Attribute are also possible with the GM's permission. Some examples (usually classified as minor categories) include:

Immunity — Though immunity to standard forms of damage are best handled by very high Levels of Emphasised Armour (page 20), Dynamic Powers can represent characters who are immune to concepts. A character immune to silver, for instance, can't be hurt by silver bullets or a silver sword, nor would he or she be injured after falling into a vat of searing liquid silver. Similarly, immunity to "damage while in a holy place" would keep the character from harm while in churches, cemeteries, shrines, etc. Immunity to concepts — animals, undead, in water, on weekends, at school, blood relatives, colours, emotions, etc. — doesn't make much sense in the physical world, but such defences usually have mythical origins.

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

ELASTICITY

Cost: 4 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at stretching 10 cm at Level 1 (10 cm, 30 cm, 1 m, 3 m, 10 m, 30 m, etc.)

The character can stretch or contort his or her limbs and/or body to a superhuman degree, extending from 10 cm of stretching at Level 1 to 3 km and beyond at Levels 10+. This is most appropriate for giant robots with telescoping arms, sinuous demons or aliens, and rubbery creatures. Increased Levels not only provide greater flexibility, but also the control over fine manipulation (such as using a stretched finger to move specific tumbling mechanisms on a key lock).



At high Levels, characters can squeeze under doors and through small holes, as well as mimic crude shapes. While stretched, the character receives a +1 Unarmed Attack/Defence (Grappling) Skill bonus for each Level of Elasticity. Extremely malleable characters — who can contort their bodies into a virtually unlimited number of shapes to gain the benefits of other Attributes — should acquire the Dynamic Powers (page 29) or Power Flux Attribute (page 45) instead.

Energy Bonus

Cost: 2 Points/Level
Progression: Linear; +5 Energy Points each Level

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 can often represent someone who has strong control over his or her ki or psychic energy, or simply extra stamina. See the Energy Points Derived Value (page 105) for information on Energy Points and their uses.

Energy Bonus normally adds directly to the character's Energy Points, but it can also be acquired with a Restriction that limits its use — most often Activation (page 76), Emotional (page 78), Environmental (page 79), Assisted (page 77), or Equipment (page 79); others are only applicable with GM permission. If so, it forms a separate pool of Energy Points that are only usable in certain circumstances, and the player will have to keep track of these Energy Points separately. An example of an Energy Bonus with a restriction would be a magical girl or martial artist who had Energy Bonus (Emotional) — in times of crisis an extra pool of energy is available. Another example would be a priest who had Energy Bonus (Environmental: Temple).

Enhanced [Stat]

Cost: 10 Points/Level
Progression: Linear; +1 Stat Value each Level

This Attribute is useful when a character should have one or more high Stat Values, but the player wants to indicate that the elevated Stats are derived from one particular source (such as magic or technology or supernatural ability; see the Designer's Note on page 14).

In most instances, assigning Character Points to the Enhanced [Stat] Attribute or to the Stat directly results in the same benefit: a character with a Body of 12 or a Body of 7 with Enhanced [Body] at Level 5 both have a Body of 12.

Each Enhanced [Stat] is limited to a maximum number of Levels equal to the maximum Stat allowed in the campaign (usually 12) minus the character's pre-Enhanced Stat.

Environmental Influence

Cost: 2 Points/Level
Relevant Stat: Soul
Progression: Linear; influence over +1 environment each Level

The character can initiate minor influence over environmental conditions in a surrounding 10-metre area, such as light, darkness, heat, cold, sound, specific weather conditions, etc. Creating a particular zone of Environmental Influence requires a general action. The effect lasts as long as the character desires.

The control is not sufficient to inflict significant damage on individuals or objects within the area of influence unless the target is particularly susceptible to damage from that environment (such as delicate plants dying from cold air, or a vampire with a Bane Defect to bright light).

For damaging environmental effects, the character should acquire the Weapon Attribute (page 60) with the Dependent Restriction (page 78). For a much more versatile influence over the environment (such as weather control) see the Dynamic Powers Attribute (page 29) or Power Flux (page 45).

Exorcism

Cost: 2 Points/Level
Relevant Stat: Soul
Progression: Linear; see below

A character with this Attribute knows how to perform or create rituals, charms or spells, or has a psychic power, that is capable of releasing, through touch, the victims of supernatural entities, possession, or mind control.

Exorcism is used to reverse the results of the Mind Control Attribute. The attempt is made against the subject of the control, but it is the controller (who may or may not be present) who resists. A successful exorcism "cures" a character who is subject to Mind Control. This requires an opposed roll between the exorcist's Soul Stat + Exorcism Attribute and the controller's Soul Stat + Mind Control Attribute. If the exorcist wins, the target is freed. If he or she fails, the target remains under control, and the mind controller (if not present) is alerted that someone is interfering with his or her control.

Exorcism may also be used to reverse the effects of the Metamorphosis Attribute if the alteration is Soul-based (GM's discretion). If it is physical in nature, Healing is used instead. Use the same procedure, making an opposed roll between the exorcist's Soul Stat + Exorcism Attribute and the source of the Metamorphosis's Soul Stat + Metamorphosis Level. However, an exorcist may make only one attempt per day to reverse a particular individual's Metamorphosis.

Some exorcists also have the power to actively dispel demons, undead, and other entities who are present in the flesh, draining energy from them, sending them home, or destroying them. This should be taken as the Weapon Attribute with the Targeted (and often Psychic) Variables.

The Exorcism Attribute is often contained within Items such as holy relics.





EXTRA ARMS

Cost: 2 Points/Level
Progression: Slow progression, starting at 1 extra arm at Level 1 (1, 2, 4, 8, 15, 30, etc.)

Unless indicated otherwise, all characters possess two arms and hands. By assigning this Attribute, the character can acquire more — usually because he or she is of non-human origin. An "arm" is defined loosely as an appendage that can reach out and manipulate objects. A trunk, tentacle, or prehensile tail is an arm; an appendage that simply ends in a gun-barrel, melee weapon, stump, 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 Actions Attribute, below).

Possessing only one arm or no arms is reflected by the Impaired Manipulation Defect (page 96).

Extra Arms (Telekinetic)

A character who has Telekinesis (page 55) may take Extra Arms (Telekinesis) at a reduced cost of 1 Point/Level. This gives him or her the ability to use Telekinesis to manipulate objects as if he or she had more than two arms. Performing multiple actions at once still requires Extra Actions.

EXTRA ACTIONS

Cost: 15 Points/Level
Progression: Linear; +1 action per round each Level

This Attribute reflects the character's ability to act extremely rapidly. Each round, the character may make one or more additional offensive or general (but not tactical) actions — all of which occur on the character's Initiative. In addition, unless two or more opponents are very close together, attacks with no range must target the same person. Assigned to Items, Extra Actions can represent computer or other automatic assistance.

SPREADING OUT EXTRA ACTIONS

As an alternative to having all extra actions occur on one Initiative, the GM may decide to spread the actions roughly evenly over the character's Initiative range. For example, if a character had three actions 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 35 and has 5 attacks, he or she can attack on Initiative numbers 35, 28, 21, 14, and 7. 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.

The GM can also compromise: allow all actions to be taken at once when the character is battling minor enemies, but use the more precise method against important foes.

EXTRA DEFENCES

Cost: 5 Points/Level
Progression: Linear; +1 defence per round each Level

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 (page 145) only apply after the extra defences are used. For example, penalties only start accumulating on the fifth defence for a character with Level 3 Extra Defences.

FEATURES

Cost: 1 Point/Level
Relevant Stat: Variable
Progression: Linear; +1 Feature each Level

The character possesses various secondary abilities that grant useful, but minor, advantages. The GM may assume that any feature is too trivial (in the context of the campaign) to require characters to purchase this Attribute to represent it. In particular, a character or Item need not acquire accessories that are purely descriptive, implied by other Attributes (such as fins if you have Water Speed) or are ubiquitous given its size and other functions (like headlights or safety belts in a modern vehicle, or fur/feathers on an animal). GMs should take care not to make individual Features too important. If a Feature is so useful that every character needs it to compete, than it shouldn't be just a Feature.

See Table 4-3: Example Features for a partial list of Features that the GM may make available in your game.

Personal Features

Features can also be used to grant various minor talents, such as eidetic memory, perfect pitch, or weather sense. Personal features of this sort may grant a slight (+1) or significant (+3) bonus to Stat or Skill rolls in certain circumstances, but should not usually be more useful than Skills (page 52).

Racial Features

Features possessed by non-humans can reflect various small biological advantages provided they are not covered by other Attributes. Examples of racial features include low-light vision (like a cat — not the ability to see in total darkness), a pouch, light armour (with Armour Rating 1), etc. A wide range of other Attributes covers other more useful racial abilities and features such as wings (see Flight), fangs (see Weapon), and super hearing (see Heightened Senses); these are not Features.

Technological Features

These are usually assigned to robots, androids, or cyborgs, or embodied in Items such as vehicles or hand-held gadgets. Examples include camera, computer, global positioning system, stereo system, etc. Most technological devices not covered by other Attributes can be represented as a single Feature with no other Attributes, though trivial or common Features need not be assigned.

Features (Appearance)

Characters may be reasonably attractive (or average, or mildly unattractive) at no Character Point cost. Features (Appearance) represents outstanding looks that will turn heads and influence reactions. They may be further defined as beauty (engendering romantic attraction if so inclined) or cuteness (encouraging feelings of protectiveness). Appearance may be assigned multiple times indicates to represent heightened levels of extreme beauty or cuteness, with Appearance x3 usually representing the most beautiful, handsome, or cute person in the world.

Features (Extra Capacity)

This is a very common technological feature for vehicle and location Items, but it can also be applied to anyone large enough to carry someone inside itself, such as a living starship or a god with a city in its body. Assigning it once allows one extra person or up to 100 kg of cargo to be carried. Each extra assignment of Extra Capacity doubles this, following slow progression (Table 4-1; page 15); thus, Features (Extra Capacity 3) allows an extra 4 people or 400 kg. This capacity is in addition to the one person that is assumed to fit inside a vehicle or location. It can be assigned any number of times, but unless the character or Item is bigger inside than it is outside, an appropriate Awkward Size (page 94) should also be assigned.

Features (Negative Size Category)

This Feature can only be assigned to mecha Items that are used in combat situations — vehicles, giant robots, spy hover-cams, spaceships, etc.. For every Size Rank (page 108) the Item is below the default (medium; Size 0), the Item must have this Feature at the cost of 4 Ranks. Tiny Items make smaller targets in ranged combat. For every Size Rank the target is smaller than the attacker, the attacker gains a -1 penalty to hit with a ranged weapon. Conversely, for every Size Rank the target is larger than the attacker, the attacker receives a +1 bonus with a ranged weapon. For example, a if a small Item (Size -1) and a diminutive Item (Size -3) are in ranged combat, the small Item gains a -2 penalty to hit while the diminutive Item gains a +2 bonus to hit.

Flight

Cost: 8 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at 10 kph at Level 1 (10, 30, 100, 300, 1000, 3000 kph, etc.)

A character with Flight can fly through an atmosphere (see Spaceflight, page 52, for non-atmospheric flying). The method used to achieve flight can vary greatly: wings, paranormal power, rotors, rockets, anti-gravity, 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 153). A fast-moving character may have an attack penalty as well.

The base version of Flight lets the character 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 Custom Restrictions

The Flight Attribute can be limited by assigning one or more of the following Custom Restrictions, each reducing the cost of Flight by 1 Point.

Glide

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.

Maintain

The character needs a smooth surface or running start for landing and take off (typically about 1 metre per kg of body mass) and must maintain a minimum speed (often about 10% of top speed) once airborne to avoid crashing. A flyer with Maintain takes one round per Level to accelerate to or decelerate from his or her top speed.

Table 4-3: Example Features

Personal Features	Racial Features	Technological Features	
Ambidexterity	360˚ Vision	Basic A.I. (0 Stats)	Highly Manoeuvrable (for mecha)
Animal Empathy	Camouflage	Binocular Zoom	Identity Verifier
Appearance	Homing Instinct	Burglar Alarm	Luxurious Decor
Depth Awareness	Gills	Camera	Personal Computer
Direction Sense	Light Armour (Rating 1)	Cell Phone	Radar Detector
Eidetic Memory	Long Tongue	Data Backup Auto System	Revolving License Plate
Famous (Beneficial)	Longevity	DVD Player	Search Lights
Increased Shock Value (+5)	Low-Light Vision	Ejection Seat	Stereo System
Light Sleeper	Pouch	Emergency Lights/Siren	Tool or Medical Kit
Lightning Calculator	Retractable Claws	Extra Capacity (see description)	Tow Cable
Mimic Sound	Scent Glands	Fast Acceleration (for mecha)	Ultrasonic Communication
Perfect Pitch	Scentless	Global Positioning System (GPS)	Weatherproofing
Spacial or Time Sense	Secondary Eyelids	Gyrocompass	
Speed Reading	Webbed Feet/Hands/Paws		
Weather Sense	Webbing		

Skim

The character is limited to skimming no more than a metre 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 a magical weave.

Spread

The character needs plenty of free space surrounding him or her to fly. This Restrictions is most often associated with winged flight, with space required to execute wing flaps properly.

Force Field

Cost: 3 Points/Level
Relevant Stat: Mind
Progression: Linear; +4 Armour Rating each Level

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."

A Force Field can be "up" or "down." When down, it does not stop any damage. Unless the Detectable Restriction (page 78) 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.

Damage is first reduced by the Force Field's Armour Rating, with any additional damage that got past it applied against Armour (if any). Thus, if a weapon hit successfully penetrates a Force Field, the Armour Attribute can still protect against it.

A typical Force Field is different from Armour, since it can be battered down by a sufficiently powerful attack. If an attack inflicts more damage than the Force Field prevents (even if the rest of the damage is stopped by Armour), the Force Field temporarily loses one Level of effectiveness. The character can only regain Levels if the field is "down" and regenerating, unless the Regenerating Variable is assigned. A Force Field recovers one Level for every full round it is turned off and not in operation ("down"). A Force Field that is knocked to zero Levels automatically shuts off to regenerate.

Force Field Custom Variables

A Force Field can be given additional customised Variables. Each one gives it some special capability. Unless noted, each can be taken only once and increases cost by +1 Point.

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 Insubstantial characters through it, even if they can normally pass through energy barriers.

Blocks Teleport

A character cannot teleport into or out of the field.

Field-Penetrating

The Force Field can be used to interpenetrate other Force Fields while making attacks (or moving through them). If the character's Force Field is in direct contact with an enemy Force Field, and has a higher Armour Rating than the foe's, the enemy's field offers no protection against the character's attack, but it is still up. In this case, the character may actually move through the neutralised field.

Offensive

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



GIANT LIVING ROBOT
Page 114
L.O.G.R.U.S.S. 02 is a bleeding-edge sentient from a Beyonder world, trained in multiple forms of combat.

inflicted may decrease as the Force Field is hit and loses levels of effectiveness.

Regenerating

If the character uses one general action to regenerate the Force Field, it regains one lost Level of effectiveness. A character with the Extra Actions Attribute (page 32) can regenerate multiples Levels each round.

Force Field Custom Restrictions

A field can be given these Restrictions. Unless noted, each can be taken only once and reduces the cost by -1 Point.

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 Level if its protection value is exceeded).

Internal

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

Limited

The field has a small (one assignment; -1 Point) or large (two assignments; -2 Points) limitation. An example of a small limitation would be a Force Field that is effective against ranged attacks but not melee, or one that offers full-strength frontal and rear protection but only half-strength protection from above. An example of a large 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).

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.).

Healing

Cost: 4 Points/Level
Relevant Stat: Body or Soul
Progression: Linear; +10 restored Health Points each Level

This Attribute allows a character to heal a target's injuries through touch (including him or herself; for continuous healing, see the Regeneration Attribute, page 48).

At higher Healing Levels, the character can also revive someone who is "clinically" dead but not actually brain-dead (Level 3+), repair massive trauma such as lost limbs or organs (Level 5+), or restore a character who was cut in two (Level 7+). No healer can repair someone who was blown to bits, disintegrated, or dead for more than a few minutes, however. The Attribute Level dictates the maximum number of Health Points the character can restore to a particular target in a single day. The subject must have at least a full day's rest before he or she can benefit from additional healing administered by the same character (though other healers may return additional Health Points to the injured subject).

Healing may also be used to reverse the effects of the Metamorphosis Attribute if the alteration is physical in nature (Body-based). If it is psychic or spiritual in nature, Exorcism is used instead. Use the same procedure, making an opposed roll between the exorcist's Soul Stat + Healing Attribute and the source of the Metamorphosis's Body Stat + Metamorphosis Level. A Healer may make only one attempt per day to reverse a particular individual's Metamorphosis.

Heightened Awareness

Cost: 2 Points/Level
Relevant Stat: Body or Mind
Progression: Linear; +1 bonus each Level

The character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Stat rolls to notice nearby 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 (page 35).

Heightened Senses

Cost: 2 Points/Level
Relevant Stat: Body or Mind
Progression: Linear; +1 sense each Level

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.

For each Level of the Heightened Senses Attribute, 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 significant (+3) bonus (or an extreme +6 bonus if the sense was heightened twice) on Stat rolls that relate to using that sense to perceive things that someone with human-level senses might conceivably notice.

The character must make a successful Mind Stat roll 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).

The Heightened Awareness Attribute (page 35) allows for a lower Level of enhancement for all of a character's senses. Sixth Sense (page 50) and Supersense (page 54) allow characters to gain completely new senses.

ILLUSION

Cost: 2 Points/Level
Relevant Stat: Mind
Progression: Fast progression, starting at 10 cm radius area at Level 1 (10 cm, 1 m, 10 m, 100 m, 1 km, 10 km, etc.)

The character can create mental Illusions that fools the target's sight, or possible more senses if Custom Variables are assigned. An Illusion appears to be real to the targeted observers but is not really there; it has no physical substance, and characters who are not the target of the Illusion are unaffected. Characters that can create Illusions are often sorcerers, demons, or people with psionic abilities. See the Projection Attribute (page 47) for the ability to create real images that anyone can detect, rather than mental illusions that target specific people.

An Illusion takes a general action to create. It may be of a particular object or entity, or of a complete scene (such as a furnished room or crowd). It may also be created over an existing person, scene, or object to make it appear different than it really is. An Illusion that is untended is normally static, either remaining in one place or (if created over something) moving as the underlying object or entity moves.

An Illusion's lifespan is one minute. To give an Illusion the semblance of independent activity (such as an illusionary person or crowd that moves and speaks) the character must actively concentrate on manipulating the Illusion, and perform no other actions.

The Level-related area dictates the size of the Illusionary image, but it can be created anywhere within a 100-metre radius surrounding the character. Thus, a Level 3 (10 metres) Illusion means that any image up to 10 metres in radius (such as a school bus) can be created, and moved around within a location of 100 metres (such as a city block).

In order for the character to create a convincing Illusion of something complex, the GM may require a Mind Stat check. The GM can assign a Target Number depending on how familiar or unfamiliar the character is with the scene that is being simulated. The GM may also give the character a slight (+1) bonus for every Level he or she has in excess of the minimum Level needed to create an Illusion. For example, if a character with Illusion Level 5 decides to create an image with an area radius of one metre (a Level 2 effect), a +3 bonus applies (Level 5 - Level 2 = 3). If the roll fails, the character's Illusion has some subtle flaw in it; the character creating it may not be aware of this until someone else points it out, however.

Whether or not an observer recognises an Illusion for what it actually is depends on the circumstances and should be adjudicated by the GM. For example, if a character creates an Illusion of a tiger, it may easily fool everyone if it is a few hundred metres away, but if it comes close to the characters, the fact that it is not making any sounds will be obvious. Its lack of a tiger's scent will probably only be a clue to someone who has Heightened Senses (Smell). Adding sound as a Custom Variable to the Illusion of a tiger — roaring from behind a closed door — should fool just about anyone . . . at least until he or she opens the door and see that there is nothing actually there. If appropriate, the GM can require Body or Mind rolls to "see through" an Illusion: typically average (Target Number 12) for the base sight-sense Illusion, increasing to difficult (Target Number 15) for illusions foiling two or more senses, or challenging (Target Number 18) for three or more senses; if successful, the Illusion disappears.

To create Illusions capable of injuring targets, the character should possess a Weapon Attribute (page 60) tied to the Illusion Attribute through the Dependent Restriction (page 78). Illusion comes in various versions:

ILLUSION CUSTOM VARIABLES

Illusions can be enhanced and made more believable by adding one or more Custom Variables, each costing +1 Character Point.

Extra Sense

Each time Extra Sense is taken, the Illusions gain one additional sensory component — sound, smell, touch, or taste — that must be specified when the Variable is assigned.

Multiple Illusions

A character can normally maintain only a single Illusion at a time. The ability to maintain multiple Illusions at once is a Custom Variable costing an extra +1 Point for every distinct Illusion the character can sustain simultaneously after the first. Thus, "Level 3 Illusion (four Illusions)" would cost 13 Points: 10 Points for Level 3 and 3 more Points for being able to sustain four Illusions at a time. A group of objects or entities within a 100-metre radius, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single Illusion rather than several. If a character is already sustaining his or her maximum number of Illusions and wishes to create another one, an existing Illusion must first be dispelled.

INSUBSTANTIAL

Cost: 8 Points/Level
Relevant Stat: Body
Progression: Descriptive

Each Level reduces a character's density or corporeality so much that he or she can pass through certain types of objects (including weapons) as though non-existent.

The ability to pass through objects depends on their hardness. This should not be confused with density. For example, paper is about as dense as wood, but it is not nearly as hard!

If a specific substance is not listed in the chart below, the GM should use the entry that it most closely resembles. The hardness of most plastics and cloth is similar to flesh; glass is similar to rock; , iron and bronze are similar to steel; uranium is similar to gold; etc. A punch would harmlessly pass through a character with Level 4 Insubstantial, but eluding a sword blow requires Level 7, and most bullet Level 8. Anyone with Level 10 Insubstantial is effectively incorporeal and can pass through virtually anything, including moving unharmed through Force Fields and fire, laser beams, and other forms of energy.

TABLE 4-4: INSUBSTANTIAL

Attribute Level	Can Pass Through
1	Water
2	Paper
3	Flesh and dirt
4	Wood
5	Rock
6	Aluminium
7	Iron and steel
8	Gold and Tungsten
9	Diamond
10	Energy (including Force Fields)

FRACTIONAL POWER USE

The GM will usually also allow characters to use a fraction of an Attribute's effect. This is particularly relevant for Insubstantial, since characters with high Levels of this Attribute should still be able to interact with the world (walk, eat, breathe, etc.). The GM can either abstract the details of exactly how such interaction works and simply assume it does, or develop a plausible explanation. For example, an Insubstantial character might continue to walk on the floor by making the soles of her feet substantial, and continue to breathe by making her lungs partially formed. Use whatever method of rationalisation works best for the campaign.

INVISIBILITY

Cost: 6 Points/Level
Relevant Stat: Body
Progression: Linear; invisibility to +1 sense or technique each Level

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 obscure an area, see the Sensory Block Attribute (page 50).

For each Invisibility Level, 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; etc. Invisibility to sight or hearing cost 2 Attribute slots each rather than only 1, since they are usually more valuable in game adventures.

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 significant (-3) penalty for anyone within melee range and an extreme (-6) penalty for anyone at a greater distance. Heightened Awareness and Heightened Senses can reduce this penalty, as can the two Combat Techniques, Blind Fighting and Blind Shooting (page 22). This penalty is reduced by 3 if using a Weapon with the Area or Spreading Variables (pages 70 and 66) to attack the invisible character.

Defending against a foe who is invisible to sight is also more difficult: apply a significant (-3) penalty on Defence rolls. This can be reduced to a slight (-1) penalty if the attacker is invisible but his or her projectiles, missiles, muzzle flash from a gun, etc. become visible as they are fired, or if there is some other clue as to his or her position.

ITEM

Cost: One-Half Normal Value
Progression: Special; see below

Items are devices that enhance a character in some way or that serve as a useful tool, vehicle, base, or weapon. Items can represent ordinary gear, magical artefacts, or experimental or future technology. A character can take this Attribute multiple times to have different Items. Items can be created for the character (subject to GM approval) or selected from the extensive list of ready-to-use Items in Chapter 10. If the Item can only be used by a specific character or group of characters, assign the Feature (Identity Verifier) (page 32).

A device or object that cannot be lost or stolen (such as something implanted in or fused to the character's body) is not an Item. Any such device is considered part of the character and thus the player should use Character Points to acquire the relevant 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 does not apply either — that would be represented by a Restriction on the Attribute, rather than any quality of the object itself.

Assign the Item any Attributes appropriate to its normal function that will benefit the character while using it. For example, a magic wand or a gun would have Weapon, a ring of invisibility would have Invisibility, and a scooter would have Land Speed. A complex vehicle, such as a 50-metre-tall flying transformable battle mecha, could have a multitude of Attributes, such as Alternate Form, Armour, Features, Flight, Land Speed, Special Defence, Supersense, Superstrength, Tough, Weapon, etc. The simplest of Items, such as a cellphone or camera, will often have only one Attribute: a single Level of Features. Attributes contained in Items can also be assigned Variables or Restrictions which increase or decrease their individual Point cost.

Attributes that an Item has do not usually stack with those of a character. If a vehicle has Flight Level 1 and so does its operator, this does not give the vehicle Flight Level 2. The GM may make exceptions where it seems appropriate.

Items can also be assigned Defects (page 93) provided they directly impact the utility of the Item or affect the user. For example, most vehicles larger than a bicycle will have Awkward Size, since they cannot be used in tight quarters and are big targets, and many will have Conditional Ownership. Other Defects are usually inappropriate, including Ism, Marked, Owned, Red Tape, Significant Other, Skeleton in the Closet, and Wanted. Nevertheless, the GM may make exceptions where this seems reasonable, such as a stolen mecha coming with the Wanted Defect, if it is the mecha (rather than the character) that particular foes are after. In the same manner, a great artefact such as a Ring of Power might be Hounded and even have a Nemesis attached to it.

Items usually have no Stats (but may be given Enhanced Stats if they boost their user's), but they may have Skills to represent bonuses to character rolls (such as a medical database adding to a Medical Skill roll). They are assumed to be lifeless objects; no special Attributes or Defects are required to represent this status. Thus, even though you cannot affect an Item by gassing it, there is no need to assign Special Defence to avoid this unless it protects the people wearing it or riding inside it. Similarly, an Item is immune to threats like disease or poison (without having to buy a Special Defence to that effect) and cannot normally be affected by mental-based Attributes (Exorcism, Telepathy, Mind Control) or a Weapon with the Psychic Variable. Again, this does not protect individuals inside or wearing it! Note that an Item has no ability to heal any damage that it suffers, though, and must be repaired instead. If desired, a mecha can be defined as "living thing," allowing it to heal naturally but becoming vulnerable to all of the above attacks and conditions.

Item Cost

To determine the Character Point cost of the Item, total the Point cost of all Attributes (modified by Variables and Restrictions) and Defects built into the Item and



HALF-ORC
Page 115
Smash never shuts up about the size of his item. He never notices the eye-rolling.

divide by two (round down; minimum of 0 Points). For example, if a character has 33 Points of Items, their cost is 16 Character Points. Note that this makes Items that are described with only one Feature Attribute (such as a camera) effectively free.

See the Items chapter (page 162) for more detailed examples and descriptions of Items.

DESIGNER'S NOTE

An Item's Normal Use

When assigning Attributes to an Item, it is usually with consideration to the "normal use" of the object. For example, a ring with the Armour Attribute usually means that the person wearing the ring is granted the benefit of the Armour — the ring itself is not particularly tough. Conversely, a suit of full plate embodies the Armour Attribute; it does not directly grant Armour to the wearer (i.e. does not actually transfer the Armour Rating), even if the final effect of providing protection is the same as the ring. Similarly, a magical cloak of flying probably grants the Flight Attribute to the user, but a flying carpet does not (the user must ride atop the carpet). If you wish to assign an Attribute in a manner that does not follow its typical use (such as a spaceship that beams the crew to a planet surface with the Teleport Attribute, rather than the ship Teleporting itself), either let the GM know and record it on your character sheet, or assign the Object Restriction (page 79).

In other words, use common sense when designing Items.

Creating a Character

The Mecha Pilot Template includes 80 Points for Tabitha's Items, which translates into 160 Character Points worth of Attributes for her equipment. The space freighter (page 175) has 185 Points of Attributes, and so with -25 Points of modifications (removing the second Laser Turret [-19 Points] and adding a Weak Point: Hyperdrive Engines [-6 Points]), Rebecca has designed Tabitha's pride-and-joy in only minutes.

Jumping

Cost: 2 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at 3 times normal distance at Level 1 (3, 10, 30, 100, 300, 1000, etc.)

With this Attribute, the character can jump great distances (and land without injury) but cannot actually fly. Jumping does not enable a character to exceed the character's normal maximum running speed (or swimming speed for aquatic characters capable of leaping). Consequently, unless the character also has the appropriate Level of the Land Speed (page 39) or Superspeed Attributes (page 54), long-distance jumps may require several round, minutes, or hours to complete. For example, a character with a Body Stat of 6 can sprint approximately 18 metres/round (page 142). If the character jumps a distance of 36 metres, he or she will be airborne for two rounds rather than finishing the jump in just one (36 ÷ 18 = 2). The advantage to jumping, rather than running, however, is the character can ignore terrain and is not fatigued as the character would be if he or she had to run the same distance. See Jumping (page 39) for additional jumping rules.

Land Speed

Cost: 2 Points/Level
Relevant Stat: Body
Progression: Slow progression, starting at 8 kph at Level 1 (8, 15, 30, 60, 125, 250 kph, etc.)

The Land Speed Attribute allows the character to move quickly when travelling on the ground. The method used can vary greatly: paranormal or super ability, bionic legs, powered armour, wheels, tracks, or some other technique. A character or animal can sprint at the indicated top speed for a short duration, run at 50-74% of top speed for 10 minutes times his or her Body Stat, or jog at up to 50% of top speed for 1 hour times his or her Body Stat. An inanimate object (such as a car or train) with Land Speed can travel for extended periods at full speed.

Land Speed is most useful if three or more Levels are taken, which permits a ground speed faster than most people can sprint. Lower Levels are most useful for vehicles built as Items which have no running speed.

Depending on the speed at which the character is moving, opponents may suffer a penalty to hit the character (see Attacking Moving Targets, page 153). A fast-moving character may have an attack penalty as well.

A character with Land Speed cannot accelerate to his or her top speed immediately (this distinguishes Land Speed from the Superspeed Attribute); this also applies to deceleration. Maximum acceleration or deceleration is one Level of Land Speed per round.

Land Speed is not cumulative with the Superspeed Attribute; use whichever gives the highest speed (which may change from round to round, if accelerating).

Land Speed Custom Restrictions

Typical Custom Restrictions (often used to represent wheels) are half-speed off-road (-1 Point) or road-bound (cannot be used on a rough surface) (-2 Points).

Land Speed or Fast?

Players might find it more intuitive to only assign Land Speed to Items, and use the Special Movement (Fast) Attribute for characters and animals instead. See page 53 for more information on Fast.



MASSIVE DAMAGE

Cost: 4, 7, or 10 Points/Level
Progression: Linear; +1 damage each Level

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. All characters start with a Damage Multiplier of 5 (see page 105 for more information). Each Level of Massive Damage increases this by +1.

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 141.

Massive damage comes in four versions:

Massive Damage — Focused (4 Points/Level)

Additional damage is only inflicted when the character uses one specific class of attacks. For example, it might represent a special talent with a type of weapon (such as guns, swords, bows, etc.), knowledge of a particular unarmed martial arts form, or ability with a particular offensive magical technique (such as fire spells).

Massive Damage — Targeted (4 Points/Level)

Additional damage is only inflicted when the character attacks a specific type of foe. For example, it might represent a holy avenger who delivers extra damage against undead creatures, a hunter who greatly understand the physiology of an alien species, an orphaned barbarian who likes to beat on members of the invading clan that killed his family and destroyed his village, or an android programmed to destroy competing A.I.s with great efficiency.

Massive Damage — Melee (7 Points/Level)

Due to incredible strength or expertise in close combat, additional damage is applied to all armed and unarmed melee attacks (including mounted combat), but not to ranged weapons.

Massive Damage — Unlimited (10 Points/Level)

The user's keen combat sense is applied to all forms of physical conflict including armed, unarmed, martial arts, and ranged weapons, as well as energy blasts, magical spells that inflict damage, and vehicle weapons.

MELEE ATTACK

Cost: 3 Points/Level
Progression: Linear; +1 Attack Combat Value per Level

Melee Attack is a group of Attributes that represents expertise in offensive close combat weapons and fighting techniques. These Attributes can be taken multiple times to represent different ways of fighting.

Each Level adds +1 to Attack Combat Value when using the specified fighting technique. A fighting technique may be a general class of melee weapons or unarmed combat. For example, Melee Attack (Sword) Level 3 adds +3 to Attack Combat Value when striking with a sword. This bonus actually increases the Attack Combat Value when using the specific weapon, and thus relevant damage inflicted (page 146) is increased as well.

The class of weapons may be Unarmed (all normal punches, kicks, bites, etc.), a particular Weapon Attribute (e.g., "death touch" or "super dragon punch"), or a class of related Items (such as Axe, Baton/Club, Knife, Polearm, Shield, Spear, Sword, Whips/Chains, etc.). The GM may allow other classes of weapons, although they should not be overly broad.

Melee Attack (Target)

Alternatively, the +1 bonus to Attack Combat Value might apply when using all melee weapons and combat techniques, but only when battling specific types of opponents. Examples include: undead or extra-dimensional creatures; animals; a specific fantasy race (orcs, goblins, trolls, etc.); members of a specific organisation or gang; blood relatives; etc.

MELEE DEFENCE

Cost: 3 Points/Level
Progression: Linear; +1 Attack or Defence Combat Value per Level

Melee Defence is a group of Attributes that represents expertise in defensive close combat weapons and fighting techniques. These Attributes can be taken multiple times to represent different ways of fighting.

Each Level adds +1 to Defence Combat Value when using the specified fighting technique to parry or block with. The same fighting techniques described for Melee Attack (above) may be selected. For example, Melee Defence (Sword) Level 2 adds +2 to Defence Combat Value when parrying using a sword.

Melee Defence (Target)

Similarly, the bonus might only apply when using a melee weapon to parry attacks from specific opponents or to parry attacks aimed at a specific target (other than the character directly). See Melee Attack for examples of enemies or targets the player wishes to protect.

METAMORPHOSIS

Cost: 10, 20, or 30 Points/Level
Relevant Stat: Mind or Soul
Progression: Linear; racial template costing up to +/-10 Points per Level

This offensive Attribute is used to alter a touched person's species for up to one minute. Different species are defined by a Racial Template (page 111), which are packages of Attributes and Defects (a basic human template is worth 0 Points). While a person is transformed, any Stat modifier, Attribute or Defect he or she possesses that is normally the result of his or her present race goes away — but abilities unrelated to the character's race are unaffected. The character

then gains the appropriate Racial Template for his or her new race. The GM may rule that a transformation automatically fails if it would prevent the character surviving in his or her present environment. Metamorphosis can also transform the user if desired, and works the same way.

Metamorphosis requires an offensive action to use on an unwilling target, requiring a successful attack roll, opposed by the target's defence roll. If the Metamorphosis attack succeeds, the target is transformed unless he or she chooses to resist. Resisting requires a successful Body or Soul Stat roll (Target Number 12); the target uses whichever Stat is higher. This roll is made at a penalty of -1 per Level of the Metamorphosis Attribute. If the subject has the Resistance Attribute (page 50) it adds a +1 bonus per Level to resist being transformed.

If a target successfully resists a Metamorphosis attempt from the same character three or more times, he or she is immune to further attempts for the rest of the day.

There are three types of Metamorphosis Attribute:

Metamorphosis — Single Form (10 Points/Level)

The player must create a Racial Template, or choose one from those detailed on pages 111-120, when the Attribute is created. This Racial Template may be worth a maximum of 10 Character Points or a minimum of -10 Character Points per Level of the Attribute. The character is limited to transforming subjects into that Racial Template, though he or she can also reverse the process (ending the duration early).

Example 1: Kaori the Mage has Metamorphosis Level 5. Her player may pick or create a Racial Template that is worth no more than 50 Points or fewer than -50 Points. The player decides that Kaori's Metamorphosis Attribute can turn anyone into a mouse. Kaori designs a mouse Racial Template that is worth -50 Points.

Example 2: The demon Azog can transform humans into demon servants, granting them the Spider Demon Racial Template (page 118). This template costs 130 Character Points, so Azog requires Metamorphosis Level 13!

Metamorphosis — Multi-Form (20 Points/Level)

This is a more flexible form of Metamorphosis. The character can transform the subject into one of a range of different but related forms, provided that they are existing Racial Templates (that is, not made up on the fly) and their template cost is worth no more than +10 or no fewer than -10 Points per Level. For example, a witch might know Metamorphosis — Multi-Form (Farm Animals) Level 2; she could give her victim any farm animal template that was worth no more than 20 Character Points or no less than -20 Character Points.

Metamorphosis — Unlimited (30 Points/Level)

This is the most flexible type of Metamorphosis. The character can transform the subject into any possible Racial Template provided its template cost is no more than +/-10 Points per Level. For example, a demi-god with Metamorphosis — Unlimited Level 3 could transform someone into anything, as long as that new form's Racial Template was worth no more than +30 or no fewer than -30 Points per Level.

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 Weapon Attribute (page 60) with the Incapacitating Variable (page 64).



DIVINE TEMPLATE
Page 130
Shala the White is directly inspired by the four Elemental Gods, which grant her wondrous powers.



Combination Metamorphosis

This variation of Metamorphosis assigns a Template to an Item (even though it's not truly a Racial Template), replacing all of the Item's normal Attributes and Defects. If several Items can combine into a single powerful Item, assign the Assisted Restriction (page 77) to the Single Form version (10 Points/Level). The participating Items all must take the same Metamorphosis Attribute at a sufficient Level to create the new combined Template (which will usually be at a very high Level, but not exceeding 6 Levels times the number of participants without GM permission), but they can share the cost amongst their Items equally. Record the sharing in the Attribute description (for example, "Metamorphosis Level 36 'Thunder Mecha-6' (Shared with 6 others), 60 Points each").

Characters can also benefit directly from this variation of Metamorphosis as well. The new combined character is created from scratch, and must assign Points gained through the Metamorphosis to Stats, Attributes, Customisations, Skills, and Defects.

Mimic Powers

Cost: 15 or 20 Points/Level
Relevant Stat: Mind
Progression: Linear; +1 Attribute Level each Level

The character can temporarily mimic Attributes or Stats of any single touched character for one minute — though it only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; see the Designer's Note on page 14). The Mimic Powers Attribute Level determines the maximum Attribute Level that can be mimicked. Stats Values (at any rank) can be imitated when Mimic Powers reaches Level 5 or higher. The Level of a mimicked Attribute/Stat only replaces the character's corresponding Level (if applicable) if it is higher; the character's Attribute/Stat Level cannot decrease through Mimic unless a specific Restriction is assigned.

Mimic — One Power costs 15 Points/Level. It lets the character mimic only one Attribute/Stat at any single time.

Mimic — All Powers costs 20 Points/Level, and lets the character mimic all Attributes/Stats simultaneously at the appropriate Levels (as indicated above), from one character or many.

Mimic Powers requires an offensive action to use. If used on an unwilling target, it requires a successful attack roll, opposed by the target's defence roll. If the attack succeeds, the target's ability is mimicked unless he or she chooses to resist. Resisting requires a successful average Soul Stat roll (Target Number 12). This roll is made at a penalty of -1 per Level of the Mimic Attribute. If the subject has the Resistance Attribute (page 50) he or she may add that to the roll to resist.

To create a character that steals a target's Attributes for his or her own use, assign both the Mimic and Nullify (page 42-43) Attributes, linked through the Dependent Restriction (page 78).

Mind Control

Cost: 4-8 Points/Level
Relevant Stat: Mind
Progression: Variable; see below

This Attribute allows the character to mentally dominate other individuals or entities, through touch, for one minute. 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's cost depends on how broad a range of minds it can affect:

Mind Control — Universal costs 8 Points/Level if it works on anything with a Mind Stat of 1 or higher, including entities such as computers.

Mind Control over a very broad category of targets costs 7 Points/Level (for example, "all humans and similar sapient beings" or "all non-sapient animals" or "all machine intelligences").

Mind Control over a broad category of targets costs 6 Points/Level (for example, "any reptile" or "any male").

Mind Control over a specific category of targets costs 5 Points/Level (for example, "dogs" or "people obsessed with beauty").

Mind Control over a very specific category of targets costs 4 Points/Level (for example, members of the character's family, or mutants with a specific gene, or poodles).

Mind Control requires an offensive action to use. If used on an unwilling target, it requires a successful attack roll, opposed by the target's defence roll. If the attack succeeds, the target is under the attacker's control unless he or she has an opportunity to break control. If a target successfully breaks Mind Control from the same character three or more times, he or she is immune to further attempts for the rest of the day.

If the Mind Control succeeded, it remains in effect for one minute, or until the target breaks free from the control. 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. People who have been Mind Controlled will not remember events that occurred during the time period they are controlled and will have a gap in their memories.

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 break control, the target must win an opposed roll using his or her Mind or Soul Stat roll (whichever is higher), against the controller's roll of Mind Stat + Mind Control Attribute. If the subject has the Mind Shield Attribute (page 43), he or she adds +1/Level to his or her roll.

POSSESSION

Mind Control usually indicates the domination of one mind by another, but it can also represent actual possession by a spirit or otherworldly invader. Since *BESM* is an effects-based system, the reason why Mind Control works is not as important as what the effect is — the subservient character enacting the will of the possessing spirit. Such occupying creatures are subject to the Exorcism Attribute (page 30).

Since Mind Control is limited to only a single minute, players who wish to use this Attribute for possession might need to assign the Duration Variable (page 70), with GM permission.

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 difficulty bonus. For mildly distasteful actions (such as licking an enemy's boots), no bonus or a slight (+1) bonus is given. For highly distasteful or undesirable actions (such as stealing from an ally), a significant (+3) bonus is given. Finally, for exceptionally distasteful or undesirable actions (such as attacking an ally), an extreme (+6) bonus is given. Note that these bonuses are cumulative with penalties associated with the controlling character's Mind Control Level.

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 train station or the target is piloting an airplane 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 Stat roll that are cumulative with penalties associated with the controlling character's Mind Control Level.

MIND SHIELD

Cost: 2 Points/Level
Relevant Stat: Mind or Soul
Progression: Linear; +1 to resisting Mind Stat rolls each Level

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 attempts to read his or her mind via Telepathy (page 56) and control his or her mind using Mind Control (pages 42). He or she also receives a bonus to resist such attempts. This bonus also applies to Mind Stat rolls made to resist the effects of the Incapacitating or Irritant Weapon Attributes. A Mind Shield Level also provides 10 Points of "Mental Armour" that provides an Armour Rating against damage inflicted via Weapon Attribute with the Psychic Variable (page 65).

For other defensive Attributes that work differently than Mind Shield, see Block Power (page 21), Nullify (page 43), Resistance (page 50), and Special Defence (page 52).

NULLIFY

Cost: 14 or 24 Points/Level
Relevant Stat: Soul
Progression: Linear; +1 Attribute each Level

The character can temporarily render the Attributes of other touched characters unusable for one minute, though it only works on Attributes that derive their powers from one particular source (such as magic or technology or supernatural ability; see the Designer's Note on page 14). The Nullify Attribute Level determines the maximum Attribute Level that can be nullified.

Nullify — Single Attribute is 14 Points/Level; the character can only counteract one source-related Attribute each combat action. Thus, a character with Extra Actions Level 3 can Nullify four Attributes each round.

Nullify — All Attributes is 24 Points/Level; the character can counteract all source-related Attributes simultaneously at the appropriate Levels (as indicated above).

For an additional 6 Points/Level, either version can be specified as a Nullify — Drain Single Attribute or Nullify — Drain All Attributes. At each Attribute Level, the target's single Attribute (at 20 Points/Level) or multiple Attributes (at 30 Points/Level) are reduced by one Level, to a minimum of Level 0. For example, if a character with Level 5 Nullify — Drain All Attributes (Source: Magical) targets a fellow mage who has Level 3 Armour, Level 8 Flight, and Level 10 Teleport, the target is reduced to Level 0 Armour (3 - 5 = 0), Level 3 Flight (8 - 5 = 3), and Level 5 Teleport (10 - 5 = 5). If, instead, the character only had regular Nullify, the Flight and Teleport Attributes would be unaffected since they are above Level 5 Attributes.

If the character uses Nullify — Drain on the Weapon Attribute, only the basic Weapon Level is reduced (-1 Level for each Nullify Level). None of the Attack Variables are affected directly.

Nullify requires an offensive action to use. If used on an unwilling target, it requires a successful attack roll, opposed by the target's defence roll. If the attack succeeds, the target's ability is nullified unless he or she chooses to resist. Resisting requires a successful Body Stat or Soul Stat roll (Target Number 12) — use whichever Stat is higher. This roll is made at a penalty of -1 per Level of the Nullify Attribute. If



the subject has the Resistance Attribute (page 50) he or she may add that to the roll to resist.

To create a character that steals a target's Attributes for his or her own use, assign both the Nullify and Mimic (page 42-43) Attributes, linked through the Dependent Restriction (page 78).

ORGANISATIONAL TIES

Cost: 2 Points/Level
Relevant Stat: Soul
Progression: Descriptive

Organisational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to respect and privileges. Examples of organisations include governments, powerful corporations, military units, organised crime rings, secret guilds and societies, and some religions. The Level assignments reflect the access to resources, importance, size and scope, and general utility.

Organisational Ties is inexpensive because it always comes with strings attached. The character must follow the goals of the Organisation in order to gain the use of its resources. The other members are assumed to be loyal to the organisation itself, not the person. Followers with personal loyalty are represented by Companions; resources that belong directly to the character are represented by Items and Wealth. These can cross over. For example, the President of the United States would have both high Organisational Ties (representing his or her status and access to resources) and a number of Companions (those individuals personally devoted to him or her, for whatever reason).

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.

Since Organisational Ties measures absolute power that a particular position grants, many smaller organisations will only a few Levels. A typical club or small business, for example, will usually have no more than three Levels.

Level 1 Connected. Examples include a private or corporal in the army, an ordinary police officer, a Mafia connected guy, the class rep on a student council, or a junior employee in a corporation.

Level 2 Respected. Examples include the boss of a small business, the head of a student council, a Yakuza soldier or Mafia wiseguy, a sergeant in the army, a knight's squire, a police detective, a respected employee in a corporation, or the sheriff or priest of a small town.

Level 3 Modest Authority. Examples include a lieutenant in the army, a junior executive in a large corporation, the mayor of a small town, a city councillor in a big city, a poor knight, an abbot of a monastery, or the deputy chief of police in a large police department.



GENERAL
Page 124
A veteran of the Galactic Wars, Sgt. Holmes was a hero to an entire generation.

Level 4 Local Authority. Examples include a Mafia "Captain," a departmental vice-president in a corporation, a knight with lands and followers, a junior congressional representative, or a middle-ranking army officer, such as a company commander (captain or major).

Level 5 Regional Authority. Examples include a senior congressional representative, an army colonel in command of a regiment-sized force, a big-city mayor, a country baron, or a popular regional religious leader … all of which can exercise power over a sizeable area.

Level 6 Provincial Authority. Examples include a senior vice-president in a corporation, a US senator, or a high-ranking army officer such as an army brigade or a divisional commander, the boss of a state-wide crime syndicate, or the major nobles or courtiers in a small kingdom.

Level 7 National Authority. Examples include the president of a small nation, the king of a medieval kingdom, or, in a powerful nation, a senior member of the government (such as grand vizier, secretary of defence, or the governor of a major US state or an imperial province).

Level 8 International Authority. Examples include the leader of a powerful nation or a hierarchical world religion (such as the President of the United States or the Pope).

Level 9 Planetary Authority. Examples include the ruler of the entire "known world" or planet, or senior members of the government or military in a multi-world power, such as admiral of the star fleet.

Level 10 Extraplanetary Authority. Examples include the ruler of multi-world nation whose boundaries extend to other planets or even other dimensions.

Plant Control

Cost: 4 Points/Level
Relevant Stat: Mind or Soul
Progression: Fast progression, starting at 10 cm radius area at Level 1 (10 cm, 1 m, 10 m, 100 m, 1 km, 10 km, etc.)

Characters with this Attribute can control the growth and movement of all plants in the surrounding area for one minute. Controlled plants can grow to a maximum size of five times their normal mature state. The Attribute Level determines the maximum area in which the plants can be controlled. After one minute, the plants will return to their normal state and size before the control.

To cause significant damage with controlled plants, the character should acquire the Weapon Attribute (page 60) with the Dependent Restriction (page 78).

Custom Variable: Growth

Increasing the power of Plant Control is a Custom Variable: 1 Rank for 10x growth; 2 Ranks for 50x growth; 3 Ranks for 100x growth; 4 Ranks for 500x growth; and 5 Ranks for 1,000x growth.

Custom Restriction: Group

Limiting Control to a single broad group of plants is a Custom Restriction worth -1 Point. Broad plant groups include trees, grasses, weeds, bushes, flowers, mosses, vegetables, ferns, vines, seaweed, etc. Limiting Control to a specific type of plant is worth -2 Points. Examples of plant types include oak trees, wheat, dandelions, raspberry bushes, sunflowers, club moss, carrots, etc.

Pocket Dimension

Cost: 4 Points/Level
Progression: Fast progression, starting at a dimension with a 10 cm radius area at Level 1 (10 cm, 1 m, 10 m, 100 m, 1 km, 10 km, etc.)

This Attribute allows the character to have "ownership" of a pocket dimension of their own. A pocket dimension is a self-contained universe; it could be a dream world, a created reality, an astral construct, or even an object that is bigger inside than it is outside. Such a dimension provides a secure storage area, and if large enough could be a private sanctum or prison.

Pocket Dimensions are often used to store all manner of objects, from swords and battle costumes to mecha to legions of Companions. They represent an alternative to Power Flux — Creation as a way of suddenly having objects appear.

The Level 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 Items (page 37). A dimension could even be partially unexplored or dangerous territory, providing adventuring opportunities to characters who visit it.

This Attribute can only be taken by a character who already has either the Dimensional Portal (page 27) or Dimension Walk (page 28) Attributes — otherwise, the Pocket Dimension is inaccessible.

Power Flux

Cost: 5, 10, or 15 Points/Level
Relevant Stat: Variable
Progression: Linear; +4 Character Points per Level

Power Flux represents extensive control over an element, ideology, natural phenomenon, or sphere of influence. It is often used to represent divine, elemental, or improvised magical powers.

This is a very open-ended Attribute and should be discussed with the GM at length to determine the effects and limitations in his or her game. Proper use of Power Flux will not unbalance the game, but rather can provide many opportunities for character innovation. As an alternative option to Power Flux, see the Dynamic Powers (page 29), Power Variation (page 47), and Transmutation (page 57) Attributes.

A character with this Attribute has a group of reserve Character Points (called Flux Points) that can be allocated

to different Attributes as often as once a minute, within the thematic category chosen by the player. This often represents a broad-based magical or psionic ability, but it can also reflect a character who has several different powered forms, or a character who has little control over his or her range of Attributes (in conjunction with the Unpredictable Restriction, page 81). Stats and Defects cannot be raised or lowered with Power Flux (though the Enhanced [Stat] Attribute may be altered). Fluxing some Attributes may require GM permission.

Each Level gives the character 4 Flux Points. The cost per Level depends on the thematic category:

Power Flux — Minor costs 5 Character Points per Level and gives control over a minor or small category. Examples include a classical element (water, fire, wind, earth), a limited concept or idea (lust, protection, charm, pride), a minor aspect of nature (temperature, insects, sunlight, clouds, orbits, sea creatures), or a limited sphere of influence (keys, silence, cats, writing, guns, a small locality, nutrition).



HALF-ONI
Page 114
After being mistaken for a Skeleton Key (and nearly captured), Basho the half-oni is always on guard.

Power Flux — Major costs 10 Character Points per Level and gives control over a large thematic categories. Examples include a broad concept or idea (love, travel, strength), a major aspect of nature (weather, magnetism, gravity, electricity, animals), or a broad sphere of influence (cities, computer data, health, truth, manufacturing, fertility, weapons, drugs).

Power Flux — Primal costs 15 Character Points per Level and gives control over a primal or universal thematic category. Examples include core concepts and primary spheres of influence: Time, War, Death, Life, Earth, Thought, Magic, Force, Math, Self, Law, Chaos, Creation, Heaven, Hell, Dimensions, Dreams, and others.

If the character makes a successful Stat roll (the relevant Stat is determined by the GM), he or she can assign Flux Points to one or more Attributes that grant powers that fit within the thematic category. A Flux Point is equal to one Character Point, which can be assigned to the cost of the Attribute directly, or to the cost of raising an Attribute's Variable Rank. Under normal circumstances, Power Flux cannot be allocated to Companion, Dynamic Powers, Item, Power Variation, Skill, or Transfer Attributes (but see Power Flux — Creation and Power Flux — Skills below).

For example, a character who is the reincarnation of an Egyptian cat goddess might take Power Flux — Minor "Cats" Level 4 (20 Points). This grants 16 Power Flux Points. Up to once every minute, the character can allocate the 16 Power Flux Points to any combination of Attributes that fit the cat theme. Perhaps in the evening the character plans to prowl around the city to hunt evil demons, leaping from rooftop to rooftop, and assigns the following Attributes: Heightened Senses (Hearing, Smell, Vision) Level 3 (6 Flux Points); Jumping Level 2 (4 Flux Points); Weapon Level 1 ("Claws") (2 Flux Points), and Special Movement Level 2 (Balance, Cat-Like) (4 Flux Points). Early next morning, the character decides she need to "see through the eyes" of a house cat half-way across town in order to check in on her boyfriend. She replaces the above Attributes with Telepathy Level 4 (Cats only) (8 Flux Points).

Power Flux — Creation

This is a form of Power Flux that lets the user assign Flux Points to create or summon both Items (page 37) and Companions (page 25) and reallocate these Flux Points (representing additional creation or summoning) as per the Power Flux rules (once every minute). It is often used to represent a "gadgeteer" or "summoner"-type character. It has the same cost per Level as ordinary Power Flux. Although it might seem limited at first (since it only applies to two Attributes), the fact that these two Attributes can contain just about every other Attributes makes it extremely effective.

Power Flux — Minor Creation might include "modern firearms" (limiting the user to Items of this nature), "normal animals," "elementals," "ghosts," or "magical golems" (creating Companions described as magical dolls or statues).

Power Flux — Major Creation could include "demons," "undead," "futuristic mecha" (all spaceships, robots, and so on; this could include both Companions and Items), "spy gadgets" (any Item appropriate for a spy — small weapons, cars, bugging devices), or "magic potions" (hand-held Items that only affect the drinker).

Power Flux — Primal Creation could be "super-inventor" (any Item or Companion justifiable as a technological invention), "extradimensional entities" (any entity from any other dimension), or "enchanter" (any Item or Companion justified as a magical construct).

Power Flux — Creation often has Equipment (page 79) or Unpredictable (page 81) Restrictions to represent the need for workshops or laboratories and appropriate Skills.

Custom Variable: Durable

By assigning a Durable Variable (1 Point), Items created with Power Flux can be permanent. This use must be approved by the Game Master.

Power Flux — Skill Flux

This is a form of Power Flux that lets the user assign Flux Points to vary his or her repertoire of Skills (page 52) and their Specialisations. This grants an almost unlimited number of Skills, but only a few at a time. It can represent someone with the paranormal ability or super-eidetic memory, or someone who can download or absorb knowledge from an external source such as spirits of the dead or programs on the Net. Power Flux — Minor Skill Flux allows fluxing a specific subset of Skills such a "all vehicle Skills," or "all scientific Skills." Power Flux — Major Skill Flux applies to a large category such as "all Body-related Skills" or "all Mind-related Skills." Power Flux — Primal Skill Flux is "all Skills." Skill Flux has the normal cost per Level of Power Flux — although it is more limited in scope, the lower Point cost of Skills means that usually only one or two Levels are needed for a character.

Power Variation

Cost: 10 Points/Level
Relevant Stat: Variable
Progression: Linear; 1 Attribute, +1 Attribute per Level

This very flexible Attribute is similar to Power Flux, but more focused. It also represents control over an element, ideology, natural phenomenon, or sphere of influence. However, Power Variation limits the character to a small assortment of Variable Attributes among which Character Points can be exchanged once a minute.

At each Level, Character Points can be exchanged in any way between the Level cost and associated Variable or Restriction Rank cost, of a number of Attributes (excluding Companions, Dynamic Powers, Items, Power Variation, Skills, and Transfer), equal to the Power Variation Level +1, that are specified when this Attribute is assigned. Note that for the purposes of Power Variation, each Weapon is considered to be a separate Attribute.

For instance, if a character with Level 3 Power Variation has allocated 24 Character Points to four variable Attributes (Armour, Flight, a single Weapon, and Teleport), he or she can redistribute these 24 Points in any way over the four Attributes and their Variable Ranks once every minute. The original values of these Attributes are still important, however: if an ability such as Nullify is used to negate the Power Variation, the character will revert to his original values in each Attribute.

Projection

Cost: 6 Points/Level
Relevant Stat: Mind
Progression: Medium progression, starting at 10 cm radius area at Level 1 (10 cm, 30 cm, 1 m, 3 m, 10 m, 30 m, etc.)

The character can create projected images that may have audible or visual components, or both. This Attribute may reflect holographic technology, magical ability, control over environmental conditions, or a completely different method of creation. The difference between a Projection and an Illusion (page 36) is that everyone can see and/or hear a Projection — it does not target specific minds. The Projection cannot be touched because it is not substantial, nor does it have a taste or smell.

Depending on the situation, and the nature of other individuals or animals viewing the Projection, the image may appear to be a real object. Closer inspection will usually reveal the Projection for what it is, but this will not cause the Projection to disappear as it would for an Illusion. If appropriate, the GM can require Body or Mind rolls to "see through" a Projection. See the Illusion Attribute (page 36) for the ability to create mental illusions that target specific people, rather than real images that anyone (including technological devices, such as cameras) can detect.

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 created over an existing person, scene, or object to make it appear different than it really is. A Projection that is untended 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.

A character can normally maintain only a single Projection at a time. The ability to maintain multiple Projections at once is a Custom Variable that costs an extra 1 Point for every distinct Projection the character can sustain simultaneously after the first. Thus, "Projection Level 5 (Six Projections)" would cost 35 Character Points: 30 Points for Level 5 and 5 more Points for being able to sustain six Projections at a time. A projection that represents the image of a group of objects or entities such as a crowd of androids or a furnished office, 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.

The Level-related area dictates the size of the Projection image, but it can be created anywhere within a 100-metre radius surrounding the character. Thus, a Level 6 (30 metres) Projection means that any image up to 30 metres in radius (such as a huge advertising billboard) can be created, and moved around within a location of 100 metres (such as a market square).

In order for the character to create a convincing Projection of something complex, the GM may require a Mind Stat roll. The GM can add modifiers 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 Level he or she has in excess of the minimum Level needed to create a Projection. For example, if a character with Projection Level 8 decides to create an image with an area radius of 50 metres (a Level 6 effect), a +2 bonus applies (Level 8 - Level 6 = +2). If the roll fails, the character's Projection has some obvious flaw in it.

Ranged Attack

Cost: 3 Points/Level
Progression: Linear; +1 Attack Combat Value per Level

A character with the Ranged Attack Attribute knows how to perform ranged attacks with a particular class of distance weapons. This is actually a group of different Attributes, each representing expertise with a particular class of weapons.

Each Level adds +1 to Attack Combat Value when using one of specified group of ranged weapon to perform a ranged attack. This bonus actually increases the Attack Combat Value when using the specific weapon, and thus relevant damage inflicted (page 146) is increased as well.

Choose the class of weaponry. Examples of appropriate classes are:

Archery (bows); Artillery (large calibre indirect-fire guns such as howitzers and mortars); Blow Guns; Cannon (large calibre direct-fire guns such as tank guns and naval guns); Handgun (pistols, machine pistols, revolvers); Crossbow; Launchers (guided and unguided rockets); Long Gun (carbines, rifles, submachine guns, and shotguns); Machine Gun (bipod, tripod, or vehicle mounted machine guns and automatic cannon); Mechanical Artillery (catapults and bolt throwers); Sling; Special Attack (all attacks associated with a particular psychic ability or super power); Spells (magical missile attacks such as fireballs and lightning); and Throwing (for thrown axes, knives, stars, grenades, etc.).

Ranged Attack (Weaponry)

Instead of a specific class of related weaponry, a character can also group together all ranged weapons built into a particular type of vehicle or suit as a class of weapons. For example, "tank weaponry," "starship weaponry," or "giant robot weaponry." If so, the Attribute only applies when using the weapons while in that particular class of vehicle.

Ranged Attack (Target)

Finally, the +1 bonus to Attack Combat Value might apply when using all ranged weapons, but only when battling specific types of opponents. Examples include: undead or extra-dimensional creatures; animals; a specific fantasy race (orcs, goblins, trolls, etc.); members of a specific organisation or gang; blood relatives; etc.

Ranged Defence

Cost: 3 Points/Level
Progression: Linear; +1 Defence Combat Value per Level

This is a group of Attributes. Each gives the character a +1 to Defence Combat Value when defending against ranged attacks in a particular situation.

Ranged Defence (Personal)

The Attribute applies against attacks made while the character is able to move freely — he or she may be on foot, flying, swimming, etc. The character may not actually be "dodging bullets" — rather, this Attribute 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.

Ranged Defence (Movement Skill)

Specify the appropriate movement Skill, such as Boating, Driving, Piloting, or Riding. The Defence Combat Value bonus applies if the character is manoeuvring using that Skill.

Ranged Defence (Target)

The defence bonus might only apply when battling specific opponents. See Ranged Attack for examples of enemies.

Regeneration

Cost: 5 or 10 Points/Level
Relevant Stat: Body
Progression: Linear; restoration of +5 Health Points per round each Level

Characters with this Attribute at 10 Points/Level automatically heal their own injuries, whether the characters are awake, asleep, or unconscious. The character's Health Points cannot exceed their original total. At higher Healing Levels, the character's body will revive itself if "clinically" dead but not actually brain-dead (Level 3+), repair massive trauma such as lost limbs or organs (Level 5+), or restore the character if cut into several pieces (Level 7+). The body cannot repair itself if it is blown to bits or disintegrated, however.

Variable Intensity Regeneration (5 Points/Level)

Some characters need exposure to a particular substance or origin of energy in order to regenerate their Health or Energy Points. The speed of this Regeneration depends on the strength of exposure. The substance can be common, such as sunlight or positive emotions, but should not be something that is omnipresent under most practical circumstances (such as breathable air). Such Variable Intensity Regeneration costs 5 Points/Level.

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

Characters should often be able to find Average magnitude intensity substances — for example, if a character regenerates from sunlight, a sunny day would be sufficient. To continue that particular example, a Strong intensity might be the midday sun at the equator or unfiltered sunlight in space, while an Extremely strong intensity might be sunlight very close to a star (or during daytime on a planet near a star, such as Mercury). Similarly, Weak intensities should be common (indoor light through a window) and extremely weak might be a dim day. Characters may also find themselves unable to regenerate when the substance is absent (such as at night).

The default assumption is that the substance is easy to find (sunlight, noise, heat, an emotion, plants, etc.). If the substance is rare, also take the Environmental Restriction.

Reincarnation

Cost: 5 or 10 Points/Level
Relevant Stat: Soul
Progression: Time reversed, starting at 1 month at Level 1 (1 month, 1 week, 1 day, 12 hours, 4 hours, 1 hour, etc.)

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 Health 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. There are two versions. Reincarnation: Easy to Stop is 5 Points/Level; Reincarnation: Difficult to Stop is 10 Points/Level. The GM and player must work together to determine the parameters involved in preventing the rebirth.



RITUALIST TEMPLATE
Page 131
Ashna's talents in blood magic, necromancy, and demonology are available to all ... for the right price.



RESISTANCE

Cost: 2 Points/Level
Relevant Stat: Body or Soul
Progression: Linear; effective increase of +1 to the Body and Soul Stats each Level

A character with Resistance is protected against effects that can transform, alter, or displace his or her body or powers. This includes the Dimensional Portal, Metamorphosis, Mimic Powers, Nullify, and Teleport Attributes. The Resistance may be a reflection of natural hardiness, a protective spell, racial ability, or defensive aura. Whatever the cause, the character gets a +1 bonus to Body or Soul Stat checks made to resist any of the above Attributes' effects. This bonus also applies to any Body Stat rolls made to resist the effects of the Flare, Incapacitating, or Irritant Weapon Attributes. The Attribute also provides a 10 Points of Armour per Level against attacks with the Insidious Weapon Attribute.

For other defensive Attributes that work differently than Resistance, see Block Power (page 21), Mind Shield (page 43), Nullify (page 43), and Special Defence (page 52).

SENSORY BLOCK

Cost: 2 Points/Level
Relevant Stat: Mind
Progression: Linear; +1 blocked sense or technique each Level

A character with Sensory Block can block specific senses or detection techniques from detecting him or herself, and from functioning adequately within a three-metre area surrounding the character. This can represent a magical ability, technological enhancement, or paranormal effect. For each Level of the Sensory Block Attribute, the character can either block one sense or enhanced sense or one Supersense, 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 37).

Each Level allows one of the five senses — hearing, smell, vision, taste, or touch — or a particular specified Sixth Sense (page 50) or Supersense (page 54) to be partially blocked. Blocking a normal sense means that individuals within the three-metre area cannot see well (vision), cannot hear well (hearing), etc. Rolls made by these individuals when pertaining to the specific senses suffer a significant (-3) penalty, which is cumulative with any Heightened Senses bonus (page 35). Similarly, blocking a Sixth Sense or Supersense means rolls relating to these detection techniques suffer a significant (-3) penalty.

SHIELD

Cost: 4 Points/Level
Progression: Linear; +1 defence bonus each Level

A Shield provides two benefits: it adds to the character's defence roll (making him or her harder to hit) and provides damage reduction through an Armour Rating (similar to the Armour Attribute). Its use during a defence is described in detail in the Expanded Defence Rules section of Chapter 11 (page 150). To summarise, a defending character with a shield receives a +1 bonus to his or her defence roll for each Level of the Attribute. If successful, the attacker failed to bypass the shield and no damage is delivered.

Should the attacker not try to bypass the Shield, and instead attacks it head on, it provides the defender an Armour Rating of 2. This can be increased by assigning the Protection Custom Variable (see below).

Higher Levels typically represent the size of the Shield, rather than its material. Levels for normal Shields range from Level 1 (small bucklers) to Level 4 (tower shields). Levels greater than 4 will represent a technologically or magically advanced Shield — a "smart" shield that perhaps adjusts its shape or tracks attacks automatically.

Shield is mainly used for Items but can also represent a magical or energy barrier (similar to a Force Field), or a person whose limbs have been toughened by appropriate training regimen.

Custom Variable: Protection

Every time the Protection Variable is added to a Shield, the Armour Rating is increased by +2. The Armour Rating is usually determined by the material from which the Shield is made: Ranks 1 to 4 for weak materials such as plant, leather or thin plastic, Ranks 5-7 for strong materials such as wood or thick plastics, and Ranks 8-14 for very strong materials such as metal or special composites.

SIXTH SENSE

Cost: 2 Points/Level
Relevant Stat: Soul
Progression: Linear; +1 Sixth Sense each Level

Some characters have the ability to detect things that may be 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 phenomenon per Level. 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 (within 10 metres). The GM may require a Soul Stat roll to do this, with difficulty modifiers depending on the strength of the origin of whatever emanations the character can sense. The GM should give a bonus if the character is touching the substance.

A character who specifically concentrates on using his or her Sixth Sense may gain more precise information on a successful Soul Stat roll. The exact content of this information is up to the GM. If the roll succeeds, the GM may provide the character with a few extra clues about the

origin such as "the magic is coming from those buildings over there" or "you sense the evil presence feels otherworldly … and hungry." If the roll 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 circumvent the process of discovery in a mystery plot.

Examples of phenomena to which the character may be sensitive include: astral or ethereal beings, danger, Pocket Dimensions, electricity, elements, emotions, evil, Illusions, interpersonal dynamics, magic, magnetic fields, paranormal nexus points, particular objects, places of power, psionic powers, radio radar, spirits, Telepathy, truth, virtue, or the use of specific Attributes 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, the Attribute's Level reflects the difference in time between the present situation and the future event follow Time progression (Table 4-1; page 15), starting at 1 round. For Postcognition, the character can see back an amount of time equal to double the Attribute's Level in Rank on the Time table, starting at 5 rounds (Level 1 = Time Rank 2). For example, a character with Level 5 Precognition can see 1 hour into the future, or 1 month into the past with Level 5 Postcognition.

SIZE CHANGE

Cost: 25 or 30 Points/Level
Relevant Stat: Body
Progression: Linear; change +1 Size Rank each Level

The character can change his or her Size Rank (see page 108) — up to 1 Size Rank away from his or her normal size for each Level of the Attribute. At 25 Points/Level, the character can either grow or shrink (this must be decided when the Attribute is first assigned). At 30 Points/Level, the character can both grow and shrink. A character can always return to his or her normal size, of course.

All of the benefits and drawbacks associated with the Size Ranks apply while the character uses this Attribute.



DETECTIVE
Page 122
In a city ruined by crime, Mickie James became known as a private eye you didn't want watching you.



SKILLS

Cost: 1-3 Points/Level
Relevant Stat: Body, Mind, or Soul
Progression: Linear; +1 Skill Level each Attribute Level

A Skill represents training or natural talent in a particular field, with the exception of actual weapons handling or unarmed combat, which is covered by other Attributes. There are many different Skills, each of them considered their own Attribute. Acquiring multiple Skills is the ideal method for creating a versatile character. Although Skills are Attributes, those not included in templates are normally chosen in the next step of character creation. See Chapter 6 Skills (page 82) for more details.

For combat-related capabilities, see the Melee Attack (page 40), Melee Defence (page 40), Ranged Attack (page 48), and Ranged Defence (page 48) Attributes.

Skill Costs

Skill Point costs may be varied in different genres. There are three classes of Skill, with varying costs:

Background Skills (1 Point/Level) are Skills that will only occasionally have a significant impact on an adventure, but which are important for a character's background. In an action-oriented campaign, a Skill such as Domestic Arts, Languages, or Physical Sciences would be an example of a Background Skill.

TABLE 4-5: MULTI-GENRE SKILL POINT COSTS

Skill	Point Cost (Multi-Genre)	Skill	Point Cost (Multi-Genre)
Acrobatics	3	Law	1
Administration	1	Mechanics	2
Animal Training	2	Medical	2
Architecture	1	Military Sciences	2
Area Knowledge	1	Navigation	2
Artisan	1	Occult	2
Biological Sciences	1	Performing Arts	1
Boating	2	Physical Sciences	1
Burglary	2	Piloting	2
Climbing	2	Poisons	1
Computers	2	Police Sciences	2
Controlled Breathing	1	Powerlifting	3
Cultural Arts	1	Riding	1
Demolitions	1	Seduction	2
Disguise	2	Sleight of Hand	2
Domestic Arts	1	Social Sciences	1
Driving	2	Sports	1
Electronics	2	Stealth	3
Etiquette	1	Street Sense	2
Foreign Culture	1	Swimming	1
Forgery	1	Urban Tracking	1
Gaming	1	Visual Arts	1
Interrogation	2	Wilderness Survival	1
Intimidation	2	Wilderness Tracking	1
Languages	1	Writing	1

Adventure Skills (2 Points/Level) are Skills that will often be used in the course of a typical adventure. In a modern-day action-oriented campaign, Skills such as Area Knowledge, Driving, and Stealth are examples of Adventure Skills.

Genre Skills (3 Points/Level) are Skills that are vital to the focus of a particular game. For example, in a high fantasy campaign world of politics, swords, and sorcery, Foreign Culture, Military Sciences, and Occult would be Genre Skills. In a mecha space opera, Acrobatics, Disguise, and Piloting would be Genre Skills. The GM should usually designate from two to five Skills as Genre Skills before character creation begins.

Table 4-5: Multi-Genre Skill Point Costs gives standard values, which are also used in the templates in this book and the Anime Multiverse setting. Skill Point costs can vary in other genres, as detailed in Chapter 6.

SPACEFLIGHT

Cost: 2 Points/Level
Relevant Stat: Body
Progression: Fast progression, starting at 100 kph at Level 1 (100, 1 k, 10 k, 100 k, 1 M, 10 M kph, etc.)

This Attribute is intended for use interplanetary or interstellar campaigns. A character (or more often, a Vehicle Item) with Spaceflight can fly in the vacuum of space (not in an atmosphere) between planets, stars, asteroids, solar systems, and galaxies.

Spaceflight Level 8 is near-light speed; each Level beyond this is effectively a 10-fold increase over the speed of light, so Level 9 is 10 times light speed, Level 10 is 100 times light speed, and so on. If faster-than-light travel is possible, the player and GM can determine whether this Attribute represents warp technology, jump point formation, or the breaking of known physical laws, and whether something moving at faster-than-light speeds can interact with other space travellers.

The Flight Attribute (page 33) is required to escape from the atmosphere and gravity of a planet similar to Earth. Without Flight, the traveller can only achieve Spaceflight speeds if already in space.

SPECIAL DEFENCE

Cost: 2 Points/Level
Relevant Stat: Variable
Progression: Linear; +1 Special Defence slot each Level

A character with this Attribute is able to survive in an environment or condition that is otherwise dangerous or fatal, and against which ordinary defences such as armour are useless. Special Defence can be acquired multiple times to represent a character who is resistant to different kinds of conditions or situations.

If a category is assigned one slot, the character is partially resistant; for two slots, the character has complete

TABLE 4-6: SPECIAL DEFENCE

Effect	1 Slot	2 Slots
Ageing	Cannot be aged artificially (magic, disease, etc.)	Does not age at all
Disease	Extreme (+6) bonus to Stat rolls vs. disease	Total resistance
Flare Variable (1 type)	Extreme (+6) bonus to resist	Total resistance
Freezing Cold	1 EP damage/6 hours	Cannot freeze
Freezing Water	1 EP damage/5 minutes	Cannot freeze
Lack of Air	Survive thin air	Does not breathe air
Lack of Food	Ignore hunger	Ignore starvation
Lack of Water	Ignore thirst	Ignore total dehydration
Low Pressure	Survive low pressures	Survive in vacuum
High Pressure	Survive high pressures	Survive crushing pressures
Overheating	1 EP damage/day	Cannot overheat
Poison	Extreme (+6) bonus to Stat rolls vs. poison	Total resistance
Sleep	Sleep once every 3-7 days	Never need to sleep
Specific Weapon Variable	Significant (+3) bonus to Stat rolls	Extreme (+6) bonus to Stat rolls

or enhanced resistance. For characters who have defences against particular Attributes, see the Block Power (page 21) Attribute or Armour (Optimised) (page 29), Mind Shield Attribute (page 43), and Resistance Attribute (page 50).

It is common for some of the Special Defences (usually Ageing, Disease, and Poison) to only protect against a specific source (such as magic, or technology, natural origin, or supernatural ability; see the Designer's Note on page 14), but this restriction can be waived at the GM's discretion.

SPECIAL MOVEMENT

Cost: 2 Points/Level
Relevant Stat: Body
Progression: Linear; +1 type of movement each Level

The movement abilities may be the result of genetics, mystical forces, supernatural talents, or intense training. The character may select one Special Movement Ability for every Level of this Attribute. Several examples are given below; the GM and players are encouraged to develop additional abilities as well. See Flight (page 33), Jumping (page 39), Land Speed (page 39), Spaceflight (page 52), Superspeed (page 54), Teleport (page 57), Tunnelling (page 59), or Water Speed (page 60) for other methods of movement.

Balance

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

Cat-Like

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

Fast

The character's Body Stat is doubled for each assignment of this Attribute when calculating running speed.

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 or tracks when he or she walks or runs. Eliminating the character's scent as well is a Feature (page 32).

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 walk or run over water as if he or she was 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.



SUPERSENSE

Cost: 2 Points/Level
Relevant Stat: Mind
Progression: Fast progression, starting at a 10-metre detection range at Level 1 (10 m, 100 m, 1 km, 10 km, 100 km, 1000 km, etc.)

Supersense gives the user a sense that can detect objects at a distance, see in the dark, and detect things invisible to normal sight, provided they are in direct line of sight and not blocked by a solid barrier (including the curve of the horizon). Supersenses can include: infrared vision, radar; sonar, and more exotic or magical detection forms. "Active" Supersenses such as radar and sonar which send out of a pulse of energy should be given one Rank of the Detectable Restriction.

A Mind Stat roll is usually required to notice a hidden object. If the Supersenses are embodied in a technological Item, an appropriate Navigation Skill roll may be substituted.

Multiple different Supersenses with varying capabilities can be represented by taking this Attribute multiple times.

Supersense — Indirect

A Supersense may alternatively be defined as Indirect, such as X-ray Vision or some forms of clairvoyance. This type of Supersense can see through solid objects. It has one thousandth the range of other Supersenses: read "metres" as "millimetres" and "km" as "metres." Indirect Supersense requires specific concentration — a general action — in order to use it. The GM can require a Stat roll to focus an Indirect Supersense to notice something, such as a gun hidden under clothing.

SUPERSPEED

Cost: 12 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at 100 kph at Level 1 (100, 300, 1 k, 3 k, 10 k, 30 k kph, etc.)

A character can sprint up to 3 metres/round (3 kph) times his or her Body Stat over short distances. A character with Superspeed can move much faster than this, as well as perceive the world at an increased pace.

In most genres, 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. The character can also read books quickly, write at incredible speeds, and perform normal chores and activities at enhanced rates. In addition to gaining +2 bonus on Initiative rolls at each Level, the character may be harder to hit due to the incredible speed at which the character is moving (see page 153).

Superspeed is a modular Attribute that does not provide the character with many other benefits typically associated with speedsters, however. Many characters with Superspeed will also possess one or more Levels in the following Attributes: Combat Technique (Lightning Reflexes), Extra Actions, Extra Defences, Heightened Awareness, Massive Damage (Superspeed attacks), Insubstantial (vibrate through solid objects), Regeneration, Special Movement, and Weapon (tied to Superspeed through the Dependent Restriction).

SUPERSTRENGTH

Cost: 8 Points/Level
Relevant Stat: Body
Progression: Slow progression, starting at 1 tonne at Level 1 (1, 2, 4, 8, 15, 30 tonnes, etc.)

On average, a character can lift (and carry for short distances) 30 kg times his or her Body Stat, but some characters are far stronger than their Body Stats indicate. This Attribute can represent the muscular strength of a large or powerful non-human, a supernatural ability, or the hydraulic systems of robotic muscles. Each Level of Superstrength determines the maximum mass the character can lift.

Each Level also adds +1 to the Damage Multiplier of unarmed attacks such as punches, kicks, grappling, or body slams, and to Weapon attacks with the Muscle Variable. It also usually applies to the natural weapons of animals, including claws, bites, hooves, and gores.

Each Level also grants a +2 bonus for Body Stat rolls in which pure strength is involved.

A character's Superstrength is independent of his or her Body Stat. When someone or something has Superstrength, strength moves beyond the Stat scale; the Body Stat now represents fitness, durability, and agility rather than actual muscle. Thus, a player could create someone with a Body Stat of 2, but Levels of Superstrength (clumsy, out of shape, but powerful!).

SWARM

Cost: 4 Points/Level
Relevant Stat: Body
Progression: Linear; +1 critter for every current Health Point each Level

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). Vampires and 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 Health Point, multiplied by the Level in this Attribute. Thus, a character with 130 current Health Points who has Swarm at Level 4 could transform into a mass of 520 creatures (130 x 4 = 520).

When transformed into a swarm, the character cannot use any of his or her existing Attributes. The actions of the swarm are 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 five metres per Level). It can divide it's attack efforts and attack any targets within the radius, as desired.

A swarm's Attack Combat Value is equal to the Swarm Attribute Level + 4. Its attack damage is not calculated in the usual fashion, however. Instead, it inflicts a flat 1 damage for every 10 critters (round up; minimum one damage point) in the swarm.

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 a Weapon Attribute with the Area or Spreading Variables (pages 70 and 66) 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 completely destroy. Attacks with the Spreading Variable can affect multiple critters at a time, while attacks with the Area Variable can be devastating to the swarm.

A character who dissolved into a swarm may choose to revert into normal form during his or her Initiative in a combat round. To accomplish this, all available critters in the swarm (those not killed or trapped) must join together. Transforming back to normal form replaces a character's action for that round. The character will return to normal form with Health Points equal to the number of critters that recombined, divided by the Swarm Attribute Level (round down). For example, if a character with 130 current Health Points and Swarm at Level 4 divided into 520 creatures, and after a battle, recombined with only 100 available critters, the character would then have a current total of 25 Health Points (100 ÷ 4 = 25).

TELEKINESIS

Cost: 4 or 8 Points/Level
Relevant Stat: Mind
Progression: Fast progression, starting at 1 kg at Level 1 (1, 10, 100, 1 k, 10 k, 100 k kg, etc.)

The character can concentrate on an object within 10 metres 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 the movement of a particular element (Earth, Water, etc.) may also use Telekinesis to represent their particular ability.

A character using Telekinesis can lift him or herself, a character, an object, or a group of adjacent objects and move it at a fast walking speed (10 metres/round) or manipulate it with the dexterity of a human hand. The higher the Attribute Level, the greater fine motor control the character has when manipulating objects as well. A character can use this sort of Telekinesis as a weapon by lifting someone up into the air and dropping them, or by moving a heavy object over his or her foe and releasing it. The normal rules for falling and collision damage are used based on the height of the fall or the mass of the object involved.

If a character wishes to fly at speeds exceeding 10 metres/round, he or she needs the Flight Attribute (page 33) rather than Telekinesis.

Telekinesis can also be used in a more direct fashion, to hurl or manipulate objects hard enough for them to be used as a weapon. The amount of mass that can be lifted and violently hurled or wielded is much less in this instance, equal the normal mass ÷ 100 (for example, 1 kg at Level 3, 10 kg at Level 4, etc.). Otherwise, the ordinary rules for combat are used, as if the telekinetic was striking or wielding objects with an invisible pair of hands (or multiple hands, if he or she has Extra Actions). If striking with a weapon (including



HOMO PSYCHIC
Page 116
Naoki Kuroda is an escaped psycho-slave, once forced to power a psionic mecha for the Global Alliance.



thrown weapons), use the usual rules for attacking with weapons and determining weapon damage. If striking with bare telekinetic force, use the normal rules for unarmed attacks or grappling.

If throwing an object or person, consider the Weapon Level and Range Variable to be +1 for every Telekinesis Level 4 or higher when calculating damage. For example, Telekinesis Level 4 equals a Level 1 Weapon with Range 1 for purposes of damage, Telekinesis Level 5 equals Level 2 Weapon with Range 2, etc. Telekinesis Levels 1-3 equals a Level 0 Weapon with Range 0 — only within three metres or so.

Ordinary Telekinesis (capable of moving anything physical, but not forms of energy) costs 8 Points/Level. Telekinesis — Focused costs only 4 Point/Level. This restricts the character to telekinetically moving (or sculpting) a particular type of matter, such as Telekinesis — Focused (Air). Some examples are given below.

Air

The character can only move air (or other gases). A cubic metre of air masses about 1.3 kg. Enough air to fill a 3 metre by 3 metre by 3 metre (roughly 1,000 cubic feet) room masses 35 kg.

Earth

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

Fire

The character can only affect flames of an existing fire, or can possibly start small ones (and manipulate them into larger ones, as appropriate) with his or her mind as well (GM's discretion). Since fire does not have mass, the Level indicates the size of the flames that can be controlled and manipulated: small fires at Level 1 (like a candle or match flame), up to a large conflagrations that could encompass an apartment building at Level 6 ... or perhaps even up to raging infernos that cover several city blocks at Level 12!

Metal

The character's Telekinesis only works on metal. This may be a mystical limitation, or it may be the character's Attribute is actually magnetic. A cubic metre of steel masses about 8 tonnes.

Water

The character can lift and move water. A cubic metre of water (1,000 litres) masses about a tonne. A gallon of water (about 4 litres) masses about 4 kilograms.

Wood

The character's Attribute only works on wood (living or dead). This ability is usually mystical in origin and common to nature priests and spirits. A cubic metre of wood masses just under a tonne.

Telepathy

Cost: 2, 4, or 6 Points/Level
Relevant Stat: Mind
Progression: Linear; +1 bonus each Level to Mind Stat rolls to initiate mind touch

By concentrating, the character can read another person's mind within 10 metres, and can also transmit his or her thoughts. Telepathy is the classic psionic ability. Versions of telepathy may also represent other magical capabilities; demons that can tempt their victims often possess Telepathy, for example.

Telepathy — Minor Class costs 2 Points/Level. Specify a small class of targets that can be affected, such as "only works with canines" or "only with close friends".

Telepathy — Major Class costs 4 Points/Level. Specify a somewhat restricted class of targets that can be affected, for example, "only with humans" or "only with beasts".

Telepathy — Universal costs 6 Points/Level. It can be used on any mind.

A telepath can use his or her ability in three different ways:

The character can transmit thoughts to another mind within 10 metres. This is no more difficult than speaking and does not require a Stat roll. A telepath can also read thoughts by focusing on a particular individual's mind. The telepath must decide if the attempt to read another's mind will be a surface "mind touch," or a deep "mind probe." If the target is a willing participant in the Telepathy, no Stat roll is needed.

Mind Touch

A mind touch requires that the telepath take a general action and succeed with an opposed Mind Stat roll against the subject's Mind Stat. The telepath receives a bonus equal to the Level of the Telepathy Attribute; the subject may add his or her Mind Shield Attribute Level (if any).

If the mind touch succeeds, the telepath is reading the subject's mind. He or she will pick up any "loud" thoughts or emotions. These are things the subject is thinking intensely or that have a very strong emotional content, or anything he or she is presently talking about. A mind touch also lets the telepath tell if someone is telling the truth (as he or she believes it).

A mind touch is usually undetectable. Exception: if the target has a Mind Shield and successfully prevented detection, he or she will know that a telepath attempted a mind touch (but not specifically who it was).

A telepath can continue reading a subject as long as he or she wishes. The telepath may voluntarily end contact with one subject to use his or her ability on someone else, but will then require another opposed Mind Stat roll to regain contact with the original subject.

If a telepath fails to read the subject's mind, he or she may not try again that scene.

Mind Probe

A mind probe is a deeper mental probe. It is resolved exactly like a mind touch attempt, except that the telepath rolls at a significant (-3) penalty. The telepath must ask a particular question when performing the probe, and rips the answer out of the subject. The subject will hear a mental voice asking the question and (if he or she loses the opposed roll) will be compelled to provide a truthful answer. It is usually unpleasant. However, unlike a mind touch, each question requires a separate opposed Mind Stat roll — a mind probe cannot be maintained.

TELEPORT

Cost: 10 Points/Level
Relevant Stat: Mind
Progression: Fast progression, starting at 10 metres at Level 1 (10 m, 100 m, 1 km, 10 km, 100 km, 1000 km, etc.)

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 characters, sorcerers, and superhumans. Assigned to a vehicle, it can represent a space-folding drive.

Teleporting is only possible if the character has visited the intended destination or can see or otherwise sense the destination (possibly through the Heightened Senses, Supersense, or Sixth Sense Attributes).

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.

Teleporting another person is also possible, using a general action.

Unknown Custom Variable

The Game Master may allow characters to teleport to unknown destinations (such as "100 metres up," or "to the other side of the door") as a Custom Variable worth 2 Character Points. 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.

TOUGH

Cost: 2 Points/Level
Progression: Linear; +5 Health Points each Level

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage from injuries. The Tough Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 105 for more information on Health Points. Note that characters with high Body or Soul Attributes may be very healthy even without this Attribute, since Health Points are derived from these Stats. Tough should also be assigned to any character or Item that is unusually large or dense.

TRANSFER

Cost: 5, 10, or 20 Points/Level
Relevant Stat: Soul
Progression: Linear; transfer of +1 Attribute Level each Level

This is the ability to transfer a character's talents to another willing person for one minute. This often represents a magical gift of some sort; with appropriate Restrictions, it can also represent someone who makes magical potions, talismans, or scrolls and gives them to others. By taking a general action and making a successful average Soul Stat roll (Target Number 12) the character can temporarily grant the use of any one of his or her Attributes to any single willing touched target character.

The Transfer Attribute Level determines the maximum Attribute Level that can be granted. For example, a character with Level 6 Transfer can allow a target to use one of his or her Attributes of Levels 1-6. The Level of a transferred Attribute replaces the target's corresponding Level (if applicable), which can be an increase or decrease. The target gains the benefits of a transferred Attribute for one minute (along with any Variables and Restrictions the character has assigned to it; see page 70). The GM may also decide that a combination of Stats and/or Attributes can be given to a target when Transfer reaches Level 5 or higher. To grant Attributes to multiple targets, the Transfer Attribute can be assigned multiple times.

There are three forms of Transfer:

Transfer — Specific Attribute costs 5 Points/Level. The character can only transfer one of his or her Attributes, the identity of which must be specified when this ability is assigned.

Transfer — One Attribute costs 10 Points/Level. The character can only transfer any one Attribute at any single time. When the character grants a different ability, the target ceases benefiting from any currently transferred Attribute.

Transfer — All Attributes costs 20 Points/Level. The character can transfer all desired Attributes simultaneously. When an Attribute is Transferred, the receiving character is in complete control of its abilities.

TRANSMUTATION

Cost: 6, 8, 10, or 12 Points/Level
Relevant Stat: Mind or Soul
Progression: Linear; maximum 2 Points per Level

This Attribute allows a character to use a general action to transmute one non-living object (or set of connected objects) into another for one minute. This might be due to alchemy, advanced nanotechnology, or magic. The maximum mass the can be transmuted or created is limited to 100 kg. For sample masses of material such as water, air, steel, etc. see the Telekinesis Attribute (page 55).





The cost of Transmutation depends on what can be transmuted:

Transmutation — Unlimited costs 12 Points/Level. The character can transmute non-living matter into any other object (within the limits of his or her Level), which even allows transforming a mass of air into an object (and thus seems to have been "created out of thin air!").

Transmutation — Any Solid costs 10 Points/Level. The character can transmute any solid or liquid object into another solid or liquid.

Transmutation — Major Class costs 8 Points/Level. The character can only transmute (to or from) a general class of objects such as "metal," "weapons," "clothing," or "food."

Transmutation — Similar Mass also costs 8 Points/Level. The character can only transmute one object to another of similar mass; the types of objects must be solids or liquids, but otherwise are unrestricted.

Transmutation — Minor Class costs 6 Points/Level. The character is limited to a transmutation within a specific category and of similar mass, such as "lead to gold," or "spoiled food to edible food."

The GM may restrict any categories that seem overly broad or too powerful.

The character can transmute an object that is worth up to 2 Character Points/Level, provided that object is also within the 100 kg mass limit. The object's new form is also limited to 2 Character Points/Level. Consequently, any mundane object of appropriate mass can be transformed at Level 1.

When attempting to transmute an Item that is in the sphere of control of another character (see page 37), the character must take an offensive action. He or she suffers a penalty to the Mind or Soul Stat roll of -1 for each full Character Point the Item costs.

Unlike Power Flux — Creation (page 46), Items that are Transmuted will only remain transformed for a short period of time (one minute). Characters can have both Power Flux — Creation and Transmutation as complementary Attributes.

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 (but exact memorisation of every word is unnecessary — the subconscious mind fills in the blanks). 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 Mind Stat roll (or relevant Skill roll) if the character attempts a particularly complex transmutation, setting whatever difficulty seems appropriate — typically an average Mind Stat or Mind-based Skill roll (Target Number 12). Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological devices.

TUNNELLING

Cost: 4 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at 10 m/hour at Level 1 (10 m, 30 m, 100 m, 300 m, 1 km, 3 km/hour, etc.)

The Tunnelling Attribute allows a character to move through earth and/or burrow underground. Tunnelling assumes that the character is going through sand or packed earth; boring through solid rock is one Level slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during creation of each tunnel).

UNIQUE ATTRIBUTE

Cost: 1-20 Points/Level
Relevant Stat: Variable
Progression: Variable

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

The GM should assign a Point cost per Level based on how the Attribute compares to other Attributes and how useful it is. A new Skill should cost 1-3 Points/Level. An Attribute that is somewhat useful in the game should cost 1 Point/Level; one that is very useful should cost 2-6 Points/Level; one that is extremely useful should cost 8-12 Points/Level; and one that is exceptionally powerful and useful should cost 14-20 (or more) Points/Level.

Note that many Attributes can be better described simply as Feature or a new Combat Technique, or by adding Custom Variables, Restrictions, Expansions, or Reductions to existing Attributes.

UNKNOWN POWER

Cost: Variable
Progression: Special (see below)

In some campaigns, the characters may be unaware of their superhuman Attributes until they manifest at crucial moments. To represent this, the player can allocate some Points to Unknown Power when creating the character. The player does not purchase a Level 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 Attributes manifest. GMs are encouraged to reveal the character's Attributes slowly and when it is appropriate for the campaign's story. The GM



should never feel pressured to tell the player what his or her character's unknown Attributes are before the time is right.

WATER SPEED

Cost: 4 Points/Level
Relevant Stat: Body
Progression: Medium progression, starting at 3 kph at Level 1 (3, 10, 30, 100, 300, 1000 kph, etc.)

A character with Water Speed can float and travel both on and under water. Aquatic creatures or amphibious non-humans such as mermaids usually possess this Attribute. 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 Features (Gills) or the Special Defence (Does Not Breathe) Attribute. To survive the pressure associated with deep diving, the Special Defence (High 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 153).

WEALTH

Cost: 5 Points/Level
Progression: Medium progression, starting at $300,000 at Level 1 ($300 k, $1 M, $3 M, $10 M, $30 M, $100 M, etc.)

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 the Companion Attribute. The character usually has non-liquid assets (like houses or real estate) commensurate with his or her wealth as well. In order to have access to things that are illegal or difficult to acquire without special licenses, the character should still acquire the Item (page 37) Organisational Ties Attributes (page 44).

WEAPON

Cost: 2 Points/Level
Progression: Linear; +1 Base Damage each Level

Many anime characters wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Additionally, some characters, such as cyborgs or robots, may have guns, missiles, or beam weapons built into their bodies. This Attribute can also be contained within the Item Attribute in order to create hand-held weaponry like swords, magic wands, or guns, or even armed vehicles and suits. Weapons can be used on a single target each round, with a default range of "melee" (i.e. the target must be in very close proximity).

A character can only make one Weapon attack per action. A battery or barrage of several weapons that can be discharged simultaneously is normally created as a single, very powerful weapon with Variables such as Area, Autofire, or Spreading. The Weapon Attribute may be taken more than once to give a character (or Item) a variety of different attacks. See Alternate Attacks, next page.

Weapon Damage

For more information on Weapon damage and how Weapons interact with the character's Damage Multiplier, see page 105.

WEAPON LEVEL VALUES

What does a given Weapon Level indicate? Weapon Level 0 is equivalent to the damage of an unarmed attack (punches, kicks, etc.). Levels 1-5 cover the range of ordinary melee weapons and guns, from knives to large-calibre sniper rifles. Levels 6-12 cover the range of heavy machine guns to medium automatic cannon; most magical fireballs and lightning bolts would also be in this range, as are most weapons installed in powered suits. Levels 12-24 are in the range of tank or warship guns, anti-tank missiles, and giant robot cannons, and increasingly destructive spells. Levels 24+ are extremely powerful, such as the beam cannon of super mecha, various heavy bombs and missiles, or the powers of superhuman psychics or mages. For further comparative purposes, refer to the examples of Item Templates in Chapter 12 (page 162).

Level 0 Weapons

A character or Item may take the Weapon Attribute at Level 0 (still costing a minimum of 1 Point after all Variables and Restrictions are considered), typically having one or more of the following Custom Weapon Variables: Drain, Flare, Incapacitating, Irritant, Quake, or Tangle. Level 0 Weapons inflict no physical injury, but can still harm an opponent through Variable effects.

DAMAGE IN BESM

A successful attack inflicts a certain number of damage points equal to the Weapon Level multiplied by the character's Damage Multiplier + the attacker's Attack Combat Value. Most characters have a Damage Multiplier of 5. Taking the Massive Damage Attribute (page 40) may increase the Damage Multiplier. The Superstrength Attribute (page 54) will increase Damage Multiplier in some situations, while the Reduce Damage Defect (page 101) will do the reverse.

Example: Kenjiro the Samurai slashes a monstrous ogre using his katana sword. Akira has Attack Combat Value 7 and a Damage Multiplier 5. The katana is an Item with Weapon Level 3. As a result, the sword inflicts (Weapon Level 3 x Damage Multiplier 5 = 15) + 7 = 22 damage.

Damage Points inflicted are reduced by the Armour Rating (if any) of the target, and then subtracted from the target's Health Points. Damage is described in more detail in Chapter 10 (page 146).

Example: The ogre has tough skin with Armour Level 2 (an Armour Rating of 4). This reduces the damage inflicted from 22 to 18. The ogre loses 18 Health Points.

Variables and Restrictions

The Weapon Attribute can have the Area, Duration, and Range Standard Variables (page 70), as well as several specialised Custom Variables (page 72) and Restrictions (page 74).

Use of Weapons

When designing a Weapon, the player (with GM input) should determine exactly how the Weapon works. Is it an eyebeam? Retractable claws? A fireball? A psychic attack? A special rapid-strike martial arts finishing manoeuvre? The nature of the Weapons will give the attack role-playing flavour, will help determine what Variables and Restrictions are appropriate, and will provide insight into how the character uses it.

The player should then determine whether or not the Ranged Attack Attribute or Melee Attack and Defence Attributes are appropriate for its use. If no Range Variable is assigned, this is usually Melee Attack and Defence (Unarmed) if the character possesses the Attribute, or Melee Attack and Defence (a particular class of weapon) if it is contained in an Item. For most magical or supernatural attacks with Range 1 or more, this is usually Ranged Attack (Special Attacks) or (Spells) if the character has the Attribute, or Ranged Attack (a particular type of weapon) if contained in an Item. For example, Melee Attack (Sword) is appropriate for an energy sword, Ranged Attack (Spells) for a fireball spell, and Melee Attack (Unarmed) would be suitable for a character that drained energy by touch or used a ki-energised martial arts strike.

Alternate Attacks

A character or Item may be given more than one Weapon Attribute. Since only one Weapon can be used in a given action, the Point cost of extra alternate Weapons is reduced.

Create each Weapon Attribute a character or Item has normally — then halve the cost of all but the most expensive (or all but one of the most expensive, if several have identical costs), rounding up.

Example: Kaede the Witch has Weapon Level 5 "Lightning Bolt" with the Range 1 Variable and the Deplete 3 Restriction, for a total of 14 Character Points. She also has Weapon Level 4 "Hand of Death" for 8 Character Points. The Hand of Death's cost is halved, to 4 Points.

Each character and each of his or her Items are considered separate for this rule. Thus, if Kaede also had a sword and a magic wand, each containing Weapon Attributes, they would not get the Alternate Attack discount, since each is a separate Item (and can be used separately, albeit at a penalty, using the Two Weapons rules). On the other hand, if an Item itself had multiple Weapon Attributes (such as a wand capable of several distinct attacks) then all but the most costly Weapon Attribute contained in that Item would be eligible for such a discount.

Extra Weapons Attributes assigned to a Vehicle or Location Item with multiple crew are usually assigned the Helper Variable, which allows passengers to simultaneously fire the Weapon instead of the driver or pilot.

Unarmed: The Free Weapon

A completely unarmed person can strike an opponent using fists, feet, head, etc. This is a free Weapon Attribute that all characters can access — Weapon Level 0 "Unarmed" (Stun, Non-Penetrating) — and does not need to be recorded on character sheets. The damage inflicted is simply equal to the character's Attack Combat Value.

OTHER USES FOR WEAPON ATTRIBUTE

As *BESM* is an effects-based system the Weapon Attribute should also be used to represent offensive aspects of other Attributes that are not covered by their own descriptions. For example, suppose a character can weaken foes by teleporting them repeatedly within one combat round. Rather than being part of Teleport, this ability could be designed as a Level 0 Weapon with the Drain Variable, reflecting the disorientation the target feels after the attack and the fact that no real physical harm is inflicted on the opponent. Alternatively, if the teleporter is capable of teleporting just a select portion of a target away causing harm to the target, the Weapon may be designed to do an incredible amount of damage. By using the Attack Variables and Restrictions, players can create any sort of attack, which will account for the numerous and creative ways that heroes and villains utilise their abilities. Some Weapon attacks designed this way may also the Dependent Restriction (page 78) if the ability they are based on must be activated simultaneously.

WEAPON CUSTOM VARIABLES

The following Custom Variables, costing 1 Point for each Rank, may be assigned to the Weapon Attribute.

Accurate

The attack is unusually accurate, giving a +1 bonus to Attack Combat Value when using it. This ability can be assigned two or three times for a +2 or +3 bonus, but may not be combined with the Linked (Attack) Variable. This Variable is usually assigned to hand-held weapons created as Items (page 37) only, since the Melee Attack or Ranged Attack Attributes (page 40 and 48) better represent a character who is adept at using his or her Weapon.

Aura

The character's offensive ability automatically "hits" anyone who touches his or her body. An example might be a character that is sheathed in flame or electrified. The Aura effect is often less than the damage that a character would inflict if he or she deliberately touched a foe, since most foes will flinch away before suffering serious injury. If the character deliberately touches or embraces a foe, he or she inflicts the full normal effect. If someone touches the Aura (or enters its Area if the Area Variable was assigned), the effective Weapon Attribute Level when determining damage is limited to the

TABLE 4-7: CUSTOM WEAPON VARIABLES

Variable	Ranks	Variable	Ranks
Accurate	1-3	Linked	1
Aura	special	Multidimensional	1
Autofire	3	Muscle	1
Blight	1-5	Penetrating	any
Contact	1-2	Piercing	any
Contagious	1-3	Psychic	6
Continuing	any	Quake	any
Drain	1-3	Reach	1
Enervation	any	Selective	1
Flare	1-3	Spreading	1-3
Flexible	1-2	Stun	1
Helper	1	Tangle	1-3
Homing	any	Targeted	1-3
Incapacitating	special	Trap	1-3
Incurable	1-3	Undetectable	3
Indirect	1-3	Unique	any
Irritant	1-3	Vampiric	3 or 4
Insidious	5		



Rank of the Aura Variable. For example, if a character with Damage Multiplier of 5 has a Weapon Level 6 with the Aura Rank 3 assigned, normal damage for the attack is 30 damage (Level 6 x Multiplier 5 = 30). If someone merely touches the character, though, the damage taken from the Aura is only 15 (Aura Rank 3 = effective Weapon Level x Multiplier 5 = 15). Aura may not be combined with a Range Variable.

Autofire

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. This allows multiple hits to be scored on a successful attack roll.

The attacker scores one extra hit for every three his or her roll is above the minimum needed to succeed. Thus, if he or she succeeded by 0-2, no extra hits would be scored, but if he or she succeeded by 3-5, one extra hit is scored, etc. Each hit delivers separate damage (important when considering Armour Ratings). If the attack delivers an effect that requires a resistance roll, such as Incapacitating, multiple hits do not have a cumulative effect and instead impose a slight (-1) cumulative penalty per hit on any rolls to resist them.

A Weapon with Autofire can also be used to "spray" an area, sweeping it back and forth. When doing so, the Weapon loses the usual benefit of Autofire, replacing it with the Spreading Variable — but the Spreading attack penalty increases from a slight (-1) penalty to a significant (-3) penalty. Thus, spreading Autofire is less efficient than taking Spreading on its own (but can be combined with it). An Autofire Weapon that has the Ammo Restriction (page 67) can conserve ammo by firing single shots, and thus effectively ignoring both the Autofire Variable and Ammo Restriction.

Autofire counts as 3 Ranks.

Blight

The target will suffer double damage (or double effect, when relevant) from a Blight attack if he or she does not make a successful Body Stat roll to resist its effects. If the roll is successful, though, the target only suffers one-fifth damage. This Variable represents Weapons that might not affect the target even when the attack is successful, such as a poisonous attack.

The Target Number for the roll depends on the Blight Rank: Easy (TN 9) for 1 Rank, Average (TN 12) for 2 Ranks, Difficult (TN 15) for 3 Ranks, Challenging (TN 18) for 4 Ranks, and Improbable (TN 24) for 5 Ranks. The Resistance Attribute (page 50) adds a bonus to resist.

Contact

The Weapon — usually a poisonous liquid or plant — delivers it's damage through mere contact with the skin (sometimes even affecting animals with thick skin or hide). Rank 1 indicates that the target must have extended contact with the substance (at least several minutes); Rank 2 delivers its effect with only brief contact. This Variable is often associated with the Blight and Drain Variables, and the Toxic Restriction. The nature of the Weapon usually makes it incompatible with the Trap Variable.

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. The victim may escape by succeeding with an easy Stat roll (Target Number 9) with a penalty equal to the Contagious Rank. The Stat roll is normally against the Body Stat, but magical or cybernetic contagion may use Mind or Soul. The GM should adjudicate effects and countermeasures. Contagious is usually combined with the Toxic Restriction.

Continuing

This represents poison, pools of acid, flaming liquid, or similar sticky attacks that deliver lingering damage over several rounds. If the initial attack damage penetrates the opponent's Armour Rating, the target will take extra damage over time. At the end of each round, the character will suffer a loss of Health Points equal to one-fifth the original damage inflicted. Armour Rating does not protect against this. This continues each round for a number of rounds equal to the Rank of the Continuing Variable 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). This type of Continuing effect only applies to damage, and not the special abilities from other Variables.

Alternatively, Continuing can be defined as "hourly" which inflicts the same damage as the original attack every hour after the attack or "daily" which inflicts the same damage every day. This may best represent a disease or slow poison attack. Unlike a regular Continuing attack, the hourly and daily damage will continue until the victim is dead or makes a successful roll with at penalty of -1 per Continuing Rank (daily) or -2 per Continuing Rank (hourly) against the average of his or her Soul and Body. This type of Continuing effect applies to both damage, and the special abilities from other Variables (like Drain). Until the victim is cured of the Continuing attack, he or she cannot heal the damage related to this attack — whether Health Point or ability-related.

Drain

The Attack causes the victim to lose Points from one Stat (specify Body, Mind, or Soul when designing the attack). A loss of Body may represent decrepitude, disease, rot, poison, or rapid ageing; a loss of Mind can represent insanity, a tranquilliser, or psionic blast; a loss of Soul can represent despair, fear, torment, or corruption. In addition to any Health Points lost, the specified Stat is reduced by 1 for every Rank of the Variable (maximum of 3 Ranks total). Thus, Weapon (Drain 2: Mind) would reduce the victim's Mind by 2. Armour, Force Fields, and Shields offer limited protection: each 4 Armour Rating (after modifications for Penetrating) reduces the Drain effect by 1 — even if the Weapon damage is decreased by Armour. To design an attack that drains without physical injury, buy a Level 0 Weapon. To completely ignore ordinary Armour and Force Fields, also assign Insidious (page 65) or Psychic (page 65). A character reduced to 0 Body is paralysed and cannot move. A 0 Mind is "mindless" and will act in an illogical and animalistic fashion. A character reduced to 0 Soul is "broken" and lacks all drive or volition. The drained Points return at the rate of one every hour. Losing Stat Levels will require the Combat Value to be recalculated appropriately.

Enervation

The attack drains away the victim's personal energy supply, causing him or her to become fatigued or despondent. The attack results in a loss of 5 Energy Points per Rank (in addition to any damage). Armour, Force Fields, and Shield offer protection, reducing the Energy Points lost the same way they reduce damage. To ignore ordinary Armour and Force Fields, also assign Insidious (page 65) or Psychic (page 65). To design an attack that only drains Energy Points, take Weapon Level 0. Lost Energy Points recover at their normal rate.

Flare

If the target is hit and looking in the direction the attack (or is in the radius of its Area, if any) he or she may be blinded. The victim may resist by succeeding with an average Body Stat roll (Target Number 12). Apply a penalty equal to the Flare Rank (maximum of 3 Ranks total); the subject may add his Resistance Attribute (if any) as a bonus. If the target character fails the roll, he or she is blinded for a number of combat rounds equal to the margin of failure. To design an attack that blinds without doing other types of damage, assign Weapon Level 0. Flare can also be generalised to cover other sense-overloading attacks (for example, an acoustic attack that causes deafness). A separate Flare Variable must be assigned (maximum of 3 Ranks total each) for each sense (usually sight or hearing). For example, a deafening and exceptionally blinding attack could be: Weapon Level 0 "Cracker" (Flare: Sight 3, Flare: Hearing 2) 5 Points.

Flexible

This ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target defends at a -1 penalty per Variable Rank. 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 significant (-3) penalty to the attack roll since they require great skill to execute accurately. Flexible may be assigned at Rank 1, 2, or 3.

Helper

Weapons with the Helper Variable are usually carried by mecha Items, and allows both passengers and the driver or pilot to fire it. For example, a spaceship with four different gunners would each be firing Weapons that have the Helper Variable — permitting multiple attacks each round. If the Helper Variable is not assigned, the driver or pilot must fire the Weapon.

Homing

The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a bonus to his or her attack roll equal to the Homing Rank.



Additionally, if the attack misses by a margin that is no greater than the Homing Rank, the weapon will return to try again (only one more time) in the next combat round. Any Homing attack should specify a type of sense used to track (one that the GM agrees is appropriate to the setting) — many homing missiles use radar, infrared, or (for torpedoes) sonar, but others are also possible. Magical attacks could home on metaphysical qualities such as "life force" or "evil" (which would limit their utility to certain targets, but be harder to counter). If the target has an appropriate form of Invisibility, then he or she will be protected by it as the attack cannot "see" to home; an appropriate Sensory Block (page 50) will provide a significant (-3) penalty on the attack roll. The GM must approve any unusual type of Homing to ensure it is not unbalanced.

Incapacitating

This represents any form of attack that can instantly incapacitate a foe regardless of damage done. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether or not the attack inflicts physical damage, the victim must make an easy (Target Number 9) Stat roll to resist. The target uses Body or Soul (whichever is higher) but rolls at a penalty equal to the Rank of the Incapacitating Variable. The Resistance Attribute (page 50) adds a bonus to resist. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralysed, turned to stone, transformed into an inert doll, etc. Incapacitation normally lasts for only for a maximum period determined by the Rank of the Incapacitating Variable (functioning as a Duration Standard Variable for this purpose, starting at 1 round for Rank 1; see page 73). To design an attack that incapacitates the target without inflicting any physical injury, make it a Level 0 Weapon.

Incurable

The attack produces wounds or other effects that are difficult to treat. Incurable Rank 1 means that the Health Points lost due to this attack cannot be restored using the Healing or Regeneration Attributes (or accelerated by drugs or technological aids) but can otherwise recover naturally or be repaired normally. It should only be taken for attacks that result in loss of Health Points. Rank 2 means that additionally natural recovery is also slowed (to a weekly rate in realistic campaigns, or a daily rate in unrealistic ones). Rank 3 means that no healing or other recovery is possible at all until some exotic event or treatment has occurred. This is specified when the Weapon Attribute is designed, subject to GM approval.

Indirect

The weapon can fire shots in a high ballistic arc. Indirect must be assigned in conjunction with the Range Variable. Examples include Items such as grenade launchers and trebuchets, or a power or spell that summons lightning, a rain of ice, or a meteor swarm down from the sky above. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Range Variable is high enough). 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 slight (-1) penalty to the attack roll; firing at a target the attacker cannot "see" results in an additional extreme (-6) penalty (-7 total). Indirect fire may have a minimum range, depending on the Rank it was assigned: 50% of Range if Rank 1, 10% of range if Rank 2, or no minimum if Rank 3. If a target is closer than minimum Range indirect fire may not be used. For example, an attack with Range 3 (1,000 metres) and Indirect 2 could not attack anyone closer than 100 metres (10%) using indirect fire. Normal direct fire is always possible, though.

Irritant

This can represent pepper sprays, a skunk's musk, an itching spell, or similar effect. Whether or not damage penetrated the target's Armour Rating, the subject must make an average Body Stat roll (Target Number 12) at a



SPIDER DEMON
Page 118
An Akkaba-hybrid with a grudge against the true-borns, Ssych hunts Bazaroth's hellgrounds for prey.

penalty of -1 per Rank of the Irritant Variable (maximum of 3 Ranks total). If the subject has the Resistance Attribute (page 50), its Level is added as a bonus to his or her Body Stat roll to resist the effect. Failure results in partial blindness and distraction, resulting in a a significant (-3) penalty on all rolls to do anything. This lasts for rounds equal to the amount by which he or she failed the roll. Irritant is often taken in conjunction with the Toxic Restriction to simulate an attack against which a gas mask may offer protection. To design an attack that only distracts opponents, without doing other types of damage, make it a Level 0 Weapon. Multiple Irritant effects against the same victim are not cumulative. If combined with Incurable, Irritant lasts indefinitely until an appropriate cure is found.

Insidious

This represents an attack whose Weapon damage completely bypasses any normal Armour Rating (use discretion with extremely large objects, such as mountains and planets). It is usually applied to exotic physical attacks such as poison gas or radiation, often in conjunction with the Toxic Restriction; it may also be appropriate for attacks such as death spells, ageing curses, or other paranormal abilities that affect the body while ignoring normal armour. Although Insidious ignores normal armour ratings from Armour, Shield, or Force Field, the Resistance Attribute provides an Armour Rating of 10/Level against it. Insidious may not be added to an attack that has Weapon Level 0, or one with the Psychic Variable. It counts as 5 Ranks. Insidious is not usually compatible with the Contact Variable (page 62) or Ingest Restriction (page 68).

Linked

An attack with this Variable is "attached" to another (or "master") Weapon attack the character (or Item) has. If that attack is successful, this "linked" attack automatically hits as well (no defence allowed), but if the master weapon misses or fails to penetrate Armour Rating, the linked attack automatically fails too. If the master attack hits and delivers enough damage to successfully penetrate the target' s Armour Rating, then the Armour does not protect at all against the linked attack. Massive Damage, Superstrength, extra damage from the Attack Combat Value, and critical hit multipliers only apply to the master attack, though, and not to the secondary attack. An attack with the Linked Variable may not be given the Accurate or Range Variables or the Inaccurate Restrictions; its range and accuracy are dependent on the attack to which it is linked. Additionally, unless the GM indicates otherwise, a Weapon can only be a master to one other Weapon and a Weapon can never be both a master and a linked Weapon. Only one Rank need be assigned.

Multidimensional

The attack can reach across the boundaries of dimensions. It has normal effect on individuals who are Insubstantial, such as ghosts. This requires only 1 Rank. If the attack can only affect Insubstantial beings, also assign the Exclusive Restriction.

Muscle

Normal melee and thrown Weapons gain the Damage Multiplier benefit of Superstrength as normal (page 54). Most other Weapons at Level 0, or those with the following Variables, usually do not: Contagious, Flare, Indirect, Irritant, Insidious, Psychic, Range, Tangle, and Trap. If assigned the Muscle Variable, such Weapons gain the Superstrength benefits when appropriate.

Penetrating

The Armour Attribute does not stop damage from these attacks as efficiently as usual. Each time Penetrating is assigned, the Armour Rating of Armour and Shields is reduced by 4 against that particular attack (to a minimum of 0). For example, Penetrating at Rank 3 reduces the amount of damage the target's Armour stops by 12.

Piercing

The attack can easily penetrate a Force Field. The Force Field's Armour Rating is reduced by 8 per Variable Rank against this attack (to a minimum of 0). For example, assigning Piercing at a Variable Rank 5 reduces the effective Armour Rating of a Force Field versus the attack by 40.

Psychic

The attack is a mental or spiritual assault rather than a physical attack. The attack ignores the Armour Ratings of Armour, Shields, and Force Fields, and it affects Insubstantial characters normally. If the attack has the Flare, Irritant, or Incapacitating Variables, instead of Resistance Attribute protecting, the Mind Shield Attribute is used. Against the Weapon's damage, Mind Shield adds Armour Rating 10/Level. Psychic is not compatible with Insidious. It is worth 6 Ranks.

Quake

This attack creates 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 Variable. The attacker does not typically make an attack roll if just attacking the ground (usually Weapon Level 0). A victim may fall into the crevasse if he or she fails a Body Stat roll (the Acrobatics Skill will provide a bonus). This is a difficult (Target Number 15) roll the first time this is used on an unsuspecting foe, but drops to average (Target Number 12) if the opponent is prepared for this ability. The fissure will be approximately one metre deep for every Rank of the Quake variable. 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 Variable.

Reach

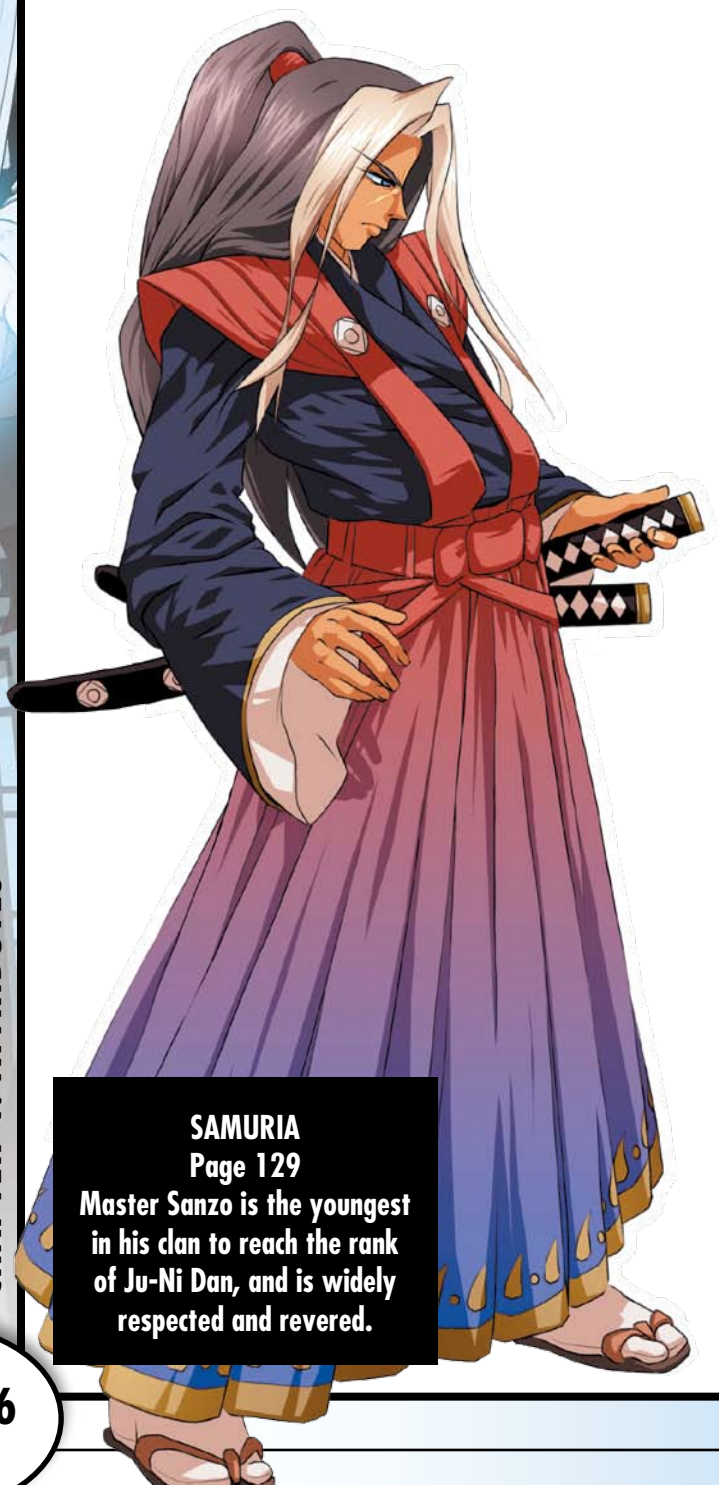
If a long melee Weapon can strike opponents who are beyond the reach of a normal (like a sword or warhammer) Weapon, it can offer significant advantages in combat — particularly when charging. If a character with a Reach Weapon is confronting an opponent with a shorter melee



Weapon, the character with the longer Weapon will always attack first, regardless of the combatants' Initiatives or whether or not one combatant has a Ready action (page 150). If both opponents have a Reach Weapon, Initiative is resolved as normal.

If an opponent ever gets past the end of a Reach Weapon, though, and moves closer to the wielding character, the Reach Weapon cannot be used against that opponent. When appropriate, keeping the opponent at a distance (so the Reach Weapon can be used) requires the character to make a successful attack roll with an extreme (6) margin of success or greater.

Examples include: tourney or war lance, pike or poleaxe, longspear, whip, etc.



SAMURIA
Page 129
Master Sanzo is the youngest in his clan to reach the rank of Ju-Ni Dan, and is widely respected and revered.

Selective

This Variable must be taken in concert with Area, Aura, or Spreading. Instead of potentially affecting everything within the attack's area, the user may specify who is or is not affected. Only one Rank need be assigned.

Spreading

This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles (like a shotgun blast) or energy bolts. The defender receives a slight (-1) penalty to his or her defence roll. A second adjacent target in the attack path may also receive damage if he or she is lined up or in a dense formation. The Spreading Variable can be acquired multiple times; each Rank affects the target's defence roll with a further slight (-1) penalty and doubles the number of possible adjacent targets (1 at Rank 1; 2 at Rank 2; 4 at Rank 3; etc.).

Stun

An attack with this Variable inflicts temporary damage such as an unarmed melee attack or an electric shock that shorts out electronics and renders people unconscious. Lost Health Points are recovered at a rate equal to the character's Body Stat every hour (or every 10 minutes for less "realistic" campaigns). Stun damage cannot kill. Although it may seem odd that a nonlethal attack is a Variable and not a Restriction, it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her. Stun is not often assigned to Weapons at Level 0, but can be in some instances (such as with normal unarmed attacks).

Tangle

Attacks that can entangle the victim may include an assault that freezes the target in ice, or traps him or her in the branches of an animated plant, or simple webbing. The entanglement has 5 Health Points. If a target does not successfully defend against a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Health Points to zero or lower (at this point, it is destroyed). A trapped character has restricted movement and attacks physically with a significant (-3) penalty, cannot defend, and cannot perform actions that require complex gestures. The 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 Weapon Level was reduced to 0. An Incurable (page 64) entanglement can only be damaged by some special means (such as fire or water), defined when the Tangle attack is created. Additional Ranks of Tangle can be taken (maximum of 3 Ranks total), each increasing the Tangle Attack's Health Points by 5, and thus making it harder to escape.

Targeted

The attack must be specified when it is designed as being Targeted against either a specific individual or group. For example, the Weapon might use good energy (extra damage to evil creatures), or life energy (extra damage to

undead creatures), or have a "trollslayer" enchantment (extra damage against trolls), or be an electromagnetic pulse (extra damage against robots and cyborgs). Against the Targeted opponent, the Weapon Level of the attack is doubled, as is the Rank of any Drain, Tangle, Flare, Irritant, or Incapacitating Variables. Weapon Levels or Variables at Level 0 are unaffected. Targeted counts as Rank 1 if it affects only a single individual (such as the red dragon Emberfang) or a specific title-holder (perhaps "the Demon King"). It counts as Rank 2 if it affects a specific group or relatively uncommon race (for instance, all dragons or all members of the royal army of Ikaris). It counts as Rank 3 if it affects a common race or condition (such as all elves, all robots and cyborgs, all evil creatures). The GM may forbid Targeted Variables that affect an extremely common race or condition (for example, all humans). Take the Exclusive Restriction (page 68) for a targeted attack that only affects a small set of opponents, with no damage delivered to other opponents.

Trap

The attack lays a mine, booby trap, or some other similar device, which "sits and waits" until someone triggers it; it cannot be reused until it has been triggered. If someone blunders into a trap, no attack roll is needed, but a successful average Mind Stat roll (Target Number 12) will reveal the trap's presence before it goes off time to avoid it. Apply a penalty equal to the Rank of the Trap Variable. The GM may reduce the difficulty to easy (Target Number 9) if a person is specifically searching for a trap or other ambush. The Trap Variable is usually taken without the Range Variable to simulate a booby trap that must be carefully planted. If Range was added it can be deployed to attack anyone who enters that range; a successful attack roll indicates that the Trap was fired or tossed into the correct area. The Area Variable is commonly added to enable a Trap to affect multiple foes.

Undetectable

Most Weapon attacks have a visible component that makes it easy for targets to determine who is attacking them. An attack with the Undetectable Variable provides no such indication that it is about to strike, and does not reveal the identity of the attacker. This may result in the attacker gaining surprise, which prevents the victim from making a defence roll (page 145). If the target knows he or she is under attack, however, a defence roll can still be made at a significant (-3) penalty (as though the attack were invisible; page 154). This penalty drops to a slight (-1) penalty if the attack has no Range, since the victim will see the visible attacker reaching toward him or her even if the Weapon is invisible. This Variable is most often associated with non-physical attacks such as ones with the Drain (Any) or Psychic Attack Variables. The Undetectable Variable counts as 3 Ranks.

Unique

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 Variable slots is determined by the GM based on the benefit the Unique Variable provides.

Vampiric

This Variable can be added to any attack that inflicts normal damage or one that drains Stat Points or Energy Points. Upon a successful attack, the lost Health Points, Energy Points, or Stat values are transferred to the attacker. Any values or Points in excess of the user's normal Level fade at a rate of 20 Health or Energy Points or one Stat Level per hour. This Variable may not be combined with the Area, Autofire, or Spreading Variables. The Vampiric Variable must be assigned as either 3 or 4 ranks. It counts as 3 Ranks if it can only restore lost Energy or Health Points or Stat values. It counts as 4 Ranks if it can increase Stat values above their normal level (but not above 20), or raise Health or Energy Points beyond their normal level (but not more than twice normal).

Weapon Custom Restrictions

The following Custom Restrictions, returning 1 Point for each Rank, may be assigned to the Weapon Attribute. The GM may disallow any combination that seems inappropriate. Many Standard Restrictions (page 74) — in particular Activation, Backlash, Deplete — are also appropriate.

Table 4-8: Custom Weapon Restrictions

Restriction	Ranks	Restriction	Ranks
Ammo	-1 to -4	Non-Penetrating	-1 to -3
Backblast	-1 or -2	Shieldless	-1
Exclusive	-1 to -3	Stoppable	-1 to -3
Hands	-1	Toxic	-1 or -2
Inaccurate	-1 to -3	Unreliable	-1
Ingest	-1	Unique	any

Ammo

The Ammo Restriction represents the total ammunition carried by the character relative to the Weapon's rate of fire. Thus, a submachine gun might have Ammo because a shooter can fire away his or her entire basic load of a half-dozen or so 30-shot magazines in only six bursts. A bow or a semiautomatic pistol would not have Ammo (unless ammo was in particular short supply) since these Weapons are swiftly reloaded and characters will usually carry several magazines or a large quiver of arrows. If a Weapon has plenty of ammunition but takes time to reload between shots, like a crossbow or big cannon, assign Activation instead.

1 Rank of Ammo means the Weapon typically can fire 4-6 shots before ammunition runs out. This decreases to 2-3 shots at Rank 2 and 1 shot at Rank 3. Ammo at 4 Ranks represents a Weapon that is destroyed after a single use (like a grenade or mine).

Backblast

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind



the attacker (within 1-2 metres). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or supernatural abilities might have similar risks. The Base Damage of the Backblast is equal to half (round up) the Weapon Level (do not apply any modifiers for Damage Bonus, Massive Damage, or Superstrength). If taken a second time, it will affect a radius that includes the user. Backblast cannot be combined with an Attribute that has both the Area and Aura Variables.

Exclusive

The Weapon Attribute has no effect on anyone beyond a small class of targets specified when designing the Weapon. It counts as 1 Rank if limited to a large group such as a common race or ethos, 2 Ranks if limited to a small group such as a rare race or organisation, or 3 Ranks if limited to a single individual (or to a singular position, such as the King of a specific country).

Hands

The Weapon requires two hands to operate or wield properly, and might not even be usable with only one hand (either due to extreme weight, awkwardness, or design).

Inaccurate

The attack is not accurate, suffering a -1 penalty to all attack rolls (or Stat rolls, if it is a Psychic attack). This Restriction can be taken two or three times for a -2 or -3 penalty.

Ingest

The Weapon — usually a poisonous liquid, powder, or plant — must actually be ingested by the target in order to have an effect. This Restriction is often associated with the Blight and Drain Variables, and the Toxic Restriction. The nature of the Weapon usually makes it incompatible with the Trap Variable.

Non-Penetrating

The attack has an inferior ability to penetrate Armour and Force Fields relative to its damage. Examples include shotgun blasts, and hollow-point bullets, or perhaps a storm of icicles. Any Armour, Mind Shield, or Force Field Attribute stops an additional 4 damage (Armour) or 8 damage (Force Fields) ... but this additional damage cannot exceed the Armour Rating of the Armour or Force Field. For example, thick hide (Armour Rating 3) only stops an additional 3 damage — not 4 additional damage — versus Non-Penetrating Weapons. The Game Master must approve any multiple assignments of this Restriction. This Restriction is incompatible with either of the Penetrating and Piercing Variables or Insidious. It may only be assigned to Level 0 Weapons if the Weapon has Variables that are affected by Armour Rating (such as Drain or Incapacitating).

Shieldless

This Restriction can only be taken if the character also has the Force Field Attribute. 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.

Stoppable

This can only be assigned to an attack that was given Range 1+. It means the attack fires a projectile or energy bolt that is massive or slow enough to be shot down and which does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell, bullet, or lightning bolt would probably not qualify, but a guided missile or fireball might. Anyone with an unused combat offensive action during the same round and in range of the flight path may make a ranged or melee attack against the projectile; apply a significant (-3) penalty if the distance the Stoppable attack must travel to the target is up to half the Range, or an extreme (-6) penalty if within 10% of effect of the Range. To stop the attack, a successful hit (or hits; Target Number 15) must deliver 5 damage for every Weapon Level. Stoppable may be assigned more than once to reflect an attack that takes even longer to reach the target. Each additional Stoppable Rank doubles the number of rounds during which characters may attempt to intercept or otherwise stop the attack. This Restriction may thus have a very high Rank when assigned to weapons of mass destruction, such as intercontinental ballistic missiles.

Toxic

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things. Rank 1 means that non-living material or characters who have the appropriate Special Defence Attributes are completely immune to its effects. Rank 2 means that in addition, a subject who is expecting the attack can render his or herself immune for at least one round (usually enough time to escape) if he or she had prepared by taking a simple precaution such as holding one's breath or using a wet rag to resist a toxic gas.

Unique

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 Heath Points from the user, etc.

Unreliable

Any time this attack is used and the attack roll results in an unmodified (or "natural") 2 or 3, the attack fails to take place and the Weapon burns out, jams, overheats, or otherwise malfunctions. The Weapon will not work again until some condition is fulfilled. For example, repairing a technological weapon may require a skilled individual to make a successful average Mind Stat roll (Target Number 12) with 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 Mind Stat roll needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a supernatural monster whose breath weapon has "burned out" might have to eat a hearty meal first).



CHAPTER 5: CUSTOMISATION

STEP 6: CUSTOMISE ATTRIBUTES (OPTIONAL)

When you are designing your character, you may find that some Attributes don't function exactly the way you want them to. Perhaps they are too limited in scope — not offering enough options or alternatives — or maybe they are too broad for your needs and need to be scaled back. Fortunately, *BESM* Attributes are very easy to customise using Variables and Restrictions to increase or decrease an Attribute's effect.

This Step is optional, and is only allowed with your Game Master's permission.

STANDARD VARIABLES

Standard Variables are the most common type of Variable, which are often assigned to Attributes best described as "powers." They are:

Area — The radius of effect
Duration — How long an effect lasts if used on someone else
Range — The distance at which the character can manifest the ability
Targets — The mass or number of people that the ability can affect

Each Standard Variable has a Rank that can be improved independently and which follows a particular progression, as shown on Table 5-1: Standard Variables (page 73). For example, the Range Variable Rank follows a progression from Range 0 (touch) to Range 1 (10 metres) to Range 2 (100 metres) to Range 3 (1 km), and so on, as its Rank increases.

Standard Variable Cost

Each increase of +1 in a Standard Variable's Rank costs a flat 1 Character Point. This is added to total cost of the Attribute. Variables do not change the per Level cost of the Attribute!

Example: Lovely Vampire Miyuki has bought the Mind Control Attribute at Level 3. Normally, this Attribute works on one touched target for 1 minute. Miyuki could leave the Attribute as is, if she is happy with a Mind Control Attribute that requires her to touch her victim (or, perhaps, kiss them). What if she wanted to just gaze into their eyes, dominating them at a distance? That requires increasing the Range Variable. Miyuki's player decides to expend an extra 1 Character Point to increase the Range to Rank 1. Checking Table 5-1 and finding the Range column, this gives her Mind Control a range of 10 metres. She records Range 1 (10 metres).

Miyuki's player also wants to have her Mind Control last for 1 hour. Looking at Table 5-1, 1 hour equals Duration Rank 5. Since the default Attribute lasts for 1 minute (Rank 3 Duration), Miyuki must increase her Duration by 2 Ranks at the cost of +2 Character Points.

AREA

Area defines the radius of influence of the Attribute, centred on either the character (for Attributes with a Range of zero) or on a specific location (for Range Rank 1 or higher). If an Area Variable is not assigned to an Attribute, it means the Attribute can affect a single individual person or object but nothing beyond that target.

If the Area Variable is assigned to the Weapon Attribute, the attacker makes one attack roll, but everyone in the area of effect gets his or her own defence roll. Consequently, some may be affected and others may defend successfully. The GM may rule that a successful defence roll may not be enough to escape completely, if there is no nearby cover to move behind that would completely block the effects of the Attribute. If this is the case, instead of negating the effect, a successful defence roll reduces damage in half.

DURATION

Duration determines the maximum period of time that the Attribute's effect will influence a target (requires no concentration to maintain after it is activated). Most Attributes indicate in their descriptions how long it operates normally; adding the Duration Variable will increase this time. Duration does not usually apply when using the Attribute to affect his or herself (with the exception of Mimic), since the character can simply reactivate the Attribute at will. At the end of an Attribute's Duration, its effects will cease.

If Duration is applied to a Weapon Attribute (page 60), it must be assigned in conjunction with the Area Variable. This means the effect remains active within the affected area over multiple rounds. Examples of this type of attack include chemical clouds, sheets of fire, electrical charges, or freezing vapours. If someone enters the area they suffer damage or other effects as if he or she has been struck by the attack. If someone who was in the area last round does not leave the area, they will suffer damage at the end of their Initiative; this continues each round until he or she leaves.

RANGE

Range is a measure of how far away from the character the centre of an Attribute can be manifested; it does not determine the area. If the Attribute also has Area above Rank 0, characters may centre the Area effect on any location within the Range. Without assigning the Range Variable, an Attribute can only be used on the character directly, when touching a target, or (if it has Area above Rank 0) centred on the character.

TARGETS

This refers to the maximum mass of objects and/or number of people (as appropriate) that the Attribute can affect. If Targets is not assigned, the Attribute usually only affects the character directly — or one other person as appropriate for the Attribute. It should be noted that the target objects or people must still be within the Attribute's Range to have an effect, and if more than one target is selected, they must all be within the Attribute's Area. For rules on using an Attribute against unwilling targets, see Using Attributes In Combat, page 159.

ADDING STANDARD VARIABLES TO ATTRIBUTES

Table 5-2: Starting Variable Ranks lists the Attributes that most commonly have Standard Variables, and the Variable Rank that the base Attribute description covers. For example, Nullify normally lasts for 1 minute (equal to Rank 3 Duration) on 1 person (equal to Rank 0 Targets). If you wish to customise an Attribute from the Table, assign a Standard Variable at a Rank starting at least 1 higher than the default. Thus, to increase the Nullify Duration, assign it Rank 4 or higher; to increase the Nullify Targets, assign it Rank 1 or higher.

The following entries describe how the Variables are used when assigned to the Attributes.

Dimensional Portal

Area — Increases the size of the Portal.
Duration — For offensive use only. Indicates the length of time a Target can be banished to a dimension.
Range — For offensive use only. Indicates the distance at which a Target can be banished to a dimension.
Targets — For offensive use only. Indicates the number of people that can be banished to a dimension.

Dimension Walk

Area — Increases the distance that accompanying allies can be from the dimension-crossing character.

Environmental Influence

Area — Increase the Area in which the environment can be altered.
Duration — Indicates the amount of time the Environmental Influence will remain independently active after the character stops using the Attribute.
Range — Increases the Range at which the environment can be altered.

Exorcism

Area — Increases the Area in which Targets can be exorcised.
Range — Increases the Range at which Targets can be exorcised.
Targets — Increases the number of people that can be exorcised.

Force Field

Area — Increases the size of the Force Field, allowing it to protect other nearly allies as well.
Duration — Indicates the amount of time the Force Field will remain independently active after the character stops using the Attribute.
Range — Increases the Range at which the Force Field can be manifested.

Healing

Area — Increases the Area in which Targets can be healed.
Range — Increases the Range at which Targets can be healed.
Targets — Increases the number of people that can be healed.

Illusion

Area — Increases the Area in which the Illusion can be manifested.
Duration — Increases the amount of time the Illusion will remain in existence after creation.
Range — Increases the Range at which the Illusion can be manifested.
Targets — Increases the number of people who can be affected by the Illusion.

Metamorphosis

Area — Increases the Area in which Targets can be altered.
Duration — Increases the amount of time Targets can be altered.
Range — Increases the Range at which Targets can be altered.
Targets — Increases the number of people who can be altered.

Mimic Powers

Duration — Increases the amount of time Attributes can be Mimicked.
Range — Increases the Range at which a person's Attributes can be Mimicked.

Mind Control

Area — Increases the Area in which Targets can be controlled.
Duration — Increases the length of time Targets can be controlled.
Range — Increases the Range at which Targets can be controlled.
Targets — Increases the number of people who can be controlled.

Nullify

Area — Increases the Area in which Targets can be nullified.
Duration — Increases the length of time Targets can be nullified.
Range — Increases the Range at which Targets can be nullified.
Targets — Increases the number of people who can be nullified.

Plant Control

Duration — Increases the length of time plans can be controlled.

Power Flux

Area — Special. Determined by the fluxed Attribute.
Duration — Uses Duration reversed. Decreases the amount of time between each Attribute flux.
Range — Special. Determined by the fluxed Attribute.
Targets — Special. Determined by the fluxed Attribute.



Power Variation

Area — Special. Determined by the exchanged Attributes.
Duration — Uses Duration reversed. Decreases the amount of time between each Attribute exchange.
Range — Special. Determined by the exchanged Attributes.
Targets — Special. Determined by the exchanged Attributes.

Projection

Area — Increases the Area in which the Projection can be manifested.
Duration — Increases the amount of time the Projection will remain independently active after the character stops using the Attribute.
Range — Increases the Range at which the Projection can be manifested.

Sensory Block

Area — Increases the Area in which senses can be blocked.
Duration — Increases the amount of time senses will remain blocked after the character stops using the Attribute.
Range — Increases the Range at which senses can be blocked.

Sixth Sense

Area — Increases the Area in which the category can be detected.

Telekinesis

Area — Increases the Area in which objects can be moved.
Range — Increases the Range at which objects can be moved.

Telepathy

Area — Increases the Area in which the character can communicate with Targets.
Range — Increases the Range at which the character can communicate with Targets.
Targets — Increases the number of people with which the character can communicate.

Teleport

Area — Increases the Area in which objects can be selected for translocation.
Range — Increases the Range at which objects can be selected for translocation.
Targets — Increases the mass of objects that can be translocated.

Transfer

Duration — Increases the amount of time Attributes can be assigned to a character.
Range — Increases the Range at which a character can be selected to received the assigned Attributes.

Transmutation

Duration — Increases the amount of time the objects can be altered.
Range — Increases the Range at which objects can be selected for alteration.
Targets — Increases the mass of objects that can be altered.

Unique Attribute

Area — Special. Area can be assigned to Unique Attributes as appropriate.
Duration — Special. Duration can be assigned to Unique Attributes as appropriate.
Range — Special. Range can be assigned to Unique Attributes as appropriate.
Targets — Special. Targets can be assigned to Unique Attributes as appropriate.

Unknown Power

Area — Special. Determined by the secret Attribute.
Duration — Special. Determined by the secret Attribute.
Range — Special. Determined by the secret Attribute.
Targets — Special. Determined by the secret Attribute.

Weapon

Area — Increases the Area affected by the Weapon. See the Area Variable description, above.
Duration — Can only be assigned with the Area Variable. Increases the amount of time an Area is affected by the Weapon. See the Duration Variable description, above.
Range — Increases the Range at which the character can target an opponent for attack. See the Range Variable description, above.

Custom Variables

Custom Variables also exist for a small number of important Attributes. These are Variables that allow an Attribute to be enhanced in some other fashion. For example, the Weapon Attribute has several Custom Variables that allow qualities such as Autofire or Homing to be added, in addition to the Standard Variables.

Custom Variable Cost

Custom Variables also cost 1 Point each time it is assigned, but there is no such thing as a Rank 0 Custom Variable — a character either has it or he or she does not.

EXAMPLE

Lovely Vampire Miyuki can open the doors to the Netherworld and surround herself with a mystic whirlwind that freezes soul. She has bought Weapon Attribute at Level 4 (for 8 Points) and added the Area 3 (3 Points) Standard Variable to make it cover a radius around her. She further modifies this by adding two Ranks of the Custom Variable Drain: Soul (2 Points). The total cost of her Attribute is thus 8 + 3 + 2 = 13 Points.

TABLE 5-1: STANDARD VARIABLES

Rank	Area	Duration	Range	Targets
0	individual	0	self or touch	1 person/100 kg
1	1 m	1 round	10 m	2 people/200 kg
2	3 m	5 round	100 m	5 people/500 kg
3	10 m	1 minute	1 km	10 people/1 tonne
4	30 m	10 minutes	10 km	50 people/5 tonnes
5	100 m	1 hour	100 km	100 people/10 tonnes
6	300 m	4 hours	1 k km	1 k people/100 tonnes
7	1 km	12 hours	10 k km	10 k people/1 k tonnes
8	3 km	1 day	100 k km	100 k people/10 k tonnes
9	10 km	1 week	1 M km	1 M people/100 k tonnes
10	30 km	1 month	10 M km	10 M people/1 M tonnes
11	100 km	1 season	100 M km	100 M people/10 M tonnes
12	300 km	1 year	1 B km	1 B people/100 M tonnes
13	1,000 km	10 years	10 B km	10 B people/1 B tonnes
14	3,000 km	100 years	100 B km	100 B people/10 B tonnes
15	10,000 km	1,000 years	1 T km	1 T people/100 B tonnes
16	Infinite	Permanent	Infinite	Infinite

m = metres, km = kilometres, k = Thousand, M = Million, B = Billion, T = Trillion

TABLE 5-2: STARTING VARIABLE RANKS

Attribute Name	Default Variable Ranks Built into Attribute: Area	Duration	Range	Targets
Dimensional Portal	1 (1 metre)	0 (Optional*)	0 (Optional*)	0 (Optional*)
Dimension Walk	2 (3 metres)	-	-	-
Environmental Influence	3 (10 metres)	0 (While Using)	0 (Centred on User)	-
Exorcism	0 (Individual)	-	0 (Touch)	0 (1 Person)
Force Field	0 (Individual)	0 (While Using)	0 (Centred on User)	-
Healing	0 (Individual)	-	0 (Touch)	0 (1 Person)
Illusion	5 (100 Metres)	3 (1 Minute)	0 (Centred on User)	0 (1 Person)
Metamorphosis	0 (Individual)	3 (1 Minute)	0 (Touch)	0 (1 Person)
Mimic Powers	-	3 (1 Minute)	0 (Touch)	-
Mind Control	0 (Individual)	3 (1 Minute)	0 (Touch)	0 (1 Person)
Nullify	0 (Individual)	3 (1 Minute)	0 (Touch)	0 (1 Person)
Plant Control	-	3 (1 Minute)	-	-
Power Flux	Special*	3 (1 Minute*)	Special*	Special*
Power Variation	Special*	3 (1 Minute*)	Special*	Special*
Projection	5 (100 Metres)	3 (1 Minute)	0 (Centred on User)	-
Sensory Block	2 (3 Metres)	0 (While Using)	0 (Centred on User)	-
Sixth Sense	3 (10 Metres)	-	-	-
Telekinesis	0 (Individual)	-	1 (10 Metres)	-
Telepathy	0 (Individual)	-	1 (10 Metres)	0 (1 Person)
Teleport	0 (Individual)	-	0 (Centred on User)	0 (1 Person)
Transfer	-	3 (1 Minute)	0 (Touch)	-
Transmutation	-	3 (1 Minute)	0 (Touch)	0 (100 kg)
Unique Attribute	Special*	Special*	Special*	Special*
Unknown Power	Special*	Special*	Special*	Special*
Weapon	0 (Individual)	0 (Optional*)	0 (Melee)	-

See the Attribute descriptions for Variables marked with an asterisks (*).

DESIGNER'S NOTE

How Do Variable Ranks Work?

Variables allows players to create distinct applications of the same Attribute. By increasing Rank in a particular Variable, you will create different variations of the base use. Take Teleport, for example. Each Level of Teleport dictates how far your character can teleport, starting at 10 metres at Level 1.

By adding Variable Ranks for Area, Range, and Targets, however, you can create a specific version of the Attribute that works very differently than another character's. If one character possessed Teleport at Level 4, he could Teleport himself up to 10 km away. Another character, however, takes Teleport (also at Level 4) but increases her Area to Rank 3, his Range to Rank 2, and Targets to Rank 5. She is able to teleport herself up to 10 km away, but she is also capable of teleporting up to 50 people or 5 tonnes in mass (Targets Rank 4) within a 10-metre radius (Area Rank 3) that is 100 metres away from herself (Range Rank 2), up to 10 km away. Thus, she could teleport two cars (under 5 tonnes in mass and within a 10-metre radius) located at the other end of a football field (under 100 metres away) to the other side of the city (within 10 km teleport). The first character can only use his Attribute to teleport himself while the second character can use her Attribute to teleport people and objects around her as well.

RESTRICTIONS

Restrictions are limitations on the effectiveness of an Attribute, such as Deplete or Unpredictable, that reduce its utility or make it more difficult to use. For example, if your Mind Control is a spell that requires several seconds worth of chanting to cast, this is a Restriction.

A list of Standard Restrictions applicable for many Attributes is found in this section. Restrictions may not usually be applied directly to the Companions, Item, or Skills Attributes, but individual Attributes that are contained within an Item Attribute may take them.

As with Variables, certain Attributes also have a set of Custom Restrictions that can be applied to them. Restrictions cannot be added to Skills or Items, though Attributes that are contained within the Item may have Restrictions.

Example: Opening a portal to the Netherworld takes a lot out of Lovely Vampire Miyuki: her Weapon Attribute has the Deplete Restriction at Rank 2. This is a Rank 2 Restriction worth -2 Points, and thus her Weapon Attribute will cost 2 fewer Points.

Restriction Ranks

Restrictions are categorised into three groups, depending on how much they reduce the final Point cost of the Attribute:

Lesser — Lesser Restrictions reduce the final cost of the associated Attribute by 1, 2, or 3 Points (and sometimes up to 6 or 10 Points).

Greater — Greater Restrictions reduce the final cost of the associated Attribute by 2, 4, or 6 Points.

Serious — Serious Restrictions reduce the final cost of the associated Attribute by 3, 6, or 9 Points.

Minimum Attribute Cost

A single Attribute may be assigned multiple Restrictions. However, the minimum cost for any Attribute, after increasing the cost with Variables and reducing the cost via Restrictions, is 1 Character Point. If Restrictions reduce the cost of an Attribute below 1 Character Point, the Attribute still costs 1 Character Point. Deliberately assigning more Restrictions than would be "cost effective" is quite possible if it is intended to fit the character concept (such as a sorcerer whose entire repertoire of spells — even the most minor — all require rituals and ingredients).

Multiple Attributes

The same Attribute can often be acquired multiple times in slightly different forms. For example, a wizard might have a number of different Weapon Attributes, each at different Levels, with their own set of Variables and Restrictions to represent different attack spells he or she knows.

TABLE 5-3: STANDARD RESTRICTIONS

Defect Name	Category	Ranks	Page
Activation	Lesser	-1 to -6	76
Assisted	Lesser	-1 to -6	77
Backlash	Greater	-2 / -4 / -6	77
Charges	Serious	-3 / -6 / -9	77
Concentration	Greater	-2 / -4 / -6	77
Consumable	Greater	-2 / -4 / -6	78
Delay	Serious	-3 / -6 / -9	78
Dependent	Lesser	-1 / -2 / -3	78
Deplete	Lesser	-1 to -10	78
Detectable	Lesser	-1 / -2 / -3	78
Emotional	Greater	-2 / -4 / -6	78
Environmental	Greater	-2 / -4 / -6	78
Equipment	Lesser	-1 / -2 / -3	79
Imbue	Lesser	-1 / -2 / -3	79
Irreversible	Greater	-2 / -4 / -6	79
Maximum	Lesser	-1 to -9	79
Object	Greater	-2 / -4 / -6	79
Partial	Greater	-2 / -4 / -6	80
Permanent (or Semi-)	Serious	-3 / -6 / -9	80
Recovery	Greater	-2 / -4 / -6	80
Unique	Special	Special	80
Unpredictable	Greater	-2 / -4 / -6	81



SHAPECHANGER
Page 117
Once a simple salaryman, Ryu's life changed when a drop of demon's blood gave him powers over his form.



Activation

A Lesser Restriction. The Attribute requires a high degree of concentration, such chanting an incantation, focussing personal energies, loading individual shots, preparing ingredients, or programming a computer.

The character cannot move or make defence rolls on the same round that he or she used the Attribute (if it was instantaneous) or activated it (if ongoing). Additionally, if this Restriction is taken at Rank 2 or higher the user must spend additional time before the Attribute is used or turned on to prepare it. If the Attribute is ongoing, the character is free to move normally during these additional rounds, provided the Attribute does not also have the Concentration Restriction (page 77). Interrupting the Activation to take other more complex actions or make Defence rolls requires restarting it from the beginning, though.

Activation is appropriate for Attributes that produce instantaneous effects, such as Healing or Weapon. It is appropriate for ongoing Attributes like Armour or Flight only if they were assigned the Detectable, Deplete, Irreversible, or Recovery Restrictions. It is inappropriate for ongoing Attributes that can be kept on indefinitely without inconveniencing the user.

Items are normally assumed to take appropriate time to put on or remove — do not assign Activation to Attributes embodied in Items unless the individual Attribute requires further Activation once the Item is ready to use.

- 1 After the Attribute is used, the character may not move, use the Extra Actions Attribute, or make defence rolls for the rest of the round; if he or she has already moved or made a defence roll, the character cannot use activate the Attribute this round.
- 2 As above, but the character must also spend a general action preparing the Attribute before it is used.
- 3 As above, except that character must instead spend five general actions preparing the Attribute before it is used. Characters with the Extra Actions Attribute can use multiple actions in a round to accomplish this.
- 4 As above, except the character must instead spend an entire minute preparing the Attribute before it is used. The Extra Actions Attribute does not reduce this time.
- 5 As above, except the character must instead spend 10 minutes preparing the Attribute before it is used. The Extra Actions Attribute does not reduce this time.
- 6 As above, except the character must instead spend an hour preparing the Attribute before it is used. The Extra Actions Attribute does not reduce this time.

ASSISTED

A Lesser Restriction. The Attribute requires, but does not provide, supporting individuals who must be present for its ongoing function or activation. These assistants cannot be just anyone — they must fulfil some sort of special requirement appropriate to the Attribute. This could be used to represent a major magical ritual that requires an entire congregation of chanting acolytes or true believers, or an Attribute built into an Item that requires human or animal power (such as Water Speed requiring rowers, or a carriage requiring a horse). Assisted is also often taken by giant robots, sentai heroes, and magical girls to represent their "combined attacks" in which case the assistant must be another robot, magical girl, or sentai hero with whom they can combine their powers. In such cases, one or more powerful Weapons are acquired with the Assisted Restriction (and often other Restrictions, such as Emotional), thus limiting their utility but reducing their cost. Additionally, assigning Assisted to Metamorphosis (page 40) can represent characters or mecha that combine into a larger being, with the total cost of Metamorphosis divided amongst several characters.

The assistant must take appropriate actions depending on the type of Attribute, and will generally be kept busy for the same length of time as the character using the Attribute. In combat, this may mean delaying actions until the character with the lower Initiative can act.

-1 A single assistant is required
-2 A small group (2-9) is required.
-3 A medium group (10-99) is required.
-4 A large group (100-999) is required.
-5 A very large group (1,000-9,999) is required.
-6 A huge group (10,000 or more) is required.

BACKLASH

A Greater Restriction. The character suffers from an unfortunate side effect whenever an associated Attribute fails to work. If the character fails his or her Stat roll when using the Attribute (Target Number 12), or badly misses his or her target if attacking, the character is hit with the energy or essence that would have powered the Attribute's use. The Backlash could be physical damage, memory loss, Stat drain, disorientation, or many other effects that make the character's life more difficult. The player and GM should determine the game effect of the Backlash.

- 2 The backlash occurs if the character fails the roll by an extreme (6 or more) margin, and on any dice roll of 2.
- 4 The backlash occurs if the character fails the roll by a significant (3 or more) margin, and on any dice roll of 2.
- 6 The backlash occurs if the character fails the roll by a slight (1 or more) margin, and on any dice roll of 2.

CHARGES

A Serious Restriction. 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, a depletion of fuel for a mecha, 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 Restriction. This Restriction is usually incompatible with the Deplete Restriction.

Charges are normally rated in uses per day. The GM may choose to change this to "per session" if it suits the flow of the adventure better, or in the case of Items with Charges (such as guns), to allow more rapid reloading if appropriate circumstances permit (for example, the characters return to base and stock up on more ammunition). Note that a single-use Item that is destroyed after use and must be replaced will have Charges at -9 Points.

Charges are normally applied to Attributes with instantaneous effects, such as Teleport or Weapon, or which have a finite duration per use. The Recovery Restriction (page 80) is usually assigned to an Attribute with an ongoing effect, such as Armour or Flight.

Also, if an Item has an Attribute that is Dependent on one of the Item's Weapon Attributes, and that Weapon has the Ammo Restriction, Charges cannot be applied to that Dependent Attribute. For example, a tear gas grenade (page 165) is an Item with the Sensory Block Attribute that is Dependent on the grenade's Weapon Attribute. Even though the grenade can only be used once — and thus Sensory Block is only good for a single use — the Sensory Block Attribute cannot have the Charges Restriction since the grenade's Weapon Attribute has 4 Ranks of the Ammo Restriction.

- 3 The character can only use the Attribute four to six times a day.
- 6 The character can only use the Attribute twice or three times a day.
- 9 The character can only use the Attribute once a day.

CONCENTRATION

A Greater Restriction. 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. At minimum, it will cease to function until it is the user's turn to act next round. If the Attribute requires an action to activate or has the Activation Restriction, it must be reactivated again.

- 2 The Attribute requires slight concentration. The character can still perform other general actions, but cannot perform offensive actions, tactical actions, make defence rolls, or use other Attributes that also require Concentration.
- 4 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 combat actions or use any other Attribute.
- 6 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 Attribute.



CONSUMABLE

A Greater Restriction. The Attribute requires some form of focus to use properly which is destroyed when the Attribute is activated. This focus could be anything from candles and incense to a rocket launch gantry to a virgin princess.

- 2 The focus is easy to replace.
- 4 The focus is hard to replace.
- 6 The focus is extremely hard to replace.

DELAY

A Serious Restriction. The Attribute does not take effect immediately after its use, but rather activates some time later. This latency period may provide the targets or other characters time to nullify or otherwise avoid the Attribute's effect (GM's discretion). For example, if a young girl is bitten by a vampire and will soon join the ranks of the undead (ie. the vampire used the Metamorphosis Attribute, which has the Delay Restriction), her parents may still have time to take her to a local shrine to have her exorcised of evil (and thus dispelling the Metamorphosis before activation).

- 2 The effect of the Attribute does not take place until 1-12 hours after it is used.
- 4 The effect of the Attribute does not take place until 12 hours to a few days after it is used.
- 6 The effect of the Attribute does not take place until a few days to a few weeks after it is used.

DEPENDENT

A Lesser Restriction. The character cannot use the chosen Attribute unless one or more other Attributes are used at the same time. Dependent is only a Restriction if this use is a significant disadvantage. Thus, a character might have Armour that is Dependant upon Flight (the armour ceases to function when her or she is on the ground) but not Flight that is Dependant on Armour (since there is no reason not to turn off Armour Attribute). Flight that is Dependant on Force Field, however, would be reasonable, since Force Fields must be periodically turned off to recharge and can be knocked down. Dependant is also a valid if one Attribute requires the other to succeed, provided that a roll is required. For example, Mind Control might be Dependant on Metamorphosis; the character can take control of people only after he or she has transformed them. The player must justify the Dependent Restriction to the GM to avoid inappropriate combinations.

Dependent is not usually appropriate for container Attributes. For example, the Attributes gained in the character's Alternate Form obviously cannot be Dependent upon the Alternate Form Attribute.

- 1 The Dependent Attribute cannot work until 1 other Attribute is activated.
- 2 The Dependent Attribute cannot work until 2 other Attributes are activated.
- 3 The Dependent Attribute cannot work until 3 other Attributes are activated.

DEPLETE

A Lesser Restriction. This Restriction is only available in campaigns where Energy Points are used. The character's Energy Points are used to power a particular Attribute. The Energy Points will either be reduced after the Attributes use (for Attributes for immediate effects, such as Teleport), or while the Attribute is used (for Attributes that are used over a period of time, such as Flight or Invisibility).

If used with the Weapon Attribute, each -1 Rank drains 10 Energy Points from the user every time an attack is attempted with that Weapon. The same applies to other Attributes whose effects occurs instantaneously, such as Teleport.

If used with Attributes that are normally ongoing, such as Armour, Flight, or Mind Control, reduce the Energy Points as follows: 1 every 10 minutes (- 1), 1 every 5 minutes (-2), 1 every minute (- 3), 1 every two rounds (-4), 1/round (-5), 2/round (- 6), 5/round (-7), 10/round (-8), 20/round (-9), or 50/round (-10). There is a minimum cost of 1 Energy Point to use an Attribute regardless of the time spent. The user cannot regain Energy Points while burning them to power an Attribute.

DETECTABLE

A Lesser Restriction. 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 Weapon Attribute (page 60), which is detectable by default, is an exception to this Restriction — characters must acquire the Undetectable Variable to make the attack undetectable. Items are also an exception, since Items can normally be seen; Detectable only applies if the Attribute calls attention to itself in an especially noticeable fashion.

- 1 The Attribute's use can be detected using 1-2 methods.
- 2 The Attribute's use can be detected using 3-5 methods.
- 3 The Attribute's use can be detected using 6-9 methods.

EMOTIONAL

A Greater Restriction. The Attribute only manifests in situations where the character is experiencing a very strong emotional trigger that calls for the use of the Attribute. For example, Healing with this Restriction might only be usable to Heal someone with whom the character had a strong emotional tie (such as a friend or lover),. Similarly, Weapon would only function if the character was striking to avenge a loved one, reverse a humiliation, or save the world. In borderline cases the GM may allow a difficult Soul Stat roll (Target Number 15) to activate it.

- 2 The Attribute requires significant emotional involvement, such as risk to a loved one, to activate. Imminent risk of the character's death (in particular,

being reduced to one-fifth or fewer Health Points, falling off a cliff, etc.) may also trigger it.

- 4 The Attribute requires strong emotional involvement, such as serious injury to a loved one, to activate.
- 6 The Attribute requires an extreme emotional involvement, such as the death of a loved one, to activate.

EQUIPMENT

A Lesser Restriction. The Attribute requires specific equipment to properly use, which may be lost or stolen. Unlike an Item, the required equipment does not embody the Attribute.

- 1 The equipment is easily portable, such as a laptop computer.
- 2 The equipment is awkward, such as a portable altar.
- 3 The equipment is static, such as a large workshop or lab.

ENVIRONMENTAL

A Greater Restriction. The Attribute only functions (or if a Weapon, can only target) in a particular limited environment. For example Weapon (Environmental: Water) can represent a torpedo, while Alternate Form (Environmental: Virtual Reality) could represent an avatar of the character whose existence is limited to a lifelike cyberspace realm. The environment can be common, but should not be one characters will always be in during the campaign (for example, "only in atmosphere" is not valid unless a lot of the game action will take place in airless environments), nor may it be taken if a limited environment is implicit in the Attribute (such as Water Speed). Environmental is also useful for "internal" offensive Attributes such as Weapon that are only usable within a specific structure or inside a large Item such as a starship. This may represent a headquarters' or vehicle's built-in internal security systems or an attack for which the character draws power from inside the building and channels it through his or her body.

- 2 Adventures often take place in the environment.
- 4 Adventures occasionally take place in the environment.
- 6 Adventures rarely take place in the environment.

IMBUE

A Lesser Restriction. This Restriction must usually be assigned along with the Charges Restriction (page 77). The character does not use the Attribute directly, but instead grants its use to others for a duration of one scene or event. Imbue can represent blessings performed by the character for protection, inspirational speeches that encourage others, a special wish-granting ability, technical upgrades performed by the character, etc. This Restriction is usually taken in conjunction with one of the following Attributes, though the GM may expand this list as desired: Armour, Divine Relationship, Enhanced [Stat], Heightened Awareness, Land Speed, Massive Damage, Melee Attack, Melee Defence, Ranged Attack, Ranged Defence, Resistance, Special Defence, Special Movement.

- -1 The character can imbue 4-6 people with the Attribute.
- -2 The character can imbue 2-3 people with the Attribute.
- -3 The character can imbue 1 person with the Attribute.

IRREVERSIBLE

A Greater Restriction. This Restriction can only be taken in conjunction with the Alternate Form, Alternate Identity, Elasticity, Insubstantial, or Invisibility 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.

- 2 It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.
- 4 As above, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.
- 6 As above, but the process takes several days.

MAXIMUM

A Lesser Restriction. 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 Level, or something different.

This Restriction is usually only appropriate for the following Attributes: Dynamic Powers, Elasticity, Flight, Illusion, Insubstantial, Jumping, Land Speed, Plant Control, Projection, Spaceflight, Superspeed, Teleport, Transmutation, and Water Speed. The GM must approve its exact application to ensure it is sufficiently limiting.

Fixed extends to -10. The restriction on an Attribute's use is given below, where Z is the Rank of the Restriction and (Z+1) is one Level higher than this.

- -Z The character cannot use up to Level Z of the Attribute. The Attribute must be at Level (Z+1) or higher.

OBJECT

A Greater Restriction. This Restriction is usually assigned to Attributes contained within Items that are contrary to the Item's "normal use" and are only useful for the benefit of the Item itself and not the character who uses it. For example, a magic ring with Armour (Object) would be harder to destroy, but would not give the character any Armour he could use (the normal use). Similarly, a cloak with Flight (Object) might be able to fly to the wearer at his or her command, but the wearer could not fly while wearing that cloak (the normal use). When in doubt what "normal use" for an Item is, consult the Game Master. The Restriction can also be used to create



Items that have a limited will of their own, since the Attribute will be less useful to the character if under the Item's control.

- 2 The Item's Attribute still provides significant benefit to the character.
- 4 The Item's Attribute only provides slight benefit to the character.
- 6 The Item's Attribute hardly provides any benefit to the character.

PARTIAL

A Greater Restriction. Only part of the character's body is affected by a specific Attribute, most commonly used for: Alternate Form, Armour, Damage Absorption, Damage Conversion, Insubstantial, Invisibility, Special Defence, 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, have bionic legs with Superstrength, etc.

Partial Item Armour

Creating a vehicle that has Armour with the Partial Restriction -2 usually indicates that the character rides on top of the vehicle rather than inside it (which is contrary to the normal use of most vehicles), and consequently it does not provide full Armour protection. For example, motorcycles, small motorboats, ultralight aircraft, etc. all have the Partial Restriction -2 to their Armour. When making a called shot to reduce or bypass Armour (page 150) with the Partial Restriction, the associated penalties are reduced by one Rank.

- 2 The Attribute affects a large part of the body (torso, both legs, both arms, etc.).
- 4 The Attribute affects a small part of the body (one leg, one arm, abdomen, chest, head, etc.)
- 6 The Attribute affects a tiny part of the body (one hand, face, one foot, groin, knee, etc.).

PERMANENT AND SEMI-PERMANENT

A Serious Restriction. The specific Attribute is always functioning, and the character cannot turn it off. This Restriction only applies to Attributes that would inconvenience the character if the Attribute was always active, such as Force Field, Insubstantial, Invisibility, or Nullify. The player and GM should discuss the problems and limitations associated with an eternally active Attribute.

Semi-Permanent is an alternate version. A Semi-Permanent ability can be turned off for a short period by expending Energy Points, allowing the character to briefly enjoy a normal life.

- 3 The permanent Attribute is a slight inconvenience to the character. If semi-permanent, it is a moderate inconvenience, but one that can be turned off at a cost of 10 Energy Points/round.
- 6 The Attribute is a moderate inconvenience to the character. If semi-permanent, it is a severe inconvenience, but one can be turned off at a cost of 10 Energy Points/round.
- 9 The Attribute is a severe inconvenience to the character. If semi-permanent, it is a crippling inconvenience, but can be turned off at a cost of 10 Energy Points/round.

RECOVERY

A Greater Restriction. After the character uses a specific ongoing 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 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. This Restriction is usually incompatible with the Deplete or Charges Restrictions. Under normal circumstances the user has time limit how long he or she can use the Attribute as well: 12 hours for -1 Point, 2 hours for -2 Points, or 1 hour for -3 Points.

- 2 For every 1 minute the character uses the Attribute, he or she must wait 1 minute before the Attribute functions once again.
- 4 For every 1 minute the character uses the Attribute, he or she must wait 5 minutes before the Attribute functions once again.
- 6 For every 1 minute the character uses the Attribute, he or she must wait 10 minutes before the Attribute functions once again.

UNIQUE RESTRICTION

This covers any and all possible Custom Restrictions that a character might possess but are not detailed in the rules. This offers a near-endless number of limitations, and consequently the player and GM should discuss the ramifications of the selected Restriction.

Severe limitations on an Attribute, which will affect the Point cost per Level, is covered by the Reduction Restriction (see below).

- 1 to -3 The Attribute has a minor Restriction.
- 2 to -6 The Attribute has a moderate Restriction.
- 3 to -9 The Attribute has a major Restriction.

TABLE 5-4: SAMPLE UNIQUE RESTRICTIONS

Cannot use on oneself	Loss of specific effect
Roll needed to maintain control	Naked form only
During specific times of the day	Requires maintenance
Easy to counteract	Requires Stat rolls
Flawed results	Restricts movement
In particular locations	Specific targets
Initiative penalty to use	Time limit
Limited functioning	Under certain conditions
	Usage inflicts pain
	Use weakens character

UNPREDICTABLE

A Greater Restriction. Linked to Attribute. One of the character's Attributes frequently does not function when desired. After the character uses the Attribute, he or she must make a successful Stat roll or Skill roll. If the Attribute does not have a "Relevant Stat" entry, the character's Soul Stat should be used as a default, or an appropriate Stat or Skill can be specified when the Attribute is created. If the Stat roll 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, Unpredictable can also represent an Attribute that does not always function in the manner desired. For example, a character with Plant Control might control the wrong plants, or a Force Field might not always appear in the correct place. For this alternative, the Stat roll determines if the Attribute operates properly; a failed roll indicates that it activates in an unexpected manner.

- -2 The character must make succeed with an average roll (Target Number 12) to use it. In non-combat situations, the character cannot attempt to use the Attribute again for 1-10 minutes.
- -4 The character must succeed with a difficult roll (Target Number 15). In non-combat situations, the character cannot attempt to use the Attribute again for 10 – 30 minutes.
- -6 The character must succeed with a challenging roll (Target Number 18). In non-combat situations, the character cannot attempt to use the Attribute again for 30 minutes – 2 hours.



HOT ROD
Page 124
One step ahead of the law, Max Power has the need for speed — fast bike, fast women, and fast thrills.

DESIGNER'S NOTE

KEEPING IT SIMPLE

Skip Step 6 and this chapter completely. Characters should not assign Variables or Restrictions to any Attribute with the exception of custom ones that are outlined in detail in the Attribute's entry (though you may allow the Area and Range Standard Variables to apply still to the Weapon Attribute).

MODIFYING ATTRIBUTES / ADJUSTING 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 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 advancement (page 8).

EXPANSIONS AND REDUCTIONS

Players (with GM permission) can modify existing Attributes to create new effects not covered by the rules or by existing Variables or Restrictions. These changes are referred to as Expansions (if they make the Attribute more effective) or Reductions (if they make it less effective). Expansions and Reductions involve changing the Attribute into a new ability based on the original. These options offer a near-endless number of changes, and consequently the player and GM should discuss the game ramifications and the Attribute's new Level costs.

- An Expansion is a major increase in an Attribute's effectiveness. Increase its Point cost per Level.
- A Reduction means an Attribute is limited greatly, resulting in a Reduction of its Point cost per Level.
- Expansion or Reduction does not return Points to the character; instead, the Attribute cost changes.

Example: Half-angel Gabrielle Soulcraft has an "empathic" Healing Attribute that lets her heal others by taking the pain and injury onto herself. That is, she loses as many Health Points as she heals. The GM decides this more than a mere Restriction and qualifies as a Reduction that reduces the cost of Healing by 4 Points/Level. Instead of costing 8 Points/Level, it costs 4 Points/Level.

CHAPTER 6: SKILLS

Your character's Skills represent his or her extensive training and experience in a particular field. Each Skill is an Attribute (page 52), but certain special rules also apply to them. A character does not need to have any Skills, but they can be very useful during adventures, and are a good way to distinguish the character (especially in lower-powered games).

STEP 7: CONSIDER SKILL SPECIALISATIONS

Assign Skills to your character when selecting Attributes. If your character was designed with Occupational Templates, he or she will already have a number of Skills. Refer to the Skill descriptions (pages 83-88) to determine how they work and whether any additional decisions are required. You can also use any remaining Character Points to improve these Skills (or add Specialisations to them; see page 82).

The different Skills are divided into Levels 1 through 6 (but may optionally go higher). Increasing the value of a Skill by one Level requires 1-3 Character Points, depending on the Skill, as shown below.

The higher the Skill Level, the better your character is and the broader his or her knowledge within the field. Characters with high Stats can be exceptionally proficient within a field even without high Skill Levels, though; they are considered "naturals." Many characters might only have a few Skills. An ordinary high school student, for example, might have no Skills at all — or just a single Point in a general Skill like Domestic Arts, Gaming, Sports, or Writing.

SKILL LEVELS

Skills are normally limited to six Levels. Each Level provides a +1 bonus on checks to succeed in a task governed by that Skill.

Levels 1 and 2 indicate significant training or practice with that Skill. For example, Medical Level 1 or 2 represents the sort of experience that a typical nurse, paramedic, or young family doctor might possess. Similarly, a low-ranking army officer (lieutenant or captain) would probably have Military Sciences at Level 1 or 2. Level 1 can also represent the "end result" of a graduate or post-graduate degree.

Levels 3 and 4 indicate considerable experience with a particular Skill. For example, Medical Level 3 or 4 represents the skills that a hospital surgeon or a family doctor with years of practice will have. Similarly, a seasoned knight who has lead several successful campaigns might have Military Sciences at Level 3 or 4.

Levels 5 and 6 indicate a true expert in a particular Skill. For example, Medical Level 5 or 6 would represent a doctor who is renowned as a life saver and hero. Similarly, a decorated colonel or general field commander would have Military Sciences at Level 5 or 6.

Higher Levels are indeed possible (see Genius Skills, below) but relative expertise can often be better represented by the difference in Stats and Attributes. Two police offers may be expert detectives (each with Police Sciences Level 5), but if one is the other's superior, he or she will also have higher Stats or related Attributes.

No Skill Level is needed for casual expertise. Someone who drives a car on his or her way to work or has passed a first aid course would not require Driving Level 1 or Medical Level 1. A street gang member may know a thing or two about breaking and entering, but probably lacks the training and experience to have Burglary Level 1. A student who has taken a high school or even undergraduate course probably does not have a Skill Level, unless they were particularly interested in the course material.

Conversely, a character may have high Skill Levels without any formal training, because he or she has used the Skill in daily life for many years (such as a brawny farm worker having the Powerlifting Skill). Characters should rarely possess Skill Levels at their maximum allowed Level, since this achievement reflects an incredibly high degree of proficiency. A character with a Skill Level of 5 or 6 is widely regarded as the best in his or her field.

GENIUS SKILLS

A Skill Level beyond the usual Level 6 limit is a "genius Skill" representing unusual mastery — for example, a mechanical genius might have Mechanic Level 8. The GM may allow PCs or NPCs to have genius Skills if their background supports it. A character with a Genius Skill might even have the Hounded Defect (page 96). It is strongly recommended that genius Skill Levels in *BESM* never exceed Level 12.

SKILL SPECIALISATIONS

A character must select one Specialisation for each Skill, such as bowyer/fletcher, carpentry, leatherworking, metalworking, pottery, tailoring, or woodworking for the Artisan Skill. This Specialisation comes with the Skill at no extra cost. He or she may acquire two additional Specialisations for a Skill at a cost of 1 Character Point. A Specialisation provides an extra +1 bonus over the Skill Level to appropriate tasks. The section below suggests several Specialisations for each Skill; more can be invented with GM permission.

EXAMPLE: CREATING A CHARACTER

Rebecca looks at the complete list of Tabitha's Skills (from the Nekojin and Mecha Pilot Template, plus the extra Skills added later), and assigns the following free Specialisations to them:

Acrobatics: Balance Level 2, Computers: Networks Level 1, Electronics: Sensors Level 2, Medical: Emergency Response Level 1, Military Sciences: Strategy Level 2, Navigation: Space Level 2, Piloting: Spacecraft Level 3, Sleight of Hand: Pick Pocketing Level 3, Stealth: Silent Movement Level 2

SKILL DESCRIPTIONS AND COSTS

Each Skill has its own description, which indicates game effects and the Stat which is usually most relevant to the Skill's use, should a Skill check be needed. Game mechanics for using Skills in play are described under Skill checks (page 137), but there is no need to worry about them while designing a character. Simply choose those Skills that most closely fit your concept.

A Skill Level costs 1 to 3 Points depending on the Skill's utility in the campaign.

Background Skills cost 1 Point/Level. These are Skills which only occasionally have a significant utility for a typical adventure in the genre.

Adventure Skills costs 2 Points/Level. These are Skills which are often prove important in an adventure within that genre.

Genre Skills cost 3 Points/Level. These are Skills that are central to a particular genre.

The Multi-Genre Skill category is a "default" cost for a typical action-oriented anime campaign; this is also used in *BESM*'s Multiverse setting. Table 6-1: Character Point Costs for Skills gives alternative costs for campaigns that focus on a particular genre such as romance or law enforcement, where certain Skills are more or less important than the default cost assumption.

DESIGNING NEW SKILLS

If you need to create a new Skill for your character to expand beyond that which is presented here, simply determine if the new Skill would best be described as a Background Skill, Adventure Skill, or Genre Skill. Once you've determine the cost of the Skill, select an appropriate Specialisation that applies to your character. New Skills must be approved by the Game Master, of course.

DESIGNER'S NOTE

KEEPING IT SIMPLE

Use the Skill costs under the Multi-Genre entry in Table 4-3, regardless of the nature of your campaign. Also, do not assign Specialisations to Skills and ignore all Specialisation rules. Finally, if you really want to simplify your game, do not use Skills at all when creating characters.

ACROBATICS

MULTI-GENRE COST: 3 Points/Level
RELEVANT STAT: Body
SPECIALISATIONS: Balance, Flexibility, Jumps, Tumbling

The ability to perform feats of agility with minimal chance for injury. Includes jumping, flipping, contorting, and reacting quickly.

ADMINISTRATION

MULTI-GENRE COST: 1 Point/Level
RELEVANT STAT: Mind
SPECIALISATIONS: Accounting, Banking, Executive, Fraud, Government, Marketing, Real Estate, Negotiating, Small Business, Stewardship

The ability to organise, run, and understand part or all of an organisation (such as a business, government, or association). This Skill is also useful for locating new employees.

ANIMAL TRAINING

MULTI-GENRE COST: 2 Points/Level
RELEVANT STAT: Soul
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 a Mind Stat of 1-2.

ARCHITECTURE

MULTI-GENRE COST: 1 Point/Level
RELEVANT STAT: Mind
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.

AREA KNOWLEDGE

MULTI-GENRE COST: 1 Point/Level
RELEVANT STAT: Mind
SPECIALISATIONS: One specific locale (city, forest, sea, desert, mountain) within the area

Knowledge of the geography and people of a single area (choose one area) and a specific locale within it. 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.

ARTISAN

MULTI-GENRE COST: 1 Point/Level
RELEVANT STAT: Average of Body and Soul
SPECIALISATIONS: Bowyer / Fletcher, Carpentry, Leatherworking, Metalworking, Plumbing, Pottery, 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.




CHALI
6.12.01

Biological Sciences
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Bacteria/Viruses, Botany, Ecology, Genetics, Physiology, Zoology

This field covers scientific knowledge of how living things function.

Boating
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Average of Body and Mind
Specialisations: Hovercraft, Hydrofoils, Large Ships, Small Boats, Submarines

The ability to safely operate a watercraft.

Burglary
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body or Mind
Specialisations: Breaking-and-Entering, Hot-Wiring, Safe Cracking

The ability to open locks, quietly cut glass, hot-wire car ignitions, etc. The ability does not cover disarming electronic security systems, which is handled by Electronics (Security) Skill.

Climbing
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body
Specialisations: Natural Surfaces, Poles, Vegetation, Walls

The ability to scale vertical surfaces with or without the use of specialised climbing equipment.

Computers
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Artificial Intelligence, Databases, Electronic Warfare, Intrusion/Security, Networks, Programming

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.

Controlled Breathing
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body or Soul
Specialisations: Calm, 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."

Cultural Arts
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Archaeology, Rare Object Appraisal, History, Literature, Nobility, Urban Legends

Knowledge of aspects of human culture (or another species' culture).

Demolitions
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body or Mind
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.

Disguise
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Costume, Make-up, Prosthetics

The ability to change one's personal appearance in an attempt to deceive others.

Domestic Arts
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind or Soul
Specialisations: Cleaning, Cooking, Decorating, Home Budgeting

The ability to efficiently organise and run a household.

Driving
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body or Mind
Specialisations: Armoured Fighting Vehicle (tanks, APCs, etc.), Big Rig (large tractor/trailer trucks), Bus, Car, Giant Robot, Motorcycle, Small Truck (vans, pick-ups, hi-cubes), Teamster (Draft Animals), Walker

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc.

Electronics
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high Levels, design) electronic equipment.

Etiquette
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Lower Class, Middle Class, Upper Class

The knowledge of polite, proper, and inoffensive behaviour in social settings.

Foreign Culture
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: One Specific Culture

This reflects knowledge of the history, religion, ethics, and lifestyle of foreign cultures. Select one culture for each Skill Level.



Forgery
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Electronic Documents, Handwriting, Paper Documents

The ability to counterfeit documents and papers. This Skill can be used in conjunction with the Computers Skill.

Gaming
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind or Soul (Body for some video games)
Specialisations: Board Games, Computer Games, Gambling/Card Games, Military Simulations, Role-Playing Games

The ability to play various games and simulations well.

Interrogation
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind or Soul
Specialisations: Drugs, Psychological, Physical

The ability to convince someone to provide information against his or her will. Can also be used to help withhold information when being questioned by an enemy.

Intimidation
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body, Mind, or Soul
Specialisations: Business, Political, Street

The ability to convincingly project a "tough guy" image. 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.

Languages
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Any one language, Braille, Code Language, Lip Reading, Sign Language

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write: 1 (Level 1), 2 (Level 2), 3-4 (Level 3), 5-7 (Level 4), 8-11 (Level 5), or 12-16 (Level 6) foreign languages. Multiple Specialisations will be listed for Languages — the first is the character's native language (a free Specialisation), while the others are foreign languages.

Law
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Civil, Criminal, Customs, Family, International, Political

Knowledge of legal procedure and practice. In addition to lawyers, many police officers, politicians, and superbeings have the Law Skill at Level 1 or 2. All Specialisations, except International, are specific to one country or region only (for example, "American Criminal Law").

Mechanics
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind (sometimes Body)
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 Artisan for archaic weapons.

Medical
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Obstetrics, Pathology, Pharmacy, Surgery, Veterinary

Knowledge of how to heal the body. A typical general practitioner would Specialise in Diagnosis, while most police officers or paramedics Specialise in Emergency Response.

Military Sciences
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
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 include individuals who pick up similar Skills (and often recruit ex-military personnel).

Navigation
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
Specialisations: Air, Highway, Sea, Space, Undersea, Urban, Wilderness

The ability to read maps or use specialised navigation equipment (including electronic sensors, if appropriate to the setting). The Navigation Skill will help a character find the fastest/safest route to a destination. The commander of a large vessel is usually a skilled navigator, even if he or she has only slight knowledge of Boating or Piloting.

Occult
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
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.



IDOL
Page 124
Kaori Nagumo is the latest global singing sensation, and has millions of dedicated fans worldwide.

Performing Arts
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Average of Body, Mind, and Soul
Specialisations: Comedy, Dance, Drama, Musical Instrument, Public Speaking, Singing, Fast Talking

The ability to perform well before an audience, and to evoke an emotional response through the art form.

Physical Sciences
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Astronomy, Biochemistry, Chemistry, Engineering, Geology, Mathematics, Physics

Scientific training in the way the universe works, including the necessary background knowledge.

Piloting
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Average of Body and Mind
Specialisations: Heavy Airplane (usually multi-engine), Helicopter, Jet Fighter, Light Airplane (usually single-engine), Lighter than Air Craft, Spacecraft, Walker

The ability to operate air or space vehicles, and also walking or transformable giant robots with aircraft-style control layouts. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

Poisons
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Alien, Natural, Synthetic

The ability to recognise, concoct, apply, and neutralise a variety of poisons and toxins.

Police Sciences
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind
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).

Powerlifting
Multi-Genre Cost: 3 Points/Level
Relevant Stat: Body
Specialisations: Bulky Objects, Free Weights, Humans, Moving Objects, Small Objects (Hand-Held)

The ability to perform feats of strength with minimal chance for injury. Includes lifting or pushing heavy objects, stopping objects in motion, and supporting large masses.

Riding
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body, Mind or Soul
Specialisations: By 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.

Seduction
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body or Soul
Specialisations: Emotional, Physical, Political, Verbal

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 preferences.

Sleight of Hand
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Body
Specialisations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

A character with this Skill (also known as "prestidigitation") has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

Social Sciences
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Anthropology, Geography, Politics, Psychology, Social Work, Sociology, Theology

Understanding of the way people function in society as well as societal behavioural patterns.

Sports
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body (sometimes Mind or Soul)
Specialisations: Baseball, Basketball, Cricket, Football, Hockey, Skateboarding, Volleyball, etc.

The ability to play well with others in a team or individual sporting event with specialised rules.

Stealth
Multi-Genre Cost: 3 Points/Level
Relevant Stat: Body (sometimes Mind)
Specialisations: Camouflage, Concealment, Silent Movement

The ability to disguise objects or people so that they blend into their surroundings. This also includes the ability to conceal small objects on one's person and the ability to move silently.

Street Sense
Multi-Genre Cost: 2 Points/Level
Relevant Stat: Mind or Soul
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.

Swimming
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body
Specialisations: Competition, Deep-Sea Diving, Free Diving, Recreational, Scuba, Snorkelling

The character is skilled at swimming or diving. The GM may assume that any character in a modern setting can swim even without this Skill. A swimmer can usually move at a speed equal to his or her Body Stat in kilometres per hour for short distances.

Urban Tracking
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind
Specialisations: Academic, Corporate, Residential, Underworld

Urban Tracking is the ability to "shadow" someone (or follow a vehicle in another vehicle) through an industrialised, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.

Visual Arts
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Body, Mind, or Soul (often an average)
Specialisations: Animation, Carving, Drawing, Flower Arranging, Painting, Photography, Sculpting, Video

The ability to produce a work of fine or commercial art in a particular visual field.

Wilderness Survival
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind (sometimes Body)
Specialisations: Aquatic, Arctic, Desert, Forest, Jungle, Mountain, Plains

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify edible and useful wild plants and animals.

Wilderness Tracking
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Mind (sometimes Soul)
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.

Writing
Multi-Genre Cost: 1 Point/Level
Relevant Stat: Average of Mind and Soul
Specialisations: Academic, Fiction, Journalistic, Poetic, Religious, Technical

The ability to communicate ideas or emotions in a written work, though a person without this Skill may still know how to read and write.

VARYING SKILL COSTS BY GENRE

The Point cost of a Skill is based on its utility in the game and not on the difficulty of learning the Skill. Table 6-1: Character Point Costs for Skills provides a list of Character Point costs for 30 popular gaming genres, settings, and themes, as well as a multi-genre cost that represents an average for use in games where the genre or setting frequently changes.

For example, in a typical super-powered setting, action, scientific, and combat-oriented Skills are fairly costly, while political, diplomatic, and business Skills are inexpensive. The reverse is true in a soap opera setting.

Use Table 6-1 as a guideline for determining how much a particular Skill should be worth in your particular campaign.

TABLE 6-1: CHARACTER POINT COSTS FOR SKILLS

Skill	Multi-Genre All Campaigns	Modern Day Action Adventure	Modern Day Animal Adventures	Modern Day Conspiracy	Modern Day Law Enforcement
Acrobatics	3	3	3	2	2
Administration	1	1	1	1	1
Animal Training	2	2	2	1	1
Architecture	1	1	2	1	1
Area Knowledge	1	1	3	1	2
Artisan	1	1	1	1	1
Biological Sciences	1	1	1	2	1
Boating	2	2	1	2	2
Burglary	2	2	2	2	3
Climbing	2	2	2	2	2
Computers	2	2	1	3	2
Controlled Breathing	1	1	1	1	1
Cultural Arts	1	1	1	1	1
Demolitions	1	2	1	2	2
Disguise	2	2	2	3	2
Domestic Arts	1	1	1	1	1
Driving	2	3	1	2	3
Electronics	2	2	1	2	2
Etiquette	1	1	1	1	1
Foreign Culture	2	1	1	1	1
Forgery	1	1	1	3	2
Gaming	1	1	1	1	1
Interrogation	2	2	2	2	3
Intimidation	2	3	2	2	2
Languages	1	1	1	1	1
Law	1	1	1	1	3
Mechanics	2	2	1	2	2
Medical	2	2	2	2	2
Military Sciences	2	2	2	2	2
Navigation	2	1	2	1	1
Occult	2	1	1	2	1
Performing Arts	1	1	2	1	1
Physical Sciences	1	1	1	1	1
Piloting	2	2	1	2	2
Poisons	1	1	1	2	1
Police Sciences	2	1	1	2	3
Powerlifting	3	2	2	2	2
Riding	1	1	1	1	1
Seduction	2	2	2	2	2
Sleight of Hand	2	2	2	2	2
Social Sciences	1	1	1	1	1
Sports	1	1	1	1	1
Stealth	3	2	3	2	2
Street Sense	2	1	1	1	2
Swimming	1	1	1	1	1
Urban Tracking	1	1	2	2	2
Visual Arts	1	1	1	1	1
Wilderness Survival	1	1	3	1	1
Wilderness Tracking	1	1	2	1	1
Writing	1	1	1	1	1

Skill	Modern Day Loony Cartoons	Modern Day Occult / Horror	Modern Day Pulp	Modern Day Reality TV	Modern Day Romantic Comedy
Acrobatics	3	2	3	3	2
Administration	1	1	1	1	1
Animal Training	1	1	1	2	1
Architecture	1	2	1	1	1
Area Knowledge	2	1	1	1	2
Artisan	1	1	1	2	1
Biological Sciences	1	2	1	1	1
Boating	1	1	2	2	1
Burglary	2	2	2	2	2
Climbing	2	2	2	3	2
Computers	2	2	1	1	3
Controlled Breathing	1	1	1	2	1
Cultural Arts	1	3	3	1	2
Demolitions	3	1	2	1	1
Disguise	2	2	2	1	2
Domestic Arts	1	1	1	2	3
Driving	2	2	2	2	2
Electronics	2	2	2	1	1
Etiquette	1	1	1	1	2
Foreign Culture	1	1	2	1	1
Forgery	1	1	2	1	2
Gaming	2	1	1	2	1
Interrogation	2	2	1	2	2
Intimidation	2	2	2	2	2
Languages	1	2	1	1	1
Law	1	1	1	1	1
Mechanics	1	1	2	1	1
Medical	1	2	2	1	1
Military Sciences	1	2	2	2	1
Navigation	1	2	2	2	1
Occult	1	3	2	1	1
Performing Arts	2	1	1	2	2
Physical Sciences	1	3	2	1	1
Piloting	2	1	3	1	1
Poisons	1	1	1	1	1
Police Sciences	1	2	2	1	1
Powerlifting	3	1	1	3	1
Riding	1	1	1	1	1
Seduction	1	2	2	2	3
Sleight of Hand	2	2	2	2	2
Social Sciences	1	2	1	1	1
Sports	2	1	1	3	2
Stealth	2	2	2	2	2
Street Sense	2	2	2	2	2
Swimming	1	1	1	2	1
Urban Tracking	2	2	2	2	2
Visual Arts	1	1	1	1	1
Wilderness Survival	1	1	1	2	1
Wilderness Tracking	1	1	1	2	1
Writing	1	1	1	1	1



ADJUSTING SKILL COSTS

While some genres bring to mind certain campaign styles instantly, such as the "deniable assets" of a cyberpunk setting, alternate campaigns may require some Skill cost adjustments. For example, if the GM runs a cyberpunk campaign (using the Cyberpunk / Biopunk Skill costs) with player characters taking the roles of law enforcement, the Skill costs for Law and Police Sciences may be raised to 3 Points/Level each.

The Game Master should also adjust Point costs when blending multiple campaign themes. It is recommended that the GM uses the highest Point value of amongst the themes. This method will result in more Skills requiring a greater number of Points, and thus the GM should also reduce the costs of some less frequently used Skills. For example, when running an Occult/Action Adventure campaign, the Occult Skill is probably best set at the higher 3 Points/Level cost (the Occult campaign cost) to reflect its importance. Conversely, if

TABLE 6-1: CHARACTER POINT COSTS FOR SKILLS (CONT.)

Skill	Modern Day Soap Opera	Modern Day Superhero	Modern Day Urban Fantasy	Historical 20th Century War	Historical Age of Pirates
Acrobatics	1	3	2	1	2
Administration	3	1	1	1	1
Animal Training	1	2	2	1	1
Architecture	1	1	1	1	1
Area Knowledge	1	1	3	1	1
Artisan	1	1	1	1	2
Biological Sciences	1	2	1	1	1
Boating	1	1	2	2	3
Burglary	2	2	2	2	2
Climbing	1	2	2	2	2
Computers	2	2	2	2	—
Controlled Breathing	1	1	1	1	1
Cultural Arts	2	1	2	1	1
Demolitions	1	1	1	2	2
Disguise	2	2	2	2	2
Domestic Arts	2	1	1	1	1
Driving	2	2	2	3	1
Electronics	1	2	1	2	—
Etiquette	2	1	1	1	1
Foreign Culture	1	1	1	1	1
Forgery	1	1	1	1	1
Gaming	1	1	1	1	2
Interrogation	2	2	2	2	2
Intimidation	2	2	2	2	3
Languages	1	1	1	1	1
Law	2	1	1	1	1
Mechanics	1	2	2	2	1
Medical	3	2	2	2	2
Military Sciences	1	2	1	3	2
Navigation	1	1	1	2	3
Occult	1	2	3	1	1
Performing Arts	2	1	2	1	1
Physical Sciences	1	1	1	1	1
Piloting	1	2	1	3	—
Poisons	1	1	1	1	1
Police Sciences	2	2	2	1	—
Powerlifting	2	3	2	2	2
Riding	1	1	1	1	1
Seduction	3	2	2	2	2
Sleight of Hand	2	2	2	2	2
Social Sciences	1	1	1	1	1
Sports	1	1	1	1	1
Stealth	2	2	3	2	2
Street Sense	2	2	2	2	2
Swimming	1	1	1	1	2
Urban Tracking	2	3	2	2	2
Visual Arts	1	1	2	1	1
Wilderness Survival	2	1	1	2	3
Wilderness Tracking	2	1	1	2	2
Writing	1	1	2	1	1

Skill	Historical Ancient China / Japan	Historical Ancient Egypt	Historical Ancient Rome / Greece	Historical Middle Ages	Historical Old West
Acrobatics	3	2	2	2	2
Administration	1	1	1	1	1
Animal Training	2	2	2	2	3
Architecture	2	3	2	2	1
Area Knowledge	1	1	1	1	1
Artisan	2	2	2	2	2
Biological Sciences	1	1	1	1	1
Boating	1	1	2	2	1
Burglary	2	2	2	2	2
Climbing	1	1	1	1	1
Computers	—	—	—	—	—
Controlled Breathing	1	1	1	1	1
Cultural Arts	2	1	3	1	1
Demolitions	1	1	1	1	2
Disguise	2	2	2	2	2
Domestic Arts	1	1	1	1	1
Driving	—	—	—	—	—
Electronics	—	—	—	—	—
Etiquette	2	2	2	1	1
Foreign Culture	1	1	1	1	1
Forgery	1	1	1	1	1
Gaming	1	1	1	1	3
Interrogation	2	2	2	2	2
Intimidation	2	2	2	2	2
Languages	1	1	1	1	1
Law	1	1	2	1	1
Mechanics	1	1	1	1	2
Medical	2	2	2	3	2
Military Sciences	2	2	3	2	2
Navigation	3	2	2	2	2
Occult	2	2	1	2	2
Performing Arts	1	1	1	1	1
Physical Sciences	1	1	2	1	1
Piloting	—	—	—	—	—
Poisons	2	3	2	2	1
Police Sciences	—	—	—	—	1
Powerlifting	2	2	1	2	2
Riding	3	2	2	3	3
Seduction	2	2	2	2	2
Sleight of Hand	1	1	1	1	1
Social Sciences	1	1	1	1	1
Sports	1	1	3	1	1
Stealth	2	2	2	2	2
Street Sense	2	2	2	3	2
Swimming	1	1	1	1	1
Urban Tracking	2	2	2	2	2
Visual Arts	1	1	1	1	1
Wilderness Survival	2	3	2	2	2
Wilderness Tracking	2	2	2	2	2
Writing	1	1	1	1	1

the Artisan Skill will be used infrequently, they should be set at the lower 1 Point/Level cost (the Action/Adventure campaign cost).

REALLOCATING POINTS IN SKILLS

In some campaigns, characters may end up travelling to another time or dimension. If this travel results in a high-cost Skill becoming useless, the Game Master may allow the player to reallocate Character Points in Skills between adventures to reflect what the character has learned in the new land.

For example, if a 21st century investigator has travels back in time to ancient China, his Driving and Area Knowledge Skills are useless. After several adventures and some rough experiences the GM could allow the character to trade those Skills for Levels in Chinese Foreign Culture and Languages. If the character ever makes it back to his own time, he will be allowed to swap the Skills back after a period of readjustment.

TABLE 6-1: CHARACTER POINT COSTS FOR SKILLS (CONT.)

Skill	Historical Steampunk	Historical Stone Age	Fantasy High Fantasy	Fantasy Low Fantasy	Futuristic Cyberpunk / Biopunk
Acrobatics	2	1	2	2	2
Administration	1	1	1	1	2
Animal Training	1	2	2	2	1
Architecture	1	1	1	1	2
Area Knowledge	1	2	2	1	1
Artisan	1	2	1	1	1
Biological Sciences	1	1	1	1	3
Boating	2	1	2	2	2
Burglary	2	—	2	2	2
Climbing	2	2	2	2	2
Computers	—	—	—	—	3
Controlled Breathing	1	1	1	1	1
Cultural Arts	2	1	1	1	1
Demolitions	1	—	1	1	1
Disguise	2	1	2	2	2
Domestic Arts	2	2	1	1	1
Driving	3	—	—	—	2
Electronics	—	—	—	—	3
Etiquette	2	1	2	1	1
Foreign Culture	2	1	3	3	2
Forgery	1	—	1	1	1
Gaming	1	1	1	2	1
Interrogation	2	2	2	2	2
Intimidation	2	2	2	2	2
Languages	1	1	1	1	1
Law	1	1	1	1	1
Mechanics	3	—	1	1	2
Medical	2	2	2	2	2
Military Sciences	2	1	3	2	2
Navigation	2	2	2	2	1
Occult	2	2	3	2	1
Performing Arts	1	1	1	1	1
Physical Sciences	2	1	1	1	1
Piloting	3	—	2	—	2
Poisons	2	1	2	2	1
Police Sciences	1	—	1	1	2
Powerlifting	2	3	2	2	2
Riding	1	2	2	2	1
Seduction	2	2	2	2	2
Sleight of Hand	1	1	2	2	1
Social Sciences	2	1	1	1	1
Sports	1	1	1	1	1
Stealth	2	2	2	3	2
Street Sense	1	—	1	2	3
Swimming	1	2	1	1	1
Urban Tracking	1	—	1	1	2
Visual Arts	1	1	1	1	1
Wilderness Survival	2	3	2	3	1
Wilderness Tracking	2	3	2	2	1
Writing	2	—	1	1	1

Skill	Futuristic Hard SF	Futuristic Mecha	Futuristic Post Apocalyptic	Futuristic Soft SF	Futuristic Space Opera
Acrobatics	2	2	2	2	3
Administration	1	1	1	1	1
Animal Training	1	1	2	1	1
Architecture	1	1	1	1	1
Area Knowledge	1	1	1	1	1
Artisan	1	1	2	1	1
Biological Sciences	3	1	2	2	2
Boating	2	2	2	2	2
Burglary	1	2	2	2	2
Climbing	1	1	2	1	1
Computers	3	2	1	2	2
Controlled Breathing	1	1	1	1	1
Cultural Arts	1	1	1	1	1
Demolitions	1	2	2	1	1
Disguise	1	1	1	1	3
Domestic Arts	1	1	1	1	1
Driving	2	3	2	2	2
Electronics	2	2	2	2	2
Etiquette	1	1	1	1	1
Foreign Culture	1	2	1	1	1
Forgery	1	1	1	1	1
Gaming	1	1	1	1	1
Interrogation	2	2	2	2	2
Intimidation	2	2	2	2	2
Languages	1	1	1	3	1
Law	1	2	1	1	1
Mechanics	2	3	2	2	2
Medical	2	2	3	2	2
Military Sciences	2	2	2	2	2
Navigation	2	2	2	2	2
Occult	1	1	1	1	1
Performing Arts	1	1	1	1	1
Physical Sciences	3	2	1	2	2
Piloting	2	3	2	2	3
Poisons	1	1	1	1	1
Police Sciences	2	1	1	1	1
Powerlifting	2	2	2	2	2
Riding	1	1	2	1	1
Seduction	2	2	2	3	2
Sleight of Hand	1	1	1	1	1
Social Sciences	2	1	1	3	1
Sports	1	1	1	1	2
Stealth	2	2	3	2	2
Street Sense	2	2	2	2	2
Swimming	1	1	1	1	1
Urban Tracking	1	1	1	1	1
Visual Arts	1	1	1	1	1
Wilderness Survival	1	1	3	1	1
Wilderness Tracking	1	1	2	1	1
Writing	1	1	1	1	1





CHAPTER 7: DEFECTS

STEP 8: 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. If assigned to Items (see page 37), Defects indicate flaws or drawbacks for the object.

It is recommended that your character have no more than eight Defects including any in Occupational Templates (but not including those that are part of other Templates). In most cases two to five Defects are appropriate.

DEFECT RANKS

Defects have a negative Point cost — that is, they give back Character Points to your character, depending on how severely the Defect will impact your character's life. Defects that do not inflict a significant disadvantage (such as a weakness to bullets made from the ice of planet Pluto) are not worth any negative Points.

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

Lesser — Lesser Defects reduce the final cost of your character by 1, 2, or 3 Points.

Greater — Greater Defects reduce the final cost of your character by 2, 4, or 6 Points.

Serious — Serious Defects reduce the final cost of your character by 3, 6, or 9 Points.

Radical — Radical Defects reduce the final cost of your character by a much greater value, usually 4, 8, or 12 Points or possibly 10, 20, or 30 Points. Other combinations are also possible.

UNUSED POINTS

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

1. You may return to the previous steps and continue to acquire Stats, Templates, or Attributes, increasing your Character Point cost up to the starting total.
2. You may assign the unused Points to the Unknown Power Attribute (see page 59), which allows the GM to assign abilities to you that are appropriate to the story as it unfolds.
3. You may decide to save the unused Character Points for future consideration.

APPROPRIATE DEFECTS

Defects include both normal character flaws and some that are most appropriate for more-than-human characters or equipment. Most Defects are appropriate for all characters. The significant exceptions are Achilles Heel, Awkward Size, Bane, Involuntary Change, and Vulnerability — all of which are most applicable to nonhuman or superhuman characters, or to Items.



TECH GENIUS
Page 130
They knew that Bobby was special when he created a perpetual motion machine as a science fair project.

DEFECTS AND DUAL IDENTITIES

If a character maintains a dual identity through the Skeleton in the Closet (Secret Identity) Defect, some other Defects may not affect him or her in one of the identities. For example, a masked vigilante may be wanted by the police on murder charges (the Wanted Defect), but his or her alternate identity may be a respected politician. In these instances, the character will receive fewer Points back from the Defect.

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

Defects associated with an Alternate Form (page 18) usually affect only that Form's Point total. The GM may decide that some of these Defects function the same as they do for the Skeleton in the Closet Defect, though (at lower value), rather than apply to the Alternate Form directly.

DESIGNER'S NOTE

KEEPING IT SIMPLE

All characters require -10 Points of Defects. Select four Defects of your choice, each having a different Point total: -1 Point, -2 Points, -3 Points, and -4 Points (for a total of -10 Points).

EXAMPLE: CREATING A CHARACTER

Tabitha needs an additional -10 Points of Defects to balance her character to 350 Points. Rebecca selects the following: Blind Fury -2 Points (she freaks when animals are abused), Ism -2 Points (she's a woman in a man's field of work), Marked -3 Points (her feline features are very distinctive in the Orb Radiant), Nemesis -3 Points (one plasma bird smuggler has it out for her).

ACHILLES HEEL

A Greater Defect. The character loses twice as many Health 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 fire-based villain taking extra damage from water, 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).

-2 Points The attack form is rare.
-4 Points The attack form is uncommon.
-6 Points The attack form is common.

TABLE 7-1: DEFECTS

Defect Name	Category	Points	Page
Achilles Heel	Greater	-2 / -4 / -6	94
Awkward Size	Radical	-4 to -40	94
Bane	Serious	-3 / -6 / -9	95
Blind Fury	Greater	-2 / -4 / -6	95
Conditional Ownership	Lesser	-1 / -2 / -3	95
Confined Movement	Greater	-2 / -4 / -6	95
Cursed	Greater	-2 / -4 / -6	96
Easily Distracted	Lesser	-1 / -2 / -3	96
Girl/Guy Magnet	Lesser	-1 / -2 / -3	96
Hounded	Greater	-2 / -4 / -6	96
Impaired Manipulation	Serious	-3 / -6 / -9	96
Impaired Speech	Serious	-3 / -6 / -9	98
Inept Attack	Radical	-10 / -20 / -30	98
Inept Defence	Radical	-10 / -20 / -30	98
Involuntary Change	Lesser	-1 / -2 / -3	98
Ism	Greater	-2 / -4 / -6	98
Less Capable	Lesser	-1 to -10	98
Marked	Lesser	-1 / -2 / -3	99
Nemesis	Lesser	-1 / -2 / -3	100
Not So Tough	Greater	-2 / -4 / -6	100
Owned	Greater	-2 / -4 / -6	100
Phobia	Lesser	-1 / -2 / -3	100
Physical Impairment	Serious	-3 / -6 / -9	100
Recurring Nightmares	Lesser	-1 / -2 / -3	100
Reduced Damage	Serious	-3 / -6 / -9	101
Red Tape	Lesser	-1 / -2 / -3	101
Sensory Impairment	Serious	-3 / -6 / -9	101
Significant Other	Lesser	-1 / -2 / -3	101
Skeleton in the Closet	Greater	-2 / -4 / -6	101
Special Requirement	Greater	-2 / -4 / -6	102
Unappealing	Lesser	-1 / -2 / -3	103
Unique Defect	Special	Special	103
Vulnerability	Serious	-3 / -6 / -9	103
Wanted	Greater	-2 / -4 / -6	103
Weak Point	Greater	-2 / -4 / -6	103

AWKWARD SIZE

A Radical Defect. This Defect only applies to Items; characters should acquire a Size Template instead (page 108). Awkward Size means the Item is notably larger and more massive than an ordinary human. An Item with Awkward Size may have trouble fitting through openings and moving through narrow alleys, and is much easier to notice. The larger the Item, the more Points this Defect will be worth. "Height" usually refers to the Item's longest dimension.

Additionally, larger Items make bigger targets in ranged combat. For every Awkward Size category the target is larger than the attacker, the attacker gains a +1 bonus to hit with a ranged weapon. Conversely, for every Awkward Size category the target is smaller than the attacker, the attacker receives a -1 penalty with a ranged weapon. For example, if a Size 2 Item and a Size 8 Item are in ranged combat, the Size 2 Item gains a +6 bonus to hit while the Size 8 Item gains a -6 penalty to hit.

Table 7-2 shows the progression of mass and height. Select a size and then assign a mass (usually within that range). The ranges of size 0 (the usual standard) are shown for comparison.

TABLE 7-2: AWKWARD SIZE TABLE

Size	Points	Height	Typical Mass
0	0	1 – 2 metres	50 – 150 kg
1	-4	3 – 4 metres	200 – 1,200 kg
2	-8	5 – 8 metres	1.5 – 8 tonnes
3	-12	9 – 15 metres	10 – 60 tonnes
4	-16	16 – 30 metres	75 – 500 tonnes
5	-20	31 – 60 metres	550 – 4,000 tonnes
6	-24	61 – 125 metres	4 k – 30 k tonnes
7	-28	126 – 250 metres	40 k – 250 k tonnes
8	-32	251 – 500 metres	300 k – 2 M tonnes
9	-36	501 – 1,000 metres	2 M – 15 M tonnes
10	-40	1,000 – 2,000 metres	2 M – 125 M tonnes

BANE

A Serious Defect. 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 Attributes in some way.

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.

-3 Points The Bane causes minor damage (20 Points/round of exposure).
-6 Points The Bane causes moderate damage (40 Points/round of exposure).
-9 Points The Bane causes severe damage (60 Points/round of exposure).

BLIND FURY

A Greater Defect. 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 Soul Stat roll, 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.

-2 Points Initiating the Blind Fury is difficult; reverting to normal emotional state is easy.
-4 Points Initiating the Blind Fury and reverting to a normal emotional state are both moderately difficult.
-6 Points Initiating the Blind Fury is easy; reverting to normal emotional state is difficult.

CONDITIONAL OWNERSHIP

A Lesser Defect. This Defect can only be taken by a Companion or Item. It means the Item or Companion actually belongs to another person or organisation instead of the creating character. 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 or allies 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 or allies 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 or allies under specific orders. A government owned time travel device would probably fall under this category. Using the objects at any other time results in incarceration, physical punishment, or even death.

-1 Point Mild conditions are imposed on the objects' ownership and usage.
-2 Points Strict conditions are imposed on the objects' ownership and usage.
-3 Points Severe conditions are imposed on the objects' ownership and usage.

CONFINED MOVEMENT

A Greater Defect. This Defect prevents the character from leaving a narrowly defined area. This may represent an undead villain that is cursed to haunt a particular place, an android that is programmed to follow a specific guard route, or someone under house arrest or forbidden to leave the country.



-2 Points Restricted to a large area (100 km radius), such as a single county or large city.
-4 Points Restricted to a small area (1 km radius), such as a small town or large, multi-structure complex.
-6 Points Restricted to a tiny area (100 m radius), such as a small village or single building.

CURSED

A Greater Defect. 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). A curse may also be assigned to an entity race of beings. 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.

-2 Points The character suffers from a slight disadvantage.
-4 Points The character suffers from a moderate disadvantage.
-6 Points The character suffers from a severe disadvantage.

EASILY DISTRACTED

A Lesser Defect. 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 Point The character is distracted by a trigger that is encountered infrequently.
-2 Points The character is distracted by a few infrequent triggers, or by one trigger that is encountered frequently.
-3 Points The character is distracted by several infrequent triggers, or by one trigger that is encountered constantly.

GIRL/GUY MAGNET

A Lesser Defect. 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. This Defect should only be taken if the character would be bothered by such attention, but lacks the will to take extreme measures to drive them off. 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 Point At any one time, only a couple of girls/guys are actively chasing the character.
-2 Points Three or more girls/guys are after the character; a new one appears every few adventures.
-3 Points Swarms of girls/guys may be after the character; a new one appears nearly every adventure.

HOUNDED

A Greater Defect. The character is recognisable by many people, and thus it is difficult for him or her to keep secrets or maintain a private life. In a modern setting, journalists and photographers follow the character's movements regularly, and report his or her actions on television, in newspapers, and on websites. Hounded is a particularly significant disadvantage for someone who maintains a secret identity.

-2 Points The constant attention the character receives is slightly inconvenient.
-4 Points The constant attention the character receives is moderately inconvenient.
-6 Points The constant attention the character receives is severely inconvenient.

IMPAIRED MANIPULATION

A Serious Defect. The ability to manipulate objects with hands or other appendages is one of the major advantages that humans have over other species. If a character lacks these abilities, due to natural design or an unfortunate accident, he or she will be at a significant disadvantage.

-3 Points The character only has one usable arm. He or she cannot hold onto objects while punching or using a hand-held weapon.
-6 Points The character has rudimentary manipulative ability using paws or talons, such as a bear, octopus, dragon, or bird. It can grapple and lift things, but not perform tasks that require fine manipulation or tool use, such as firing a pistol or using most hand-held Items.
-9 Points The character has no useable arms. He or she cannot carry hand-held weapons, grab or push objects, or punch enemies in combat. This rank includes animals with no manipulative ability, such as horses, fish, or snakes.

IMPAIRED SPEECH

A Serious Defect. The ability to communicate through language is another major advantage that humans have over other animals. If a character lacks these abilities, due to natural design or serious injury, he or she will be at a significant disadvantage. This ability does not refer to comprehension of speech, which is based on the Mind Stat and the Language Skill, but the ability to produce it. A hearing-impaired individual will have Sensory Impairment (page 101).

-3 Points The character has a severe speech impediment, which will give him or her a significant (-3) penalty on rolls where clear or quick speech is required. This can also represent an entity whose speech is clear to his or her own species but on



an unusual wavelength or mode that prevents easy communication with other races.

-6 Points The character can communicate with a range of sounds that carry emotional content but which are not language, such as the sounds made by normal animals.

-9 Points The character is completely mute with no way to verbally communicate.

INEPT ATTACK

A Radical Defect. 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 the Attack Combat Value. The Defect cannot be taken if it would lower the Value below 0. See page 105 more information on the Attack Combat Value.

-10 Points The character's Attack Combat Value is decreased by 1 Point.

-20 Points The character's Attack Combat Value is decreased by 2 Points.

-30 Points The character's Attack Combat Value is decreased by 3 Points.

INEPT DEFENCE

A Radical Defect. 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 Defence Combat Value penalty. The Defect cannot be taken if it would lower the Value below 0. See page 105 for more information on the Defence Combat Value

-10 Points The character's DCV is decreased by 1 Point.

-20 Points The character's DCV is decreased by 2 Points.

-30 Points The character's DCV is decreased by 3 Points.

INVOLUNTARY CHANGE

A Lesser Defect. This Defect is only available to characters who have the Alternate Form or Alternate Identity Attributes. The character may accidentally change from base form to the Alternate Form (or vice versa), or an external trigger (opponent, ally, 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 an Item pushed; transforms in times of stress; transforms when a substance (such as water or sunlight) touches the character; etc.

This Defect is assigned once to indicate the character can accidentally change from human to the alternate identity, or vice versa. The Defect is assigned twice if the character can transform both ways unintentionally.

-1 Point It is difficult to trigger the Involuntary Change.

-2 Points It is moderately easy to trigger the Involuntary Change.

-3 Points It is easy to trigger the Involuntary Change.

ISM

A Greater Defect. 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 any contentious discrimination issues, and their role in the game, before play begins, to ensure no one will be uncomfortable role-playing a character subject to them.

-2 Points The character experiences a small degree of discrimination.

-4 Points The character experiences a large degree of discrimination.

-6 Points The character experiences a severe degree of discrimination.

LESS CAPABLE

A Lesser Defect. The three game Stats indicate the same level of ability in all aspects of each Stat: the Body Stat represents all physical aspects, the Mind Stat represents all mental aspects, and the Soul Stat represents all spiritual and willpower aspects. Some characters may have one or more aspects of a Stat at a less proficient level than the rest of the Stat aspects, however, and this is where the Less Capable Defect comes in.

For example, a bulky brawler might have a high strength, excellence endurance, fast running speed, good manual dexterity, and healthy immune system ... but be rather clumsy. This would fit a character with a Body Stat of 8 or 10, with the Less Capable (Agility) Defect at -5 Points. Similarly, a witty, perceptive, and insightful academic genius that happens to have a surprisingly bad memory might have a Mind Stat of 9, with the Less Capable (Memory) Defect at -3 Points.

Every Stat has a multitude of aspects associated with it, that are considered either Major Aspects (aspects that arise frequently in a game) or Minor Aspects (aspects that arise infrequently).

For every -1 Point in Less Capable (Major Aspect), the character suffers a -1 penalty to Stat or Skill rolls that relate to that aspect of the Stat.

For every -1 Point in Less Capable (Minor Aspect), the character suffers a -2 penalty to Stat or Skill rolls that relate to that aspect of the Stat.

Each Stat has three Major and three Minor Aspects listed below. Players may create additional Aspects with the Game Master's input.

Body

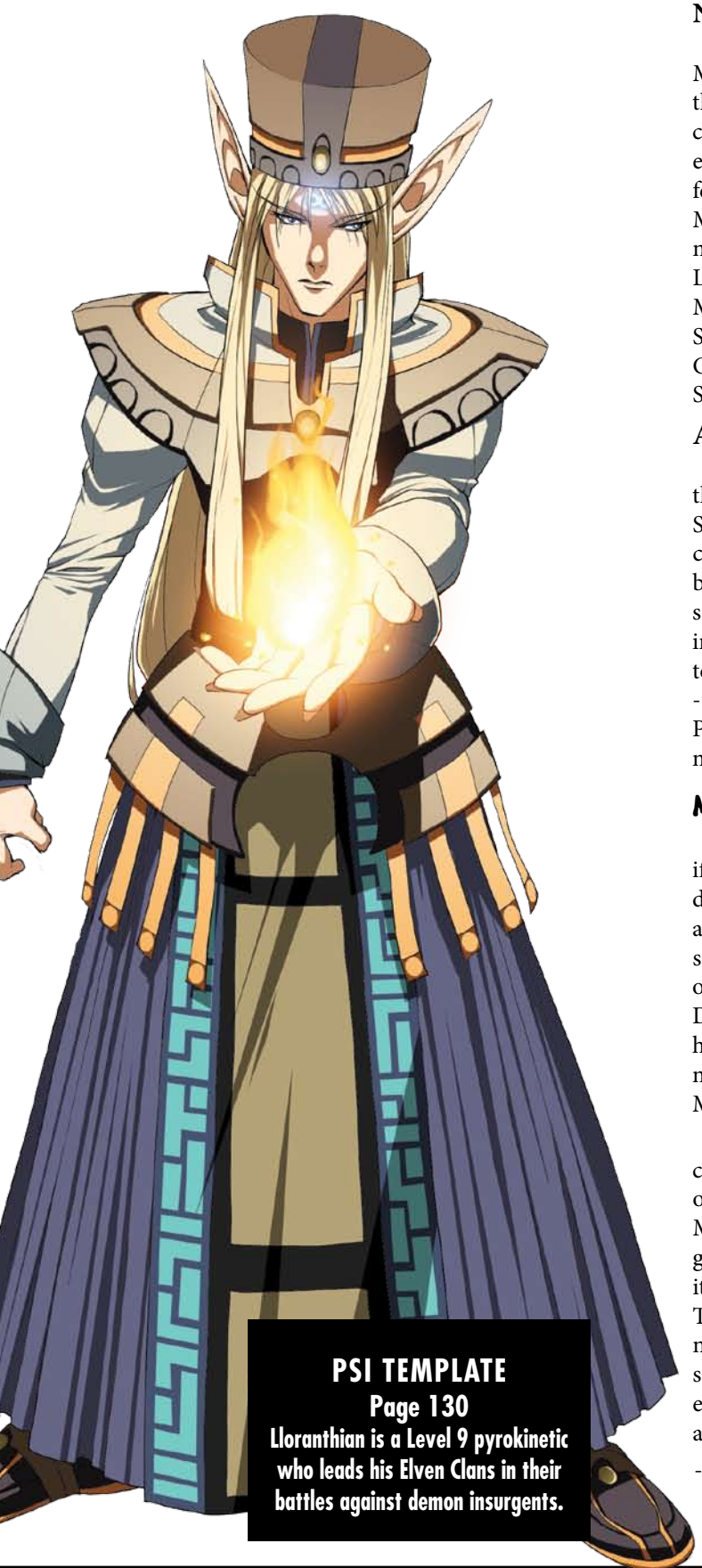
Major — Agility, Endurance, Strength

Minor — Immune System, Manual Dexterity, Running Speed

Mind

Major — Creativity, Perception, Reason

Minor — Common Sense, Intuition, Memory



PSI TEMPLATE
Page 130
Lloranthian is a Level 9 pyrokinetic who leads his Elven Clans in their battles against demon insurgents.

Soul

Major — Charisma, Luck, Willpower

Minor — Composure, Empathy, Self-Discipline

New Aspects

These Aspects and their classification as Major or Minor are examples only. The GM can redefine or rename these Aspects, or create others that better reflect particular character concepts or the nature of a setting, or what elements of achievement the GM wishes to emphasise. A few examples of alternate Aspects, which could be Major or Minor depending on their emphasis and exact definition, may include: (for Body): Co-ordination, Looks, Fitness, Lower-Body Strength, Muscle, Upper-Body Strength; (for Mind): Focus, Intellect, Judgement, Mechanical Aptitude; Savvy, Wit, Wisdom; (for Soul): Artistic Ability, Courage, Charm, Gravitas, Leadership, Inspiration, Piety, Presence, Sanity . . . and many others are possible.

All Stat Aspects

There are rare occasions in which a character may need the Less Capable Defect to apply to all aspects of a specific Stat. This usually applies to characters that undergo a radical change from one form to another, such as that induced by the Alternate Form Attribute (page 18). For example, a scientist character with a Mind Stat of 11 who transforms into a hulking beast may need to reduce his or her Mind Stat to 3 with a Less Capable Mind Defect. For this application, a -1 is applied to the character's specific Stat rolls for every -10 PT of the Less Capable Defect assigned. All Derived Values must be recalculated for this application of Less Capable.

MARKED

A Lesser Defect. 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.

When considering assigning the Marked Defect, consider what would seem out of the ordinary and the focus of attention. Most animals, for example, would not have Marked since it's normal for them to be animals. A rare jade-green tiger would certainly qualify for Marked, though, since it is quite out of the ordinary. Also, a female monkey saving Tokyo as a magical girl would also qualify, since it is not a normal calling for a monkey. In a traditional high-fantasy setting, most of the standard races (elves, dwarves, halflings, etc.) would also not have Marked since most of those races are common enough to avoid attracting attention.

-1 Point — The mark is easily concealable because it is small or in an inconspicuous location.

-2 Points The mark can be concealed, but this is difficult because it is large or in an obvious location.
-3 Points Under most circumstances, the mark cannot be concealed because it affects the character's entire body.

NEMESIS

A Lesser Defect. 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 criminal may be pursued by a specific law enforcement officer 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 Advancement Points (page 8) to eliminate the Defect permanently.

-1 Point The Nemesis is merely annoying and/or interferes infrequently.
-2 Points The Nemesis may actively try to harm the character and/or interferes frequently.
-3 Points The Nemesis will always harm the character given the opportunity, and/or interferes constantly.

NOT SO TOUGH

A Greater Defect. The character is less durable than his or her Body and Soul Stats would otherwise suggest. This Defect is appropriate for characters with a "glass jaw," or those who succumb to physical trauma easily.

-2 Points The character's Health Points are decreased by 5 Points.
-4 Points The character's Health Points are decreased by 10 Points.
-6 Points The character's Health Points are decreased by 15 Points.

OWNED

A Greater Defect. 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. Owned should not normally be assigned to Companions; additionally, it is only applicable to Items if that Item itself impedes the freedom of the character who possesses it.

-2 Points The organisation has partial ownership of the character; the character is subject to slight punishment for opposing the owners.
-4 Points The organisation has significant ownership of the character; the character is subject to moderate punishment for opposing the owners.
-6 Points The organisation has total ownership of the character; the character is subject to severe punishment for opposing the owners.

PHOBIA

A Lesser Defect. 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 Point The character has a slight phobia or one that is encountered infrequently.
-2 Points The character has a moderate phobia or one that is encountered frequently.
-3 Points The character has a severe phobia or one that is encountered constantly.

PHYSICAL IMPAIRMENT

A Serious Defect. The character has a physical impairment that makes aspects of daily life more challenging. Possible impairments include: one or more missing (or unusable) legs, amnesia, 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. See also the more specific Impaired Speech (page 96), Impaired Manipulation (page 96), and Sensory Impairment (page 101) Defects.

-3 Points The impairment is a slight inconvenience to the character.
-6 Points The impairment is a moderate inconvenience to the character.
-9 Points The impairment is a severe inconvenience to the character.

RECURRING NIGHTMARES

A Lesser Defect. 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 Point The nightmares occur infrequently and have a slight effect on the character's lifestyle.

-2 Points The nightmares occur frequently and have a moderate effect on the character's lifestyle.
-3 Points The nightmares occur constantly and have a severe effect on the character's lifestyle.

REDUCED DAMAGE

A Serious Defect. The character inflicts reduced damage in combat, possibly due to feebleness, lack of combat experience, youth, etc. At the GM's discretion, this Defect may be assigned multiple times to indicate extreme damage reduction. For example, a very old and decrepit grandfather might have Reduced Damage at -30 Points: damage reduced by 2 (-6 Points), half ACV added to damage (-6 Points), and Damage Multiplier -2 (-18 Points).

-3 Points Damage the character delivers in combat is reduced by 1.
-6 Points The character only adds half his or her Attack Combat Value when determining attack damage.
-9 Points The character's Damage Multiplier (page 105) is reduced by 1.

RED TAPE

A Lesser Defect. 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 thug (or a medieval noble) may be required to pay a percentage of his or her take to the regional boss or face some very strict penalties.

The Red Tape Defect is usually inappropriate for characters created via the Companion Attribute.

-1 Point 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 Points The Red Tape impedes a character both before and after a major action, and/or is difficult to manage most of the time.
-3 Points The Red Tape impedes a character before, after, and during a major action, and/or is extremely difficult to manage most of the time.

SENSORY IMPAIRMENT

A Serious Defect. 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 significant (-3) penalty on rolls 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, -3 Points). 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, -6 Points) instead.

-3 Points 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).
-6 Points The character has completely lost a primary sense (sight or hearing), or has two diminished primary senses, or has completely lost multiple secondary senses.
-9 Points The character has completely lost a primary sense (sight or hearing) and multiple secondary senses.

SIGNIFICANT OTHER (S.O.)

A Lesser Defect. A character with this Defect has someone for whom he or she will 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, teammates, 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 Point but is treated as a -3 Points Defect by the GM in terms of the frequency with which it affects the game.

The S.O. Defect is inappropriate for most Companions and almost all Items.

-1 Point The S.O. is rarely placed in grave danger and appears infrequently.
-2 Points The S.O. is often placed in grave danger and appears frequently.
-3 Points The S.O. is always placed in grave danger and appears constantly.

SKELETON IN THE CLOSET

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

For example, most criminals have a -1 Point Skeleton in the Closet: they have committed crimes that could send them to jail or worse, but usually there is no easily available evidence. If their secret is discovered, they will usually have Skeleton in the Closet replaced by an equal or higher value Wanted Defect. A -3 Point Skeleton is usually reserved for characters who face destruction or death if their secret is discovered such as a flesh-eating alien living among humans or an undercover agent that has infiltrated a terrorist organisation.

The Skeleton in the Closet Defect also applies to someone who has a secret identity that he or she wishes to conceal. The value depends on the consequences if the secret is revealed, and thus is heavily dependent on the nature and actions of the character. For instance, if a undercover agent's identity is revealed, enemies can target the character and his or her family more easily. Whether this is a -1, -2, or -3 Points depends on the position of the character, popularity of the character, how many enemies he or she has, how easily the character can maintain a normal lifestyle, etc. When in doubt, assume that most characters who have secret identities gain the -2 Points Defect.

Skeleton in the Closet is only appropriate for Companions if the player character is aware of the secret and must strive to protect it, since its exposure would be harmful to him or her as well through "guilt by association" and/or the loss of an important ally or friend.

-2 Points The Skeleton is difficult to discover, and/or the consequences of discovery are slight, and/or the character's reputation will be impacted slightly.

-4 Points 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.

-6 Points 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

A Greater Defect. This Defect means the character has a Special Requirement that must be fulfilled in order for him or her to continue to function normally. This might include a cyborg's need for batteries, a vampire's thirst for blood, a chronically ill patient's requirement for medicine, a god's need for worship, a fairy's need for belief in its existence, an addict's need for a fix, or a baby's need for constant attention. 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



ARTIFICER
Page 121
Blake White creates weapons and gadgets for the black market, based on classified stolen alien technology.

not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. Thus, if a robot requires regular changes of batteries instead of (rather than as well as) food, this is not a Special Requirement unless these batteries are rarer or more costly than ordinary food would be. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

-2 Points The Special Requirement is easy to obtain and/or needed infrequently.
-4 Points The Special Requirement is difficult to obtain and/or needed frequently.
-6 Points The Special Requirement is extremely difficult to obtain and/or needed constantly.

UNAPPEALING

A Lesser Defect. An Unappealing character may find it difficult to blend into a crowd because his or her appearance is distinctive. The term "unappealing" does not necessarily mean ugly but can also refer to a bad smell, manner of speech, or even an unpleasant habit that provokes a consistently negative reaction.

This Defect is often taken in conjunction with the Marked Defect (page 99). A monstrous, ugly creature is usually both Unappealing and Marked. On the other hand, a beautiful, winged angel would be Marked (the presence of wings) but not Unappealing.

-1 Point The character is slightly unappealing.
-2 Points The character is moderately unappealing.
-3 Points The character is severely unappealing.

UNIQUE DEFECT

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

-1 to -3 Points The Defect occurs infrequently and/or has a slight effect on the character.
-2 to -6 Points The Defect occurs frequently and/or has a moderate effect on the character.
-3 to -9 Points The Defect occurs constantly and/or has a severe effect on the character.

Unique Defect Example: Hard Coding

A Lesser Defect. A character with the Hard Coding 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 will not "attack innocent people" or their friends and allies.

-1 Point The character's restriction applies to very few people, or the character has slight reservations.
-2 Points The character's restriction applies to many people, or the character has strong reservations.
-3 Points The character's restriction applies to a large group of people, or the character has extremely strong reservations.

VULNERABILITY

A Serious Defect. The character has a critical weakness to a specific object, environment, thought, activity, or condition. When in close proximity to the Vulnerability, it can temporarily strip the character of his or her Attributes. The Vulnerability should only affect the character rarely, however, since it impacts him or her so severely. This Defect is mostly applicable to non-humans or superhumans.

-3 Points The character's accessible Attribute Levels all drop by one-quarter (round up) when affected by the Vulnerability.
-6 Points The character's accessible Attribute Levels all drop by one-half (round up) when affected by the Vulnerability.
-9 Points The character cannot use any Attributes when affected by the Vulnerability.

WANTED

A Greater Defect. The character is wanted by the law, a powerful criminal, or private organisation that has placed a price on 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, but 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).

-2 Points The reward, contract, or other incentive offered to hunt the character is minor.
-4 Points The reward, contract, or other incentive offered to hunt the character is significant.
-6 Points The reward, contract, or other incentive offered to hunt the character is extreme.

WEAK POINT

A Greater Defect. Weak Point is usually applied to non-humans or Vehicle Items, but can represent an old injury or wound that a foe can exploit. The Item possesses an abnormal weak point. If the Weak Point is ever hit during combat with a Called Shot (page 150), the result is an automatic double-damage critical hit (page 146). If the attacker rolls a natural critical hit (margin of success of 12 or greater), the target is immediately reduced to 0 Health Points and falls unconscious or is destroyed (GM option). 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.

-2 Points The weak point is tiny (-6 extreme Called Shot penalty).
-4 Points The weak point is small (-3 significant Called Shot penalty).
-6 Points The weak point is large (-1 slight Called Shot penalty).


Dillon '00

CHAPTER 8: FINISHING TOUCHES

STEP 9: CALCULATE DERIVED VALUES

Calculate the character's Derived Values. These numbers are based directly on the Body, Mind, and Soul Stats and thus do not afford any choices of Point distribution.

COMBAT VALUE

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

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

The base Combat Value is found by adding together all the Stat Values and divide by three, rounding down ([Body + Mind + Soul] ÷ 3).

The Attack Combat Value is equal to the base Combat Value, +1 per Level of the character's Attack Combat Mastery Attribute.

The Defence Combat Value is equal to the base Combat Value, +1 per Level of the character's Defence Combat Mastery Attribute.



DAMAGE MULTIPLIER

A character's Damage Multiplier is 5. It is increased by +1 per Level of the character's Massive Damage Attribute. Also, when muscle power is involved, Superstrength can increase the Damage Multiplier by +1/Level as well.

HEALTH POINTS

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (i.e. your character is knocked unconscious or even dies). Damage delivered in combat is subtracted from your character's current Health Point total. If the total ever falls below zero, the character is rendered unconscious and may die if he or she does not receive medical attention.

The base number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5 ([Body + Soul) x 5])

Increase Health Points by +5 for every Level of the Tough Attribute (page 57) the character possesses. Reduce Health Points by -5 for every -2 Points of the Not So Tough Defect (page 100) that the character possesses.

ENERGY POINTS

Characters possess a personal reserve of energy that is depleted when carrying out difficult tasks. Energy Points are needed to fuel Attributes that are associated with the Deplete Restriction. If your character's Energy Point total is ever reduced to 0, he or she will fall unconscious from exhaustion.

Energy Points are also used to represent deprivation such as hunger, thirst, fatigue, lack of sleep, and even intense emotion such as crippling fear or stress. In some instances (such as hunger and thirst) if a character's Energy Points are at 0 and continue to decline, he or she will begin to lose Health Points instead.

In extreme moments, player characters and significant NPCs can use Energy Points to temporarily provide a bonus to any dice roll the character makes. The character may spend these Points after rolling the dice. Each +1 bonus burns 10 Energy Points. A character may add a maximum bonus to a single roll equal to his or her Soul Stat. See Dramatic Feats, page 148, for more information.

Caution! The over-use of Energy Points can slow the pace of a game and greatly increase the amount of bookkeeping. Additionally, your character may tire quickly if you assign the Deplete Restriction to several Attributes, preventing him or her from using them over sustained periods. Whether this is appropriate for your character or not depends on how you envision your hero.

To calculate your character's initial Energy Point total, add together the Mind Stat and Soul Stat and multiply by 5 ([Mind + Soul] x 5). Increase Energy Points by 5 for every Level of the Energy Bonus Attribute (page 30) the character possesses.

Shock Value

For games in which damage should have more realistic effects, characters should also calculate their Shock Value. 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 from 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. For more information on Shock Value and its applications, see page 158.

The Shock Value is equal to the character's maximum Health Points divided by 5. ([Health Points] ÷ 5). Increase Shock Value by 10 for each assignment of the Combat Technique (Hardboiled) Attribute (page 22). A character's Shock Value cannot exceed one-half his or her Health Point total.

Finishing Up

Once the numerical component of the character is designed, you should show him or her to the GM, who may have a few suggestions for fine-tuning the character to better fit the game. Otherwise, the character is ready for play!

DESIGNER'S NOTE

Keeping It Simple

Do not use Energy Points or Shock Value in your game. Ignore all rules and character options associated with them.

Example: Creating a Character

After calculating Tabitha's Derived Values, Rebecca is ready (and very anxious!) to start playing! Her final creation reads as follows:

Name: Tabitha Yamamoto
Size: Medium
Points: 350 Points

Value	Points	Stat
7	70	Body Stat
5	50	Mind Stat
6	60	Soul Stat

Attack Combat Value 7 (Unarmed 9; Mecha Weapons 9)
Defence Combat Value 6 (Unarmed 8; Piloting 8)
Damage Multiplier 5 (Mecha Weapons 7)
Health Points 60
Shock Value 12
Energy Points 60

Level	Points	Attribute
1	10	Attack Combat Mastery
2	4	Combat Technique (Leap Attack, Lightning Reflexes)
1	2	Divine Relationship
3	3	Features (Appearance: Cute, Low-Light Vision, Retractable Claws)
1	2	Heightened Senses (Hearing)
	80	Item (Space Freighter; page 175 with modifications)
2	8	Massive Damage (Mecha Weapons)
2	6	Melee Attack (Unarmed)
2	6	Melee Defence (Unarmed)
2	4	Organisational Ties (Captain of mercenary team)
2	6	Ranged Attack (Mecha Weapons)
2	6	Ranged Defence (Piloting)
2	6	Skill: Acrobatics (Balance)
1	2	Skill: Computers (Networks)
2	4	Skill: Electronics (Sensors)
1	2	Skill: Medical (Emergency Response)
2	4	Skill: Military Sciences (Strategy)
2	4	Skill: Navigation (Space)
3	6	Skill: Piloting (Spacecraft)
3	6	Skill: Sleight of Hand (Pick Pocketing)
2	4	Skill: Stealth (Silent Movement)
2	4	Special Movement (Cat-Like, Wall-Bouncing)
1	2	Weapon "Claws"

Points	Defect
-2	Blind Fury (Animal abuse)
-1	Easily Distracted (Things that distract cats)
-2	Ism (Sexism)
-3	Marked (Feline)
-3	Nemesis (Smuggler)

TOTAL: 350 Points


Julie Dillon
'00

CHAPTER 9: TEMPLATES

STEP 4: CONSIDER TEMPLATES

Templates are ready-to-use archetypes you can assign to your character to speed up the character creation process. They are subdivided into several categories:

- Size Templates
- Racial Templates
- Occupational Templates
- Power Templates

Assigning templates is optional, but is recommended for novice players, or players who are not familiar with the openness of a point-based creation systems like the one presented in *BESM*. You can create a character without using them, simply by selecting Stats, Attributes, Skills, and Defects (Chapters 3-6) appropriate to your character and campaign.

READING TEMPLATES

Rather than providing absolute entries to a Template (such as Mind Stat 2, or Melee Attack Level 4), Templates either add or subtract from your initial character design. For example, a Template for a Race of unintelligent and near-thoughtless demons might indicate "-2 Mind Stat"; similarly, an Occupational Template for a warrior might indicate "+4 Melee Attack (Sword)." Add or subtract the appropriate values to Stats, Attributes, Skills, and Defects to or from your existing character. For example, if your character already had Melee Attack Level 2, and you gained through a Template +4 Melee Attack, his or her Melee Attack Level increases to Level 6. If, however, your character did not possess the Melee Attack Attribute at all, simply assign him or her the new Melee Attack Level 4 (since 0 + 4 = 4).

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

OTHER TEMPLATE NOTES

- Templates indicate both the Levels and Point cost of all entries.
- If an Attribute does not indicate a specific Variable or Restriction is assigned as well, it is not associated with that use of the Attribute.
- If a Skill does not indicate a Specialisation, you are free to select one of your choice.
- Skill costs are taken from the multi-genre column of Table 4-5. You may need to adjust the final cost if you are using a different column.
- Template entries will normally affect your character's Derived Values, so adjust appropriately.
- Some Templates work better if assigned during character creation than during advancement. Size and Racial Templates are usually restricted to character creation, for example, unless the events follow logically during the campaign.
- The human Racial Template is worth 0 Points and does not offer any Attributes or Defects.
- Base Templates can be made into more powerful versions by simply adding abilities.
- You are encouraged to create your own Templates, by either modifying the ones presented herein or constructing your own from scratch.

SIZE TEMPLATES

Size Templates help describe the benefits and drawbacks your character receives for being any size other than medium (i.e. the of a normal human). Size Ranks in *BESM* are shown

DESIGNER'S NOTE

HITTING MODIFIERS

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

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

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

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

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

in Table 9-1: Size Modifiers, along with a summary of effects. In brief, larger characters gain the following modifiers compared to shorter characters: taller, more massive, stronger, more damaging, tougher skin, faster, have a hard time hitting targets with ranged attacks, and easier to hit with ranged attacks.

DESIGNER'S NOTE

SIZE AND MELEE COMBAT

We decided to have combat size modifiers only apply to ranged attacks, and not melee attacks. While it may be true that a fly is a very small target for a sword swing, and a giant is a very large target, other factors come into play in melee.

In close-quarters combat, the opponents are not usually just standing still and hitting each other — they are dodging, jockeying for position, stepping to-and-fro, and parrying. A tiny character side-stepping out of the way of an attack might only seem to move a few inches to a medium character, but a gargantuan opponent doing the same side-step probably removed him or herself completely out of the medium character's reach! Also, parrying becomes much more difficult if the opponent is significantly stronger (i.e. larger).

Consequently, we believe the bonuses and penalties would cancel each other, and thus did not apply size modifiers to melee combat.

At the discretion of the GM, though, an attack from a much larger opponent might effectively have one or more Ranks of the Area Variable (page 70). For example, even though a flyswatter doesn't have the Area Variable assigned, it can certainly cause great trauma to a formation of ants. To the ants, the flyswatter acts as though it did have the Area Variable. Use common sense when considering the effects of a melee weapon (including unarmed attacks) against substantially smaller targets.

LARGER CHARACTERS

For every size rank greater than medium, or when increasing each size rank, consider the following cumulative modifiers:

- x2 Height and x8 Mass (-1 Point)
- x10 lifting capacity (+12 Points)
- +4 to all damage delivered (+10 Points)
- +4 Armour Rating (+4 Points)
- -1 to hit with a ranged attack, when appropriate (-5 Points)
- -1 defending against ranged attacks (-5 Points)
- x2 Distance when using a thrown weapon (+3 Points)
- x2 Running speed (+2 Points)

TOTAL: +20 Points

SMALLER CHARACTERS

For every size rank smaller than medium, or when decreasing each size rank, consider the following cumulative modifiers:

- ÷2 Height and ÷8 Mass (+1 Point)
- ÷10 Lifting capacity (-12 Points)
- -4 to all damage delivered (-10 Points)
- -4 Armour Rating or +4 to all damaged received (-4 Points)
- +1 to hit with a ranged attack, when appropriate (+5 Points)
- +1 defending against ranged attacks (+5 Points)
- ÷2 Distance when using a thrown weapon (-3 Points)
- ÷2 Running speed (-2 Points)

TOTAL: -20 Points

TABLE 9-1: SIZE MODIFIERS

Size Rank	Size Rank	Typical Height / Length	Typical Mass	Lifting Capacity	Damage Modifier	Armour Rating or Damage Received	Ranged Attacks Bonus to Hit/Defend	Range/Speed Multiplier
Speck	-8	1 – 4 mm	1 mg – 5 mg	÷ 100 M	-32	-32 AR (or +32)	+8	÷ 250
Minute	-7	5 – 9 mm	6 mg – 40 mg	÷ 10 M	-28	-28 AR (or +28)	+7	÷ 125
Wee	-6	1 – 2 cm	50 mg – 500 mg	÷ 1 M	-24	-24 AR (or +24)	+6	÷ 60
Teeny	-5	3 – 4 cm	1 g – 5 g	÷ 100 k	-20	-20 AR (or +20)	+5	÷ 30
Fine	-4	5 – 9 cm	6 g – 30 g	÷ 10 k	-16	-16 AR (or +16)	+4	÷ 15
Diminutive	-3	10 – 24 cm	50 g – 300 g	÷ 1 k	-12	-12 AR (or +12)	+3	÷ 8
Tiny	-2	25 – 49 cm	800 g – 2 kg	÷ 100	-8	-8 AR (or +8)	+2	÷ 4
Small	-1	50 – 99 cm	6 – 20 kg	÷ 10	-4	-4 AR (or +4)	+1	÷ 2
Medium	0	1-2 metres	50 – 150 kg	Same	0	0	0	0
Large	1	3 – 4 metres	200 – 1,200 kg	x 10	+4	+4 AR	-1	x 2
Huge	2	5 – 8 metres	1.5 – 8 tonnes	x 100	+8	+8 AR	-2	x 4
Gargantuan	3	9 – 15 metres	10 – 60 tonnes	x 1 k	+12	+12 AR	-3	x 8
Colossal	4	16 – 30 metres	75 – 500 tonnes	x 10 k	+16	+16 AR	-4	x 15
Enormous	5	31 – 60 metres	550 – 4,000 tonnes	x 100 k	+20	+20 AR	-5	x 30
Monstrous	6	61 – 125 metres	4 k – 30 k tonnes	x 1 M	+24	+24 AR	-6	x 60
Towering	7	126 – 250 metres	40 – 250 k tonnes	x 10 M	+28	+28 AR	-7	x 125
Monumental	8	251 – 500 metres	300 – 2 M tonnes	x 100 M	+32	+32 AR	-8	x 250



ASSIGNING SIZE

Look at Table 9-1 and select the Size Rank that best describes your character. Then select an appropriate mass for that size, adjusting appropriately if your character varies from the human norm (for example, not sharing human proportions, not made of flesh and bone, etc.). For example, if an animal does not have any ranged attacks, it clearly makes no sense to penalise its Attack Combat Value when using a ranged attack.

You can record the modifiers as descriptive terms on your character sheet or you can record them in terms of Attributes and Defects, as noted below:

Height and Mass Modifier

Each x2 Height and x8 Mass is a Unique Defect (Big and Heavy). Points returned: 1 Point.

Each ÷2 Height and ÷8 Mass is a Unique Attribute (Small and Light). Total cost: 1 Point.

Lifting Capacity

Each x10 lifting modifier adds +3 Levels of Superstrength (No Damage Multiplier Increase). Total cost: 12 Points.

Each ÷10 lifting modifier subtracts 3 Levels of Superstrength (No Damage Multiplier Increase). If this drops the character below 0 Levels of Superstrength, record it as a Unique Defect (Lifting Capacity ÷10) instead. Points returned: 12 Points.

Damage Modifier

Each +4 damage modifier is a Unique Attribute (+4 Attack Damage). Total cost: 10 Points.

Each -4 damage modifier is a Unique Defect (-4 Attack Damage). Points returned: 10 Points.

Armour Rating

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

Each -4 Armour Rating penalty subtracts 2 Levels of Armour. If this drops your character below 0 Levels of Armour, record it as a Unique Defect (Suffers +4 Extra Damage Each Attack) instead. Points returned: 4 Points.

Hitting with Ranged Attacks

Each +1 bonus to hit with ranged attacks adds +1 to Attack Combat Value during ranged attacks only, but ignore the extra damage delivered when adding ACV to final damage. Total cost: 5 Points.

Each -1 penalty to hit with ranged attacks adds Inept Attack -5 (Ranged Attacks), but ignore the reduced damage delivered when adding ACV to final damage. Points returned: 5 Points.

Defending Against Ranged Attacks

Each +1 bonus to defend against ranged attacks adds +1 to Defence Combat Value during ranged attacks only. Total cost: 5 Points.

Each -1 penalty to defend against ranged attacks adds Inept Defence -5 (Ranged Attacks). Points returned: 5 Points.

Throwing Distance

Each x2 distance modifier is a Unique Attribute (x2 Thrown Weapon Distance). Total cost: 3 Points.

Each ÷2 distance modifier is a Unique Defect (÷2 Thrown Weapon Distance). Points returned: 3 Points.

Running Speed

Each x2 speed modifier adds Special Movement +1 (Fast). It does not affect the Land Speed or Superspeed Attributes. Total cost: 2 Points.

Each ÷2 speed modifier reduces 1 Level of Special Movement (Fast). If the character does not have this Attribute, record it as a Unique Defect (÷2 Running Speed) instead. It does not affect the Land Speed or Superspeed Attributes. Points returned: 2 Points.

Large Template Example

SIZE: Large

LEVEL	POINTS	ATTRIBUTE
+2	+4	Armour (Armour Rating 4)
+1	+2	Special Movement (Fast)
+3	+12	Superstrength (No Damage Multiplier Increase)
+1	+10	Unique Attribute (+4 Attack Damage)
+1	+3	Unique Attribute (x2 Thrown Weapon Distance)
	POINTS	**DEFECT**
	-5	Inept Attack (Ranged Attacks)
	-5	Inept Defence (Ranged Attacks)
	-1	Unique Defect (Big and Heavy)

TOTAL: +20 Points

Tiny Template Example

SIZE: Tiny

LEVEL	POINTS	ATTRIBUTES
+2	+10	Attack Combat Mastery (Ranged Attacks)
+2	+10	Defence Combat Mastery (Ranged Attacks)
+2	+2	Unique Attribute (Small and Light)
	POINTS	**DEFECT**
	-24	Unique Defect (Lifting Capacity ÷100)
	-20	Unique Defect (-8 Attack Damage)
	-6	Unique Defect (÷4 Thrown Weapon Distance)
	-8	Unique Defect (Suffers +8 Extra Damage Each Attack)
	-4	Unique Defect (÷4 Running Speed)

TOTAL: -40 Points

INANIMATE OBJECT MODIFIERS

When a size category is assigned to an inanimate object (such as a mecha), the Item must have either the Feature (Negative Size Category) Attribute or the Awkward Size Defect (pages 32 and 94). Each Feature Level costs 4 Points, while each Awkward Size rank returns 4 Points.

Just like the rule for characters, smaller Items can hit larger Items in ranged combat more easily, and larger Items have a harder time hitting smaller Items. For every Size Rank the target is smaller than the attacker, the attacker suffers a -1 penalty to hit with a ranged weapon. Conversely, for every Size Rank the target is larger than the attacker, the attacker receives a +1 bonus with a ranged weapon. For example, a if a diminutive Item (Size -3) and a huge Item (Size 2) are in ranged combat, the diminutive Item gains a -5 bonus to hit while the huge Item gains a -5 penalty to hit.

RACIAL TEMPLATES

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

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

SKILLS IN RACIAL TEMPLATES

Most Racial Templates do not have any Skills within them to ensure that the Templates remain as broadly representational of the race as possible. In other words, unless an aptitude for a specific Skill is ingrained within the entire race, it is not included in the Template.

For example, most dwarves are fine craftsmen who have honed their talents working with stone and metal. If a dwarf was taken immediately after birth, though, and placed with a family of humans at a temple in Japan on Earth, would he automatically gain the related earth-working Skills by adolescence? Probably not, which is why such Skills are not part of the dwarf Template.

MARKED DEFECT IN RACIAL TEMPLATES

The Marked Defect is also not included in any template, since it is a social limitation that is dictated by the campaign setting. Playing a Haud or Spider Demon in a game set within the sylvan forest of Aradia would certainly call for assigning the Marked Defect, but playing the same character in a campaign set in the race's native homeland would not. You should add Marked to your character only if he or she stands out compared to the normal population of that setting.

TABLE 9-2: RACIAL TEMPLATES

Template	Point Cost	Page
Android Battle-Maid	150	111
Dark Elf	50	112
Dwarf	30	112
Fairy	0	113
Giant Living Robot	120	114
Grey	100	114
Half-Dragon	80	114
Half-Oni	60	114
Half-Orc	40	115
Haud	170	115
Homo Psyche	40	116
Key, Skeleton	180	116
Nekojin	20	117
Shapechanger	70	117
Slime	10	117
Snow Maiden	90	118
Spider Demon	130	118
Vampire	160	118
Woolie	50	120
Yurei	140	120

RACE VS. SPECIES

DESIGNER'S NOTE

Creatures are often incorrectly identified as different "races" in RPGs when they are actually different "species." Species have wildly different genetics or features — in traditional fantasy, different species include elves, dwarves, gnomes, halflings, orcs, etc. The Elf species may be further subdivided into several races: dark, wood, high, plains, ice, water, grey, etc.

While we recognise that "species" is the more correct term, role-players are more familiar with "selecting a race," and thus we are using the designation "Racial Templates."

ANDROID BATTLE-MAID

Image: page 112. The latest product to hit the market, these robotic gynoids resemble cute teenage girls, often dressed in a frilly maid outfit ... a clever disguise for a machine with the fighting power of a combat android (for bodyguard duties) and the processing abilities of a cutting-edge minicomputer. Most serve as personal assistant-bodyguards for senior corporate executives and politicians (or their children). They are still experimental prototypes, and a few beta-test designs were misplaced due to a clerical error and possibly mixed in with a shipment of more mundane domestic models. Who knows where they might have ended up? They are hardwired with only a few basic Skills. Their Power Flux Attribute provides 4 Flux Points usable to acquire Skills from purchased (or perhaps pirated) software programmes.

In the Anime Multiverse, these Battle-Maids can be found accidentally shipped to many worlds ... but most are found on Earth.



Battle-Maid Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+10	+20	Armour (Armour Rating 20)
+1	+10	Attack Combat Mastery
+2	+8	Computer Scanning
+1	+10	Defence Combat Mastery
+2	+2	Features (Appearance: Cute, Wireless Card)
+1	+2	Heightened Senses (Hearing)
+1	+2	Jumping
+1	+14	Power Flux — Skill Flux (Primal; All Skills; Equipment -1: Programmes)
+3	+9	Skill: Acrobatics (Flexibility)
+2	+4	Skill: Computers (Databases)
+5	+5	Skill: Domestic Arts (Cleaning)
+3	+3	Skill: Etiquette (Upper Class)
+6	+12	Special Defence (Disease 2, Lack of Air 2, Poison 2)
+1	+12	Superspeed
+2	+16	Superstrength
+4	+8	Tough
	POINTS	**DEFECT**
	-2	Ism (Android)
	-1	Marked (Production mark in embarrassing spot)
	-4	Owned

TOTAL: +150 Points

Dark Elf

Image: page 227. Dark elves are the distant cousins of high elves who abandoned their forest homes for subterranean dwellings. They share a number of similarities with their woodland born cousins — long, slender, and elegant features and a natural affinity for magic. For some reason, however, their love of life and the vibrant wonders of the world has been replaced by a deep hatred and resentment. Dark elves are usually malicious beings who eagerly serve the sinister gods. Some believe that the dark elves came into existence when a group of elven wizards uncovered some evil magical secrets that forever changed and warped them. Dark elves bridle at this theory, resenting any implication that they are descended from high elves.

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

Dark Elf Template

SIZE: Medium

VALUE	POINTS	STAT
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+2	+24	Block Power (Source: Magic)
+1	+2	Environmental Influence (Darkness)
+1	+1	Features (Longevity)
+2	+4	Heightened Awareness
+3	+6	Mind Shield
+1	+2	Special Defence (Poison 1)
+2	+4	Supersense (Dark Vision)
	POINTS	**DEFECT**
	-3	Sensory Impairment (Blind in sunlight)

TOTAL: +50 Points

Dwarf

Image: page 21. Dwarves are stout, rugged, noble craftsmen who live under the ground, working stone and metal with a skill and grace that belies their gruff exterior. Dwarves often have dealings with the outside world since



ANDROID BATTLE-MAID
Page 112
Kaori D12 works as an assistant-bodyguard for the RHH corporation's vice-president Lex Reid and family.

many other races are eager to trade goods for dwarven-crafted weapons and armour. Due to their self-imposed confinement, dwarves are open to these trade arrangements in return for foods and other goods that are hard to come by under tonnes of rock. While dwarves may often seem stern and serious, they also know how to party — few, if any, races can maintain pace with a dwarf in a drinking contest!

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

Dwarf Template

SIZE: Medium

VALUE	POINTS	STAT
+1	+10	Body Stat

LEVEL	POINTS	ATTRIBUTES
+4	+4	Features (Depth Awareness, +5 Shock Value, Longevity, Low-Light Vision)
+2	+4	Special Defence (Disease 1, Poison 1)
+2	+4	Tough
+2	+4	Mind Shield
+3	+6	Resistance
+1	+2	Supersense (Infrared Vision)

POINTS	DEFECT
-2	Less Capable Body (Agility)
-2	Less Capable Body (Running Speed)

TOTAL: +30 Points

Fairy

Image: page 113. These are tiny pixie-like sprites, with a psychic connection to the wild. They are usually no more than 10 cm tall, but are surprisingly strong and resilient for their stature. Many are skilled at weaving webs of deception, and they sometimes have animal companions as well. Most fairies are good by nature, but dark forces have corrupted some, and mankind's despoiling of their wilderness lairs has angered others.

In the Anime Multiverse, the majority of fairies are exiles from their own world, destroyed by a terrible Blight. These now live in the deep forests on the Prime World of Aradia, which they call their home. Some have journeyed to other realms, either as exiles or as emissaries, often serving as companions of magical girls or young adventurers. A few evil sorcerers are known to keep fairies as captives, using their innately magical essences for bizarre rituals or experiments.

Fairy Template

SIZE: Diminutive

VALUE	POINTS	STAT
+1	+10	Body Stat
+1	+10	Mind Stat
+2	+20	Soul Stat

LEVEL	POINTS	ATTRIBUTES
+3	+15	Attack Combat Mastery (Ranged Attacks)
+3	+15	Defence Combat Mastery (Ranged Attacks)
+2	+2	Features (Appearance: Cute, Scentless)
+2	+16	Flight
+1	+4	Projection (Deplete -2)
+3	+3	Unique Attribute (Small and Light)

POINTS	DEFECT
-2	Not So Tough
-36	Unique Defect (Lifting Capacity ÷1000)
-30	Unique Defect (-12 Attack Damage)
-9	Unique Defect (÷8 Thrown Weapon Distance)
-12	Unique Defect (Suffers +12 Extra Damage Each Attack)
-6	Unique Defect (÷8 Running (divided by 8 Speed)

TOTAL: +0 Points



FAIRY TEMPLATE
Page 113
A free spirit always looking for exciting adventures, Krystal Elensar is as mischievous as she is cute.

GIANT LIVING ROBOT

Image: page 34. An observer should not be fooled by the unchanging expression of the giant living robot's electronic eyes, because there is surely something deep going on behind them. Living robots are the last step in biotechnological evolution, scientific wonders that astound everyone with their organometallic bodies and free will. Despite their sentience, such robots are still bio-machines that do not get sick, do not need food, and do not even need to breathe. As machines, they have a huge advantage over other organisms: they can customise their bodies. Under their armoured exoskeletons, living robots can hide all sorts of equipment and can keep adding parts as desired.

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

Living Robot Template

SIZE: Huge

LEVEL	POINTS	ATTRIBUTES
+10	+20	Armour (Armour Rating 20)
+4	+8	Combat Technique (Brutal 2, Hardboiled, Lethal Blow)
+4	+4	Features (Extra Capacity 3, GPS)
+3	+6	Heightened Senses (Hearing, Smell, Vision)
+2	+4	Jumping
+8	+16	Mind Shield
+1	+2	Regeneration (Reduction -8 Points/ Level: Only 1 Point Healed/Round)
+8	+16	Special Defence (Ageing 2, Disease 2, Lack of Air 2, Poison 2)
+2	+4	Special Movement (Fast 2)
+6	+24	Superstrength (No Damage Multiplier Increase)
+6	+12	Tough
+2	+20	Unique Attribute (+8 Attack Damage)
+2	+6	Unique Attribute (x4 Thrown Weapon Distance)

POINTS	DEFECT
-10	Inept Attack (Ranged Attacks)
-10	Inept Attack (Ranged Attacks)
-2	Unique Defect (Big and Heavy)

TOTAL: +120 Points

GREY

Image: page 28. The grey are an advanced space-faring race who expand their knowledge by travelling between planets and gathering both information and samples. They vary in height from one to three metres, with large almond eyes, inverted teardrop head, and hairless grey skin. Although many unpleasant experiences have been attributed to greys, more extensive research indicates they have been present on numerous planets for a very long time, and their activities are intended to contribute benevolently to civilisations.

In the Anime Multiverse, greys are on of the many alien species from the Prime World of Cathedral that prefer to remain neutral concerning the hotly contested Orb Radiant.

Grey Template

SIZE: Medium

VALUE	POINTS	STAT
+3	+30	Mind Stat

LEVEL	POINTS	ATTRIBUTE
+3	+3	Features (Ambidexterity, Low-Light Vision, Ultrasonic Communication)
+3	+12	Healing
+1	+2	Heightened Senses (Hearing)
+3	+21	Mind Control (Sapient Beings; Concentration -6)
+4	+8	Mind Shield
+3	+24	Telekinesis

TOTAL: +100 Points

HALF-DRAGON

Image: page 202. Some dragons can shapeshift and, occasionally, are impressed enough with a human (usually a great mage or hero) to take him or her as a mate. The coupling may produce a half-dragon offspring. The typical half-dragon is human-like but with small wings, curving horns, and a reptilian tail. They tend to be feisty individuals, but often have trouble fitting in with either of their parents, so usually live in either unusually cosmopolitan areas or wander the wilds.

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

Half-Dragon Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat

LEVEL	POINTS	ATTRIBUTE
+13	+26	Armour (Armour Rating 26; Homogenous 4; Optimised: Heat -4)
+2	+16	Flight
+1	+8	Superstrength
+2	+4	Tough
+3	+6	Weapon "Fire Breath" (Continuing 2, Range 1; Deplete -3)

TOTAL: +80 Points

HALF-ONI

Image: page 46. A half-oni is the child of an oni (Japanese for "ogre") and a human being. They look human except for an odd mark on their foreheads (where an oni's single horn would grow), but have superhuman strength and resilience, and a tendency to fly into uncontrolled rages. Some half-oni control this anger and use their powers to fight evil or other full-blooded monsters; others succumb to their dark sides, and turn into monsters themselves.

In the Anime Multiverse, oni are most commonly found amongst the Outer Worlds, though several clans make their homes in the wilderness of Japan on Earth. Interestingly, their forehead symbols sometimes cause them to be mistaken for the highly prized Skeleton Keys (page 116) — a truly unfortunate situation for the half-oni.

Half-Oni Template

SIZE: Medium

VALUE	POINTS	STAT
+1	+10	Body Stat
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+10	Attack Combat Mastery
+2	+4	Resistance
+1	+8	Superstrength
+2	+4	Tough
+4	+16	Weapon "Ogre Blast" (Enervation 2, Insidious 5, Range 1, Stun, ; Deplete -1)
	POINTS	**DEFECT**
	-1	Blind Fury
	-1	Marked (Symbol on Forehead)

TOTAL: +60 Points

HALF-ORC

Image: page 38. When a human (usually female) and an orc mate, the resultant offspring is a hulking, leathery half-orc. Although both humans and orcs usually range from four to seven feet in height (medium sized), the progeny can stand as tall as 10 feet (large sized). With sharp fangs, muscular body, thick skin, and shaggy hair, a half-orc can be a valuable ally in combat ... or a terrifying enemy if you cross one.

In the Anime Multiverse, the alchemist Salish Orc created a tribal race of goblins — also known as "orcs," after his name — during the second Azari Civil War nearly two millennium ago on the Prime World of Ikaris. Though often shunned by their pure-blood cousins and treated as outcasts for being different, some half-orcs have risen to prominence in a goblinhold though intimidation, combat prowess, and sheer force of will.

Half-Orc Template

SIZE: Large

LEVEL	POINTS	ATTRIBUTE
+2	+4	Armour (Armour Rating 4)
+2	+4	Combat Technique (Brutal, Lethal Blow)
+1	+2	Special Movement (Fast)
+3	+12	Superstrength (No Damage Multiplier Increase)
+6	+12	Tough
+1	+10	Unique Attribute (+4 Attack Damage)
+1	+3	Unique Attribute (x2 Thrown Weapon Distance)
+2	+4	Weapon "Fangs"
	POINTS	**DEFECT**
	-5	Inept Attack (Ranged Attacks)
	-5	Inept Attack (Ranged Attacks)
	-1	Unique Defect (Big and Heavy)

TOTAL: +40 Points

HAUD

Image: page 115. The haud are an intelligent space-faring species that believe it is their right to travel from planet to plant and exploit and enslave the indigenous populations. These nearly seven-foot-tall reptiles are extremely hearty, brutally efficient, and naturally adaptable — ideal qualities that assist them in their activities. Their one significant weakness is cold, and consequently they avoid conquering planets too far from the warmth of a sun.



HAUD
Page 115
Jade Naga, the haud general commanding his soldiers on Earth, has one simple goal: conquer the planet!



In the Anime Multiverse, the haud's home planet resides in the Alpha Centauri star system in the Earth dimension. Though Earth has not yet felt the impact of a full-scale haud incursion, several haud cells crashed in Asia during an exploration mission and now secretly work to destabilise world governments and regain contact with the rest of their kind with an invitation to invade.

Haud Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+5	+10	Armour (Armour Rating 10)
+2	+20	Attack Combat Mastery
+5	+10	Combat Technique (Brutal 2, Lethal Blow, Lightning Reflexes 2)
+2	+20	Defence Combat Mastery
+3	+3	Features (Long Tongue, Longevity, Secondary Eyelids)
+3	+6	Heightened Senses (Smell, Vision, Taste)
+1	+6	Invisibility (Infrared)
+3	+6	Jumping
+1	+10	Regeneration
+6	+12	Special Defence (Disease 1, Lack of Air 1, Lack of Food 1, Poison 2, Sleep 1)
+6	+12	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2)
+3	+24	Superstrength
+2	+4	Telepathy (Haud)
+3	+6	Tough
+2	+6	Weapon "Fangs" (Penetrating 2)
	POINTS	**DEFECT**
	-2	Achilles Heel (Cold Attacks)
	-3	Bane (Sub-Zero Temperatures)

TOTAL: +170 Points

Homo Psyche

Image: page 55. With the proper activation, training, and guidance, a human can reach his or her next evolutionary stage: homo psyche, or a human with psionic powers. Though this relative new species can have widely varying powers and abilities, most have the potential to exhibit the Attributes presented in this Template after a fashion.

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

Homo Psyche Template

SIZE: Medium

VALUE	POINTS	STAT
+1	+10	Mind Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+11	Block Power (Source: Psionics; Deplete -1)
+3	+6	Energy Bonus
+2	+4	Environmental Influence (Cold, Heat)
+1	+2	Flight (Activation -1, Concentration -2, Deplete -3)
+1	+1	Healing (Concentration -2, Deplete -1)
+1	+1	Sixth Sense (Emotions; Deplete -3)
+1	+4	Telekinesis (Activation -1, Deplete -3)
+1	+1	Telepathy (Any Mind; Concentration -2, Deplete -1, Unpredictable -2)

TOTAL: +40 Points

Key, Skeleton

Image: page 177. In the Anime Multiverse, a Key is someone who is attuned to a specific world gate and can open the portal to the dimension beyond (see page 177 for more information). A rare few known as Skeleton Keys have a special bond with all doorways and locks, though, and can operate any world gate on any dimension; a glowing infinity symbol appears on the forehead when using such powers. Additionally, these Skeleton Keys are indeed, metaphorically, the "key" to locks in general — including physical locks (for example, the locks on buildings and vehicles), password locks (such as those on computer files and bank cards), etc. They are the universal key, though with only Level 1 Dynamic Powers to represent this, the extent of their ability is limited to simple locks. To complement their ate-opening abilities, Skeleton Keys can also permanently destroy any world gate when they pass through it (if desired), detect nearby world gates, and reincarnate should they die.

Few know or understand the true power of a Skeleton Key, but those that do will often go to great lengths to meet or even capture one. Consequently, most Skeleton Keys rarely stay in one place for too long and instead use their extraordinary abilities to travel the web of the Multiverse. There are an infinite number of places to explore, and an equal number of adventures to engage.

Skeleton Key Template

SIZE: Medium

VALUE	POINTS	STAT
+3	+30	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+6	+48	Dimensional Portal (6 Links)
+5	+10	Divine Relationship
+1	+20	Dynamic Powers (Minor: Keys — Both Physical and Metaphysical)
+5	+10	Energy Bonus
+1	+30	Nullify (Dimensional Portal; Duration 16: Permanent)
+3	+12	Pocket Dimension (10-metre radius)
+2	+20	Reincarnation (Difficult to Stop)
+1	+9	Sixth Sense (World Gates; Area 3 + 7 = 10 — 30 km)

POINTS	DEFECT
-1	Marked (Infinity symbol on forehead when opening a Dimensional Portal)
-6	Skeleton in the Closet (Skeleton Key)
-2	Wanted

TOTAL: +170 Points

NEKOJIN

Image: page 215. A nekojin is a humanoid, with large cat ears, a tail, and some feline facial features and behavioural traits. Some have some fur as well, though it might only cover a portion of the body. It is unclear if a human and a cat were genetically fused in a laboratory, if they mixed during an evolutionary process, or if they are simply a separate species. Most scientists support the last supposition. Most cat people in anime tend to be female, very genki (highly energetic and often cheerful), and extremely agile.

In the Anime Multiverse, nekojin are found with surprising frequency amongst many of the Outer Worlds in small tribes or communities. Their natural curiosity has led some of them to the Inner and Prime Worlds as well.

Nekojin Template

SIZE: Medium

LEVEL	POINTS	ATTRIBUTE
+2	+4	Combat Technique (Leap Attack, Lightning Reflexes)
+1	+2	Divine Relationship
+3	+3	Features (Appearance: Cute, Low-Light Vision, Retractable Claws)
+1	+2	Heightened Senses (Hearing)
+2	+4	Skill: Stealth
+2	+4	Special Movement (Cat-Like, Wall-Bouncing)
+1	+2	Weapon "Claws"

POINTS	DEFECT
-1	Easily Distracted (Things that distract cats)

TOTAL: +20 Points

SHAPECHANGER

Image: page 76. 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.

In the Anime Multiverse, shapechangers are ubiquitous to nearly all worlds in very limited numbers. Their natural abilities make them highly desired commodities for corporate CEOs and national rulers.

Shapechanger Template

SIZE: Medium

LEVEL	POINTS	ATTRIBUTE
+2	+60	Dynamic Powers (Major: Shapechanging)
+5	+10	Resistance

TOTAL: +70 Points

SLIME

Image: page 129. These intelligent drops of dense goo are typically the size of a beach ball and the shape of a teardrop or onion (some unusual slimes are as small as a thimble or as large as a house). Slimes communicate with one another telepathically, adding emphasis with meaningful squeaks and tones. Although some slimes have small wings and can fly, most are wingless and scoot merrily along the ground. Slimes are not as fluid as they seem; they can be caged, for example. There are dozens of slime varieties, and each sub-race has a distinct magical ability according to its colour. Most slime villages and towns are composed of a monochromatic population (all purple, all red, all copper, etc.), though "polychrome" towns are not unique.

In the Anime Multiverse, slimes are found primarily on a few low-technological Outer Worlds — rarely making the journey to the Inner Worlds.

Slime Template

SIZE: Tiny

VALUE	POINTS	STAT
+2	+20	Soul Stat

LEVEL	POINTS	ATTRIBUTE
+2	+10	Attack Combat Mastery (Ranged Attacks)
+2	+10	Defence Combat Mastery (Ranged Attacks)
+2	+4	Divine Relationship
+3	+12	Elasticity
+3	+6	Features (Appearance: Cute, Light Armour 2 — Slippery: Armour Rating 2)
+1	+10	Regeneration
+6	+12	Special Movement (Balance, Cat-Like, Fast 2, Light-Footed, Slithering)
+2	+4	Telepathy (Minor: Other Telepaths)
+2	+2	Unique Attribute (Small and Light)

POINTS	DEFECT
-9	Impaired Manipulation
-6	Impaired Speech
-2	Not So Tough
-24	Unique Defect (Lifting Capacity ÷100)
-20	Unique Defect (-8 Attack Damage)
-6	Unique Defect (÷4 Thrown Weapon Distance)
-8	Unique Defect (Suffers +8 Extra Damage Each Attack)
-4	Unique Defect (÷4 Running Speed)
-1	Unique Defect (Leaves Slime Trail)

TOTAL: +10 Points





Snow Maiden

Image: page 196. These pale-skinned females are personifications of winter: beautiful and deadly. They have haunted Japan since ancient times, known as the legendary spirit Yuki Onna ("Snow Woman").

In the Anime Multiverse, they are creatures from an Outer World that were saved by the long-lost gatekeeper of Earth from a terrible fate in their home dimension. In fulfilment of this debt, they now serve as guardians of the world gates of Earth, hunting down alien visitors from other dimensions who intruded into this reality without their master's permission and punishing those humans that consorted with them. With the Earth gatekeeper gone, some still perform this mission, living in secret among humans, while others have their own agendas. All are bound to the world gates of Earth and cannot travel far from them.

Snow Maiden Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+8	+16	Armour (Armour Rating 16; Homogenous 4; Optimised: Cold -4)
+4	+8	Energy Bonus
+1	+1	Features (Appearance)
+1	+5	Flight (Deplete -3)
+1	+1	Sensory Block "Blizzard" (Sight; Deplete -3)
+12	+24	Special Defence (Ageing 2, Disease 2, Freezing Cold 2, Freezing Water 2, Lack of Food 2, Lack of Water 2)
+1	+2	Supersense (Infrared Vision)
+1	+4	Superstrength (Environmental -4: Winter)
+3	+12	Weapon "Winter's Kiss" (Incapacitating 4: Frozen, Penetrating 4; Deplete -2)
+4	+5	Weapon — Alternate Attack "Frozen Storm" (Range 1, Spreading 2, Deplete -1)
	POINTS	**DEFECT**
	-4	Achilles Heel (Fire Attacks)
	-2	Confined Movement (100 km Radius Around World Gates)
	-2	Special Requirement (Fresh Blood)

TOTAL: +90 Points

Spider Demon

Image: page 64. These hellspawn demons can transform from their normal appearance — thin, red humanoids with diamond eyes and oversized mouths — into a monstrous half-demon, half-spider hybrid form. This Alternate Form is built with 90 Character Points and is added atop the existing spider demon template.

In the Anime Multiverse, these spider demons are the rare offspring of female Akkaba demons from the Prime World of Bazaroth and other non-Akkaba males (demon, human, or other). Usually shunned by the true Akkaba tribes, these Akkaba-hybrids often set out on their own to explore their own world or other world to which they can gain access. Life on Bazaroth is difficult for lone demons, though, and few Akkaba-hybrids survive for extended periods.

Spider Demon Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+9	+78	Alternate Form (Spider Hybrid; +90 Points; Activation -3)
+1	+10	Attack Combat Mastery
+2	+4	Mind Shield
+5	+5	Resistance
+1	+1	Sixth Sense (Good Energy)
+1	+2	Special Defence (Ageing 1)
+1	+8	Superstrength
+2	+4	Tough
	POINTS	**DEFECT**
	-2	Special Requirement (Feeds on Life Energy)

TOTAL: +130 Points

Spider Hybrid Form Template

VALUE	POINTS	STAT
+1	+10	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+6	+12	Armour (Armour Rating 12)
+1	+10	Attack Combat Mastery
+2	+4	Combat Technique (Brutal, Lethal Blow)
+1	+15	Extra Actions
+1	+5	Extra Defences
+4	+8	Extra Arms
+1	+1	Feature (Low-Light Vision)
+1	+2	Jumping
+2	+4	Special Movement (Wall-Crawling 2)
+1	+8	Superstrength
+2	+10	Weapon "Demonic Fangs" (Enervation 2, Muscle, Vampiric 3)
+0	+1	Weapon — Alternate Attack "Web" (Range 1, Spreading, Tangle 3; Charges -3)

TOTAL: +90 Points

Vampire

Image: page 119. Vampires are the nobility of the undead, predators of the night who treat the living as their cattle. They are peerless hunters and killers, possessed of enormous physical and mystical powers. Vampires look as they did before death: the common belief that all vampires are deathly pale is true only of those who have not fed in a long time. Vampires who have recently gorged on the blood of a victim look as ruddy and healthy as any mortal of their former species. Vampires originated in the distant past, and scholars disagree about how they came about. Some believe an early mortal was cursed to wander as a vampire for some great sin, while others argue that they are part of the natural order, in the same relationship to men that men are to sheep.





However they began, a vampire may be created in several ways. The most common is by the bite of another vampire, who drains its victim completely and then, at the moment of death, feeds the mortal its own blood.

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

Vampire Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat
	-3	-30 Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+10	Attack Combat Mastery
+4	+8	Combat Technique (Brutal, Critical Strike, Lethal Blow, Lightning Reflexes)
+1	+2	Heightened Awareness
+2	+4	Heightened Senses (Hearing, Smell)
+7	+64	Metamorphosis (Weaker 70 Point Vampire Template; Delay -6)
+3	+20	Mind Control (All Sentient Beings; Deplete -1)
+3	+6	Mind Shield
+1	+10	Regeneration
+3	+6	Resistance
+1	+2	Sixth Sense (Graveyards)
+11	+22	Special Defence (Ageing 2, Disease 2, Freezing Cold 2, Freezing Water 2, Lack of Air 2, Poison 1)
+2	+4	Special Movement (Cat-Like, Fast)
+1	+8	Superstrength
+2	+8	Swarm (Bats or Rats)
+2	+4	Tough
+2	+3	Weapon "Fangs" (Non-Penetrating)
	POINTS	**DEFECT**
	-2	Achilles Heel (Wooden Weapons)
	-3	Bane (Holy Symbol)
	-6	Bane (Sunlight)

TOTAL: +110 Points

Woolie

Image: page 199. The woolie are a naturally strong tribal race of fur-covered barbarians that eke out their existence on their frozen home world. Though they primarily lead agrarian lifestyles farming in expansive underground caverns heated by hot springs, the woolie's powerful bodies has captured the attention of more aggressive and advanced species in nearby star systems. As a result, many woolie have been captured from their homes and turned into slaves or conscripts.

In the Anime Multiverse, the woolie home world resides in one of many Outer Worlds. Though cross-dimensional slave trading, some woolie have been transplanted as far as the Prime World of Cathedral, where they are trained to serve as crew members on space freighters.

Woolie Template

SIZE: Medium

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+2	+4	Armour (Armour Rating 4)
+2	+4	Combat Technique (Brutal, Hardboiled)
+3	+3	Features (Homing Instinct, Pouch, Scent Glands)
+2	+6	Melee Attack (Unarmed)
+2	+4	Special Defence (Freezing Cold 1, Freezing Water 1)
+1	+8	Superstrength
+2	+4	Tough
	POINTS	**DEFECT**
	-2	Less Capable Body (Agility)
	-1	Less Capable Body (Manual Dexterity)

TOTAL: +50 Points

Yurei

Image: page 218. If a person dies in the grip of strong negative emotions, such as jealousy, envy, or anger, the spirit can return as a ghost, haunting the place in which it lived or died, or stalking those responsible for its fate. Most anime ghosts, or yurei, are female. The classic Japanese ghost appears wearing the white kimono traditionally used for burials, with its feet are invisible or shrouded in mist. Many have a white triangular piece of paper or cloth (hitaikakushi) on their foreheads. If they materialise — only possible with great effort — their touch can induce soul-chilling dread. Even if a ghost's physical body is destroyed, it will usually reform within a month.

In the Anime Multiverse, yurei can manifest anywhere there is sufficient negative energy, but they are quite commonplace on Earth. Some theorise that the primal nature of Earth, at the centre of all reality, draws them to this world.

Yurei Template

SIZE: Medium

LEVEL	POINTS	ATTRIBUTE
+1	+8	Flight
+10	+71	Insubstantial (Semi-Permanent -9)
+3	+6	Mind Shield
+1	+10	Reincarnation (Difficult to Stop)
+20	+40	Special Defence (Ageing 2, Disease 2, Freezing Cold 2, Freezing Water 2, Lack of Air 2, Lack of Food 2, Lack of Water 2, Overheating 2, Poison 2, Sleep 2)
+0	+9	Weapon "Dreadful Icy Touch" (Drain 3: Soul, Psychic 6)
	POINTS	**DEFECT**
	-4	Confined Movement (1 km Radius Around Specific Location)

TOTAL: +140 Points

OCCUPATIONAL TEMPLATES

Occupational Templates are archetypal roles that a character may play, or life paths that a character may follow. This includes actual occupations (like detective, general, mercenary, etc.), lifestyles (like adventurer, hot rod, pet monster trainer, etc.), callings (demon hunter, gate guardian, magical girl, etc.), and status (idol, sentai member, tech genius, etc). Each Templates provides a set of Attributes, Skills, and Defects that you can use as a framework on which to build your character. You can assign more than one Template if you desire, or none at all, or you can create your own; Occupational Templates are optional, and the ones outlined herein are but a small sampling of possibilities.

Most Occupational Templates are appropriate for a wide range of genres and worlds of the Anime Multiverse. For example: detective types can be found across many dimensions; a hot rod might own an archaic, modern, or futuristic vehicle; any large military force will need a general to lead the way; etc. When necessary, the Templates can be modified slightly to accommodate the specifics of your campaign. In particular, customising a Template's Items — which are usually left to your discretion — is a great way to add flavour to your creation.

TABLE 9-3: OCCUPATIONAL TEMPLATES

Template	Point Cost	Page
Adventurer	40	121
Artificer	70	121
Demon Hunter	130	122
Detective	110	122
Gate Guardian	110	124
General	130	124
Hot Rod	120	124
Idol	90	125
Magical Girl	100	125
Martial Artist	150	126
Master Thief	180	126
Mecha Pilot	140	127
Mercenary	120	127
Ninja	190	128
Pet Monster Trainer	50	128
Samurai	170	129
Sentai Member	80	129
Shadow Warrior	160	129
Student	60	130
Tech Genius	100	130

ADVENTURER

Image: page 209. 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.

Adventurer Template

LEVEL	POINTS	ATTRIBUTE
+1	+2	Heightened Awareness
+1	+3	Melee Attack (One Weapon)
+2	+6	Melee Defence (One Weapon)
+2	+2	Skill: Area Knowledge
+2	+4	Skill: Climbing
+1	+2	Skill: Disguise
+2	+4	Skill: Foreign Culture
+2	+4	Skill: Navigation
+2	+6	Skill: Stealth
+2	+4	Skill: Street Sense
+1	+1	Skill: Swimming
+2	+2	Skill: Wilderness Survival

TOTAL: +40 Points

ARTIFICER

Image: page 102. The Artificer is part artisan and part enchanter. He or she can not only create beautiful and useful crafts and other works of art, but the Artificer can imbue them with real power to create a plethora of minor artefacts. A valuable addition to any group of adventurers, the Artificer often has the right tools for the job at hand ... or can create new ones if needed.

Artificer Template

VALUE	POINTS	STAT
+1	+10	Mind Stat

LEVEL	POINTS	ATTRIBUTE
+1	+10	Enhanced Body
+2	+25	Power Flux — Creation (Primal: Enchanter; Durable 1; Activation -6)
+3	+3	Skill: Artisan
+5	+10	Skill: Occult
+4	+4	Skill: Visual Arts
+3	+3	Skill: Writing
+1	+5	Wealth

TOTAL: +70 Points



DEMON HUNTER

Image: page 122. Demons abound on many Multiverse worlds, whether they arrived from the Prime World of Bazaroth or existed natively since the beginning of time. Demon hunter dedicate their lives to tracking down these vile creatures and destroying them, and are skilled in many forms of combat. Most hunters are part of a larger organisation that documents demonic activities and supports the hunters in the field. Alone, a demon hunter is a worthy foe ... but in a team, they are a terrifying force.

Demon Hunter Template

VALUE	POINTS	STAT
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+10	Attack Combat Mastery
+5	+10	Combat Technique (Dead Eye, Lightning Reflexes, Portable Armoury, Precise Aim, Steady Hand)
+1	+10	Defence Combat Mastery
+2	+4	Heightened Awareness
	+30	Item (Various Armour, Weapons, and Equipment)
+2	+8	Massive Damage (Demons)
+2	+4	Mind Shield
+2	+4	Organisational Ties (Demon Hunting Group)
+2	+4	Resistance
+1	+2	Sixth Sense (Demons)
+1	+3	Skill: Acrobatics
+1	+2	Skill: Climbing
+1	+2	Skill: Foreign Culture
+1	+2	Skill: Interrogation
+3	+6	Skill: Intimidation
+2	+4	Skill: Military Sciences
+2	+4	Skill: Occult
+1	+3	Skill: Stealth
+2	+4	Skill: Street Sense
+2	+2	Skill: Urban Tracking
+2	+2	Skill: Wilderness Survival
+2	+2	Skill: Wilderness Tracking
	POINTS	**DEFECT**
	-1	Easily Distracted (Demonlore)
	-1	Recurring Nightmares (Demon Attacks)

TOTAL: +130 Points



MASTER THIEF
Page 126
Meg Laura is a thief-for-hire from South Korea, who plies her trade across southern Asia and eastern Africa.

DETECTIVE

Image: page 51. Detectives range from private investigators to police officers to brilliant child prodigies, and can be found in both rural and urban settings. They often specialised in a particular area, such as supernatural or medical crimes, and work with a team of friends (such as a computer hacker, martial artist, or a spiritualist). When a crime is afoot, the detective is surely hot on the trail.

Detective Template

VALUE	POINTS	STAT
+1	+10	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+10	Attack Combat Mastery
+1	+2	Combat Technique (Steady Hand)
+1	+2	Heightened Awareness
	+17	Item (Various Armour, Weapons, and Equipment; Conditional Ownership -3)
+3	+6	Organisational Ties (Law Enforcement)
+2	+6	Ranged Attack (One Weapon)
+3	+3	Skill: Administration
+3	+3	Skill: Area Knowledge
+3	+6	Skill: Driving
+3	+6	Skill: Interrogation
+1	+2	Skill: Intimidation
+4	+4	Skill: Law
+2	+4	Skill: Military Sciences
+5	+10	Skill: Police Sciences
+3	+9	Skill: Stealth
+4	+8	Skill: Street Sense
+3	+3	Skill: Urban Tracking
	POINTS	**DEFECT**
	-1	Red Tape

TOTAL: +110 Points


8’0”
7’6”
7’0”
6’6”
6’0”
4’0
3’6”
8’0”



GATE GUARDIAN

Image: page 132. Some warriors who protect the world gates are selected to be part of an ancient order known as the gate guardians. Candidates are recruited across the Multiverse as replacements for senior members who become too old to serve the order well. The bond that a guardian has with his or her gryphon companion is passed onto the new member as well, and together the new duo protect their assigned gates from invading forces and other dangers. A few guardians are stationed in several of the Prime Worlds, including Earth.

Gate Guardian Template

VALUE	POINTS	STAT
+1	+10	Body Stat
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+2	+20	Attack Combat Mastery
+2	+4	Combat Technique (Dead Eye, Steady Hand)
+1	+20	Companion (Guardian Gryphon; 300 Points)
+2	+4	Divine Relationship
+3	+6	Heightened Awareness
	+10	Item (Various Armour and Weapons)
+2	+6	Ranged Attack (One Weapon)
+4	+4	Skill: Area Knowledge
+2	+4	Skill: Intimidation
+4	+4	Skill: Riding (Gryphon)
+4	+4	Skill: Wilderness Survival
+4	+4	Skill: Wilderness Tracking

TOTAL: +110 Points

GENERAL

Image: page 44. A military force will degrade into a chaotic mess unless held in check by its superiors, and the individual at the top of this hierarchy is the general. Fit, intelligent, wise, and determined, an army general is the driving force behind his or her troop's actions. Most of the general's leadership is channelled through the chain of command — down to his colonels, then other officers, then the troops — but he or she can also inspire his soldiers directly when required.

General Template

VALUE	POINTS	STAT
+1	+10	Body Stat
+2	+20	Mind Stat
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+4	+16	Aura of Inspiration (Military Science: Strategy)
+2	+40	Companion (2 Colonels; 300 Points)
+6	+12	Organisational Ties (Army)
+3	+3	Skill: Administration
+4	+8	Skill: Intimidation
+3	+3	Skill: Law
+5	+10	Skill: Military Sciences
	POINTS	**DEFECT**
	-2	Red Tape

TOTAL: +130 Points

GUARDIAN GRYHPON STATS

Size: Huge

VALUE	POINTS	STAT
8	80	Body Stat
3	30	Mind Stat
7	70	Soul Stat

Attack Combat Value 6 (Unarmed 9)
Defence Combat Value 6 (Unarmed 8; Ranged 8)
Damage Multiplier 5 (Unarmed 8)
Health Points 75
Shock Value 15

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 6)
2	4	Combat Technique (Diving Attack, Lethal Blow)
2	4	Extra Arms
3	23	Flight (100 kph; Spread -1)
2	4	Heightened Senses (Sight 2)
3	12	Massive Damage (Unarmed)
3	9	Melee Attack (Unarmed)
2	6	Melee Defence (Unarmed)
4	12	Ranged Defence (Personal)
2	4	Special Movement (Fast 2)
6	48	Superstrength
1	2	Telepathy (Gate Guardians Only)
4	8	Weapon "Talons and Beak"
	POINTS	**DEFECT**
	-6	Impaired Manipulation (Talons)
	-6	Impaired Speech
	-10	Inept Defence (Ranged Attacks -2)

TOTAL: 300 Points

HOT ROD

Image: page 81. Hot rods feel the need — the need for speed. Leading as fast a life as they can, they live with one foot on the accelerator and the other on the clutch. The telltale sign of a hot rod is 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 or her expenses or gives him work to pay for them. 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.

Hot Rod Template

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+2	Combat Technique (Steady Hand)
+1	+1	Features (Appearance)
	+25	Item (Vehicle)
+4	+4	Skill: Area Knowledge
+2	+4	Skill: Boating
+6	+12	Skill: Driving

+2	+4	Skill: Electronics
+2	+4	Skill: Intimidation
+3	+6	Skill: Mechanics
+3	+6	Skill: Navigation
+3	+6	Skill: Piloting
+3	+3	Skill: Riding
+3	+6	Skill: Seduction
+3	+9	Skill: Stealth
+3	+6	Skill: Street Sense
+3	+3	Skill: Urban Tracking

POINTS	DEFECT
-1	Wanted

TOTAL: +120 Points

IDOL

Image: page 87. The idol is a celebrity on his or her way up, commanding the adoration of possibly millions of fans. He or she might be a singer, model, actor, or news announcer. Idols do not have to be normal humans — this template can be combined with other Templates for a more unusual character. A "Magical Idol" is the Alternate Forms of pure hearted pre-teen girls who have the power to transform into glamorous teenage stars, while "Virtual Idols" are androids or computer programs designed as the ultimate media commodity.

Idol Template

VALUE	POINTS	STAT
+1	+10	Soul Stat

LEVEL	POINTS	ATTRIBUTE
+3	+12	Aura of Inspiration
+5	+25	Companion (15 Assistants; 150 Points)
+4	+4	Features (Appearance 2, Famous, Perfect Pitch)
+2	+2	Skill: Controlled Breathing
+3	+6	Skill: Disguise
+2	+2	Skill: Languages (Any 2)
+5	+5	Skill: Performing Arts
+2	+4	Skill: Seduction
+4	+4	Skill: Writing
+6	+30	Wealth

POINTS	DEFECT
-4	Hounded
-4	Not So Tough
-6	Reduced Damage

TOTAL: +90 Points

MAGICAL GIRL

Image: page 125. 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 (often from the Prime World of Aradia), however, everything changed. Now wielding a strange artefact that grants weird and wonderful powers, the Magical Girl is charged with protecting friends, family, and often the rest of humanity. Oddly enough, nobody seems to recognise her (or him) under the costume.

Magical Girl Template

VALUE	POINTS	STAT
+2	+20	Soul Stat

LEVEL	POINTS	ATTRIBUTE
+1	+2	Alternate Identity (Normal Human)
+1	+4	Aura of Inspiration
+1	+5	Companion (Animal Companion; 150 Points)
+4	+8	Divine Relationship
+2	+4	Exorcism
+3	+3	Features (Animal Empathy, Appearance: Cute, Famous)
	+10	Item (Weapons and Equipment)
+3	+12	Massive Damage (One Target)
+4	+8	Mind Shield
+3	+9	Ranged Attack (One Weapon)
+2	+6	Ranged Defence (Personal Defence)
+1	+2	Sixth Sense (One Aspect)
+3	+9	Skill: Acrobatics
+3	+3	Skill: Area Knowledge

POINTS	DEFECT
-1	Easily Distracted (One Trigger)
-2	Nemesis (One Enemy)
-2	Skeleton in the Closet (Magical Girl Identity)

TOTAL: +100 Points



MAGICAL GIRL
Page 124
Magical Mi-Chan works with an Emissary from Aradia to bring love and justice to Tokyo's citizens.

MARTIAL ARTIST

Image: page 126. The idea that one's own body is the best weapon is central to the martial artist's philosophy — and they make a very convincing argument when they break a wall with their bare fists. Products of rigorous training and discipline, Martial Artists are masters of unarmed combat, achieving with punches and kicks what others need weapons to do, 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. Their mystical awareness also allows them to fight under the most adverse conditions.



MARTIAL ARTIST
Page 126
The latest star of the Muay Thai boxing circuit is Chiaki Sugiyama, a young orphan from Fukuoka, Japan.

Martial Artist Template

VALUE	POINTS	STAT
+2	+20	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+10	+20	Combat Technique (Blind Fighting, Brutal 2, Critical Strike, Deflection, Lethal Blow, Lightning Reflexes 2, Reflection, Tournament Encyclopaedia)
+1	+15	Extra Actions
+1	+5	Extra Defences
+2	+4	Heightened Awareness
+1	+2	Jumping
+4	+16	Massive Damage (Unarmed)
+4	+12	Melee Attack (Unarmed)
+4	+12	Melee Defence (Unarmed)
+3	+9	Ranged Defence (Personal)
+3	+9	Skill: Acrobatics
+2	+4	Skill: Climbing
+2	+2	Skill: Etiquette
+2	+4	Skill: Intimidation
+1	+1	Skill: Sports
+3	+6	Tough
+3	+6	Weapon "Finishing Move"
+2	+3	Weapon — Alternate Attack "Ki Blast" (Drain: Body 1, Enervation, Range 1; Hands)

TOTAL: +150 Points

MASTER THIEF

Image: page 165. With years of dedicated experience and a larger-than-life reputation that matches his or her greatest heists, the master thief is the foil to dozens of law enforcement agencies around the world ... and possibly across the Multiverse! Smooth, suave, and extremely wealthy, such masters of subterfuge live a luxurious lifestyle at the expense of those unfortunate enough to become a target. When hired to undertake a job, though, these consummate professionals can become deadly serious.

Master Thief Template

VALUE	POINTS	STAT
+1	+10	Body Stat
+1	+10	Mind Stat
+1	+10	Soul Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+3	+6	Divine Relationship
+3	+3	Features (Ambidexterity, Appearance, Eidetic Memory)
+6	+12	Heightened Awareness
	+10	Item (Various Equipment)
+3	+9	Skill: Acrobatics
+6	+12	Skill: Burglary
+4	+8	Skill: Climbing
+3	+3	Skill: Controlled Breathing
+3	+3	Skill: Cultural Arts
+5	+10	Skill: Disguise
+3	+6	Skill: Electronics
+4	+4	Skill: Forgery
+4	+4	Skill: Languages (Any 4)

+4	+8	Skill: Seduction
+4	+8	Skill: Sleight of Hand
+5	+15	Skill: Stealth
+4	+8	Skill: Street Sense
+3	+3	Skill: Urban Tracking
+1	+2	Special Movement (Balance)
+4	+20	Wealth
	POINTS	**DEFECT**
	-2	Nemesis (One Enemy)
	-2	Wanted

TOTAL: +180 Points

Mecha Pilot

Image: page 127. The field of battle looks very different when commanding a large, powerful war machine. Mecha Pilots know that they are the elite of any army, even if they stumbled upon their mecha by accident or they were saddled with the responsibility to pilot it. The Mecha Pilot's life is marked by growth both as a warrior and a person, learning the controls of a great machine at the same time that he or she tries 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.

Mecha Pilot Template

LEVEL	POINTS	ATTRIBUTE
+1	+10	Attack Combat Mastery
	+80	Item (Mecha and Equipment)
+2	+8	Massive Damage (Mecha Weapons)
+2	+6	Melee Attack (One Weapon)
+2	+6	Melee Defence (One Weapon)
+2	+4	Organisational Ties (Any)
+2	+6	Ranged Attack (Mecha Weapons)
+2	+6	Ranged Defence (One Movement Skill)
+3	+6	Skill: Driving OR Piloting
+2	+4	Skill: Military Sciences
+2	+4	Skill: Navigation

TOTAL: +140 Points

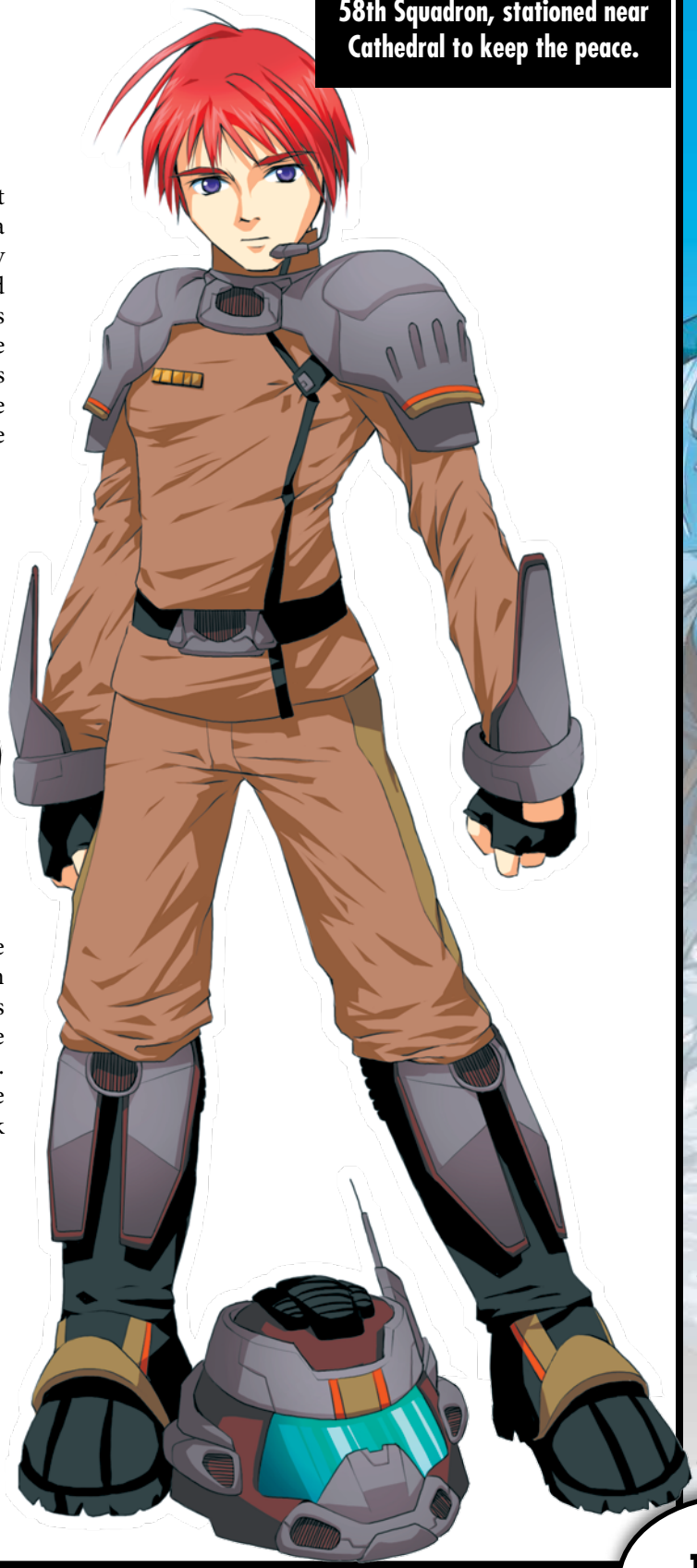
Mercenary

Image: page 143. Mercenaries, or mercs, are the elite soldiers for hire, prepared to undertake nearly any mission for a hefty fee or a cause they support. By taking the laws into their own hands, mercs have placed themselves on the fringes of society and wanted for their perceived crimes. Although many people see the mercenary as a crazed force of destruction, there are as many cool, silent, and dark strangers as there are trigger-happy psychos.

Mercenary Template

VALUE	POINTS	STAT
+1	+10	Body Stat
LEVEL	**POINTS**	**ATTRIBUTE**
+1	+10	Attack Combat Mastery
+1	+2	Combat Technique (Weapons Encyclopaedia)
+1	+10	Defence Combat Mastery
+2	+4	Heightened Awareness
	+15	Item (Various Equipment)
+2	+2	Skill: Boating
+2	+4	Skill: Burglary

MECHA PILOT
Page 127
Falcon Six is a rookie Hammerhead pilot for the 58th Squadron, stationed near Cathedral to keep the peace.



+2	+4	Skill: Climbing
+3	+3	Skill: Demolitions
+2	+4	Skill: Driving
+2	+4	Skill: Interrogation
+2	+4	Skill: Intimidation
+2	+4	Skill: Medical
+2	+4	Skill: Military Sciences
+2	+4	Skill: Navigation
+2	+4	Skill: Piloting
+2	+6	Skill: Stealth
+2	+4	Skill: Street Sense
+2	+2	Skill: Urban Tracking
+2	+2	Skill: Wilderness Survival
+2	+2	Skill: Wilderness Tracking
+3	+15	Wealth

POINTS	DEFECT
-2	Skeleton in the Closet
-1	Wanted

TOTAL: +120 Points

NINJA

Image: page 138. 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.

Ninja Template

VALUE	POINTS	STAT
+1	+10	Body Stat

LEVEL	POINTS	ATTRIBUTE
+2	+20	Attack Combat Mastery
+11	+22	Combat Technique (Blind Fighting, Blind Shooting, Brutal 2, Concealment, Critical Strike, Lethal Blow, Lightning Reflexes 2, Precise Aim, Portable Armoury)
+1	+10	Defence Combat Mastery
+1	+20	Dynamic Powers (Minor: Ninja Tricks)
+2	+4	Heightened Awareness
	+15	Item (Various Equipment)
+2	+4	Jumping
+1	+10	Massive Damage
+4	+12	Skill: Acrobatics
+2	+4	Skill: Burglary
+3	+6	Skill: Climbing
+3	+3	Skill: Controlled Breathing
+3	+6	Skill: Intimidation
+2	+4	Skill: Occult
+3	+3	Skill: Poisons
+3	+6	Skill: Slight of Hand
+4	+12	Skill: Stealth
+4	+4	Skill: Swimming
+3	+3	Skill: Urban Tracking
+6	+12	Special Movement (Balance, Cat-Like, Fast, Light-Footed, Untrackable, Wall-Bouncing)

TOTAL: +190 Points

PET MONSTER TRAINER

Image: page 128. 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 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.

Pet Monster Template

VALUE	POINTS	STAT
+1	+10	Soul Stat

LEVEL	POINTS	ATTRIBUTE
+2	+8	Aura of Inspiration
+1	+2	Combat Technique (Tournament Encyclopaedia: Pet Monster Duels)
+2	+20	Companion (2 Pet Monster Companions; 200 Points)



PET MONSTER TRAINER
Page 128
Tommy has earned 27 badges from battling with Mnarf, his loyal pet monster. Mnarf has earned none.

+3	+6	Skill: Animal Training
+2	+2	Skill: Gaming
+3	+3	Skill: Sports

POINTS	DEFECT
-1	Nemesis (One Enemy)

TOTAL: +50 Points

SAMURAI

Image: page 66. 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.

Samurai Template

VALUE	POINTS	STAT
+2	+20	Body Stat

LEVEL	POINTS	ATTRIBUTE
+3	+12	Aura of Inspiration
+9	+18	Combat Technique (Blind Fighting, Critical Strike, Hardboiled, Judge Opponent, Leap Attack, Lightning Reflexes, Multiple Targets, Precise Aim, Two Weapons)
+1	+15	Extra Actions
+2	+10	Extra Defences
+4	+8	Heightened Awareness
	+10	Item (Weapons)
+3	+12	Massive Damage (Sword)
+4	+12	Melee Attack (Sword)
+4	+12	Melee Defence (Sword)
+2	+6	Ranged Defence (Personal)
+2	+6	Skill: Acrobatics
+2	+4	Skill: Area Knowledge
+1	+2	Skill: Climbing
+3	+3	Skill: Cultural Arts
+2	+2	Skill: Domestic Arts
+2	+2	Skill: Etiquette
+2	+4	Skill: Interrogation
+2	+4	Skill: Intimidation
+2	+2	Skill: Riding
+2	+2	Skill: Urban Tracking
+2	+2	Skill: Wilderness Survival
+1	+2	Special Movement (Zen Direction)

TOTAL: +170 Points

SENTAI MEMBER

Image: page 159. Sentai members are team players to the core and 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.

Sentai Member Template

LEVEL	POINTS	ATTRIBUTE
+1	+8	Attack Combat Mastery (Environmental -2: Near Teammates)
+1	+8	Defence Combat Mastery (Environmental -2: Near Teammates)
+2	+2	Divine Relationship (Environmental -2: Near Teammates)
+1	+2	Healing (Environmental -2: Near Teammates)
	+20	Item (Equipment — Cost Shared with Teammates)
+3	+10	Massive Damage (One Weapon; Environmental -2: Near Teammates)
+1	+2	Sixth Sense (Danger to Team Members)
+4	+12	Skill: Acrobatics
+1	+2	Telepathy (Teammates)
+8	+14	Weapon "Combined Attack" (Range 1, Stun; Assisted -2: Teammates; Emotional -2)

TOTAL: +80 Points

SHADOW WARRIOR

Image: page 169. The title of shadow warrior is granted to the chosen few champions (primarily from Earth) who have achieved such incredible harmony with their sword that they move beyond the physical world and can pass through solid objects as hard as rock. These combatants do not carry the samurai's baggage of honour, preferring to wage battle against anyone they deem a threat to their goals ... whatever they may be. Few can withstand the ferocity of a shadow warrior focused on victory, and even fewer can understand the motivations that drive them in battle.

Shadow Warrior Template

LEVEL	POINTS	ATTRIBUTE
+3	+6	Combat Technique (Hardboiled 2, Multiple Targets)
+5	+40	Insubstantial
	+20	Item (Armour and Weapons)
+6	+24	Massive Damage (Sword)
+6	+18	Melee Attack (Sword)
+6	+18	Melee Defence (Sword)
+1	+10	Regeneration
+6	+12	Skill: Intimidation
+6	+12	Tough

TOTAL: +160 Points



SLIME
Page 117
Skooch is a monochromatic water slime who works the dungeon circuit with world-famous Koval Mercenaries.



STUDENT

Image: page 229. 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 friends they make tend to get them into trouble with gangs, psychopathic fiancées, and crazy relatives ... not to mention obnoxious aliens, awakened demons, or erstwhile goddesses. Moreover, they must still make some time to prepare for finals and the dreaded college entrance exams. For all their normality, students seem surrounded by a special aura of oddness.

Student Template

VALUE	POINTS	STAT
+1	+10	Soul Stat

LEVEL	POINTS	ATTRIBUTE
+5	+10	Divine Relationship
+4	+8	Energy Bonus
+1	+1	Features (Animal Empathy)
+2	+4	Heightened Awareness
+1	+2	Organisational Ties (Any)
+2	+2	Skill: Area Knowledge
+2	+2	Skill: Gaming
+2	+2	Skill: Sports
	+20	Unknown Power

POINTS	DEFECT
-1	Girl / Guy Magnet

TOTAL: +60 Points

TECH GENIUS

Image: page 93. 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, these individuals 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 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.

Tech Genius Template

VALUE	POINTS	STAT
+2	+20	Mind Stat

LEVEL	POINTS	ATTRIBUTE
+3	+3	Features (Eidetic Memory, Lightning Calculator, Speed Reading)
	+10	Item (Various Equipment)
+4	+54	Power Flux — Creation (Primal: Super-Inventor; Durable 1; Activation -5, Equipment -2: Workshop)
+4	+8	Skill: Computers
+5	+10	Skill: Electronics
+4	+4	Skill: Gaming
+6	+12	Skill: Mechanics
+4	+4	Skill: Physical Sciences

POINTS	DEFECT
-1	Easily Distracted (Gadgets)
-10	Inept Attack
-10	Inept Defence
-4	Not So Tough

TOTAL: +100 Points

POWER TEMPLATES

Power Templates are collections of Restrictions that players add to their character's Attributes to reflect the conditions under which the Attributes are used. Power Templates are usually associated with magical or psionic or other supernatural origins for a character's special abilities. Five distinct Power Templates are provided in this section — Divine, Psi, Ritualist, Shamanist, Wizardry— though players and GMs are encouraged to develop their own collection of Restrictions to best suit their needs.

DIVINE

Image: page 41. The Divine Template represents Attributes that are granted to the character by a greater being or higher power. The character typically prays to the being in times of need, and if the being deems the character worthy of attention, intervenes on his or her behalf by providing access to supernatural abilities. This Template is appropriate for clerics, priests, shrine maidens, and exorcists.

Divine Template

POINTS	DEFECT
-2	Activation (Pray for one General Action)
-6	Charges (Can only be used three times a day)
-1	Detectable (Character glows)
-1	Unique Restriction: Character must remain faithful to greater being

TOTAL: -10 Points

PSI

Image: page 99. The Psi Template represents Attributes that are powered by the raw psychic energy of the character. Through intense concentration alone, the character can channel his or her thoughts into waves of reality that can have a potent effect on the physical world. This template is appropriate for psionicists, extraterrestrials, psychics, and demons.

Psi Template

POINTS	DEFECT
-2	Backlash (If roll fails by an extreme margin of 6 or more)
-2	Concentration (Cannot perform offensive or tactical actions)
-3	Deplete (-30 Energy Points or -1 Energy Point/minute)
-1	Detectable (Psionic detection)
-2	Recovery (Must wait for one minute every minute of use)

TOTAL: -10 Points



SHAMANIST TEMPLATE
Page 131
Angel is the witch-woman of her tribe. She gyrates in an erotic dance to bless the tribe before battles.

RITUALIST

Image: page 49. The Ritualist Template represents Attributes that involve painstakingly specific preparation before the power manifests. Such rituals require several assistants and distinct tools to complete, and carry a very real probability of disastrous consequences should it not be performed with care and precision. This Template is appropriate for necromancers, blood mages, conjurers, and demonologists.

Ritualist Template

POINTS	DEFECT
-5	Activation (Prepare for 10 minutes)
-2	Assisted (Requires 2-9 helpers)
-4	Backlash (If roll fails by a significant margin of 3 or more)
-4	Concentration (Cannot perform any combat actions)
-1	Equipment (Requires portable accessories)
-4	Unpredictable (Must succeed with difficult roll with TN 15)

TOTAL: -20 Points

SHAMANIST

Image: page 131. The Shamanist Template represents Attributes that are powered by forces of nature and the internal balance within the character. Abilities can only manifest when the character is emotionally invested in the current events, and they primarily benefit a friend or companion rather than the character directly. This Template is appropriate for shamans, medicine women, witches, and spiritualists.

Shamanist Template

POINTS	DEFECT
-2	Emotional (Character must have a strong emotional involvement)
-2	Environmental (Character must be in native environment)
-1	Imbue (Up to six companions may receive benefits)

TOTAL: -5 Points

WIZARDRY

Image: page 148. The Wizardry Template represents Attributes that may best be described as spells or enchantments, and typically involve memorisation of arcane phrases and precise movements (often recorded in an ancient tome of magic). Most spells also require material components to work as well, which are consumed in the casting. This Template is appropriate for wizards, spellslingers, sorcerers, and magical girls.

Wizardry Template

POINTS	DEFECT
-2	Backlash (If roll fails by an extreme margin of 6 or more)
-2	Consumable (The spell focus is easy to replace)
-1	Deplete (-10 Energy Points or -1 Energy Point/10 minutes)

TOTAL: -5 Points

MAGICAL EFFECTS

Although the number of possible magical applications in *BESM* is limitless, a small collection of Attributes and their Power Templates are included herein as examples.

Ash Flare

This ball of fire produces a flash of brilliant light and inflicts minor burns.

LEVEL	POINTS	ATTRIBUTE
+2	+1	Weapon (Flare 2; Wizardry -5)

TOTAL: +1 Point

Astral Break

This incantation launches a massive attack on the victim's astral body. If Energy Points are reduced below zero, the target starts losing Health Points instead. Note that the Concentration Restriction in the Ritualist Template only applies to the Continuing damage.

LEVEL	POINTS	ATTRIBUTE
+0	+10	Weapon (Continuing: Hourly 5, Enervation, Incapacitating 5, Incurable 3, Psychic 6, Range 7, Undetectable 3; Ritualist -20)

TOTAL: +10 Points

Dermal Stitch

The character can increase his or her metabolism to increase its natural rate of healing.

LEVEL	POINTS	ATTRIBUTE
+2	+10	Regeneration (Psi -10)

TOTAL: +10 Points

Flesh Puppet

The character can gain control of any single target within range, with a Mind Stat and a soul.

LEVEL	POINTS	ATTRIBUTE
+4	+10	Mind Control (Universal; Range 2; Ritualist -20)

TOTAL: +10 Points

Freak Alter

The character imbues several from his tribe with the abilities of their totem animals, allowing them to undertake critical and dangerous quests.

LEVEL	POINTS	ATTRIBUTE
+5	+40	Alternate Form (Single Animal Form; Shamanist -5)

TOTAL: +40 Points



GATE GUARDIAN
Page 124
Sir William and Ashra fiercely guard a sacred World Gate deep within the Dragon's Spine mountains on Ikaris.

Mega Brand

A hole in the heavens opens up and a selective beam of searing hot light surges down to the earth.

LEVEL	POINTS	ATTRIBUTE
+10	+20	Weapon (Area 5, Multidimensional, Piercing 3, Selective; Divine -10)

TOTAL: +20 Points

Nature's Armour

The character creates armoured clothing from the surrounding plants and earth.

LEVEL	POINTS	ATTRIBUTE
+7	+9	Armour (Armour Rating 14; Shamanist -5)

TOTAL: +9 Points

Pyrokinesis

The character uses powerful mind energy to manipulate the growth, shape, and patterns of fire and flames.

LEVEL	POINTS	ATTRIBUTE
+5	+10	Telekinesis (Focused: Fire; Psi -10)

TOTAL: +10 Points

Talus Wall

This blessing protects against fire-based attacks, diverting the flames to either side of the character and his or her nearby allies.

LEVEL	POINTS	ATTRIBUTE
+5	+5	Force Field (Armour Rating 20; Area 2, Limited -2; Divine -10)

TOTAL: +5 Points

Terror Graze

The character can transform him or herself into a terrifying combat beast, nearly undetectable and terribly strong.

LEVEL	POINTS	ATTRIBUTE
+5	+25	Invisibility (Sight 2, Hearing 2, Smell; Wizardry -5)
+4	+7	Melee Attack (Unarmed; Wizardry -5)
+3	+4	Melee Defence (Unarmed; Wizardry -5)
+3	+19	Superstrength (Wizardry -5)

TOTAL: +45 Points



CHAPTER 10: GAME MECHANICS

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, 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 Stats, Attributes, Skills, and Derived Values help resolve these dramatic questions. In many cases, dice rolls can add additional hazard and drama to the action. The dice rolls represent elements beyond the direct control of the character or the uncertainty that results when opposing characters interact. 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 139). 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 detailed, in order to give players a greater sense that they are in control of their characters' every step when engaged in a life or death struggle. 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.

DESIGNER'S NOTE

IGNORE US

IMPORTANT! Do not hesitate to go beyond the rules if you are the Game Master. If you dislike a rule presented here, you are encouraged to modify it to suit your needs and those of the players. Do not let your own vision of a 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.

THE PASSAGE OF TIME

The "in game" passage of time in a role-playing game is fluid, just as it is in a story. In some situations, such as a a conversation between two characters, the flow of game time normally matches real world time. More often, the amount of time that passes depends on the characters' activities as set by the players' actions — things happen as soon as dramatically appropriate. Climbing a high mountain may just takes a few short minutes of description, or a few die rolls, to resolve. It does not take the many hours that climbing a mountain would really take. The GM should telescope time until something interesting happens: "Two weeks pass while you investigate the crime. Then the terrorist broadcasts a message, announcing his plans to destroy Tokyo Tower if his demands are not met...." Finally, in very dramatic situations such as combat, the GM may keep very precise track of time, using individual "combat rounds" (see Combat, page 141). 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

Two common measures of game time are a scene and round. A scene is any situation where the events remain linked, moment-to-moment. Think of it in movie terms — a scene lasts until the camera cuts to an entirely new setting, potentially with new characters. If, for example, a player-character is speaking with an informant in a diner, the conversation constitutes a scene. Once the GM switches scenes to the character entering a back alley, following up on the informant's lead, the diner scene ends and a new scene begins in the back alley. If the conversation was interrupted by a villain attacking the informant, intent on shutting him up before he could reveal any important information, the scene would not yet end when the character chased after the villain down a back alleyway. 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 1-10 seconds in length (usually averaged to 3-4 seconds), while an Initiative is one specific moment in time. Rounds are used for combat situations. A round is the amount of time in which an average person can react to a situation, make a decision, and perform a significant action during a battle or other stressful situation.

When combat occurs, characters roll Initiative (page 138) and each is allowed to act in order of his or her Initiative.

TAKING ACTION

Every character is capable of performing or attempting a nearly endless list of actions. These can be mundane activities (talking, breathing, thinking, etc.), skilled activities (building a suit of power armour, hacking into a computer, moving silently, climbing the side of a building, etc.), or combat activities (fighting, dodging, shooting, etc.). The Combat section 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.

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 a Stat or Skill roll to determine the outcome.

Consider the three action descriptions below:

Action 1: "My character, Akira, is going to search for the missing sword."

Action 2: "My character, Akira, is going to search for the missing sword in the basement of the building."

Action 3: "My character, Akira, is going to quickly search for the missing sword in the basement of the building. He will knock down doors if he has to, in order to find it as fast as possible."

All three accounts involve Akira looking for a lost sword, 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 Akira is forcing open the doors in Action 3), but sometimes a little detail can greatly alter the GM's interpretation of the event.

DICE ROLLS

BESM uses six-sided dice during game play. When a random number needs to be generated, two dice are rolled. By adding the two numbers shown on each die, values between 2 and 12 are generated. The distribution of values almost follows a bell curve, with the middle value of 7 generated most frequently (one-sixth of all rolls).

PLAYING IT SAFE (TAKING 6)

At the GM's discretion, a player may eliminate the random element of a dice roll for his or her character by assuming a result of 6 (known as "taking 6"). Any situational bonuses or penalties still apply as normal, adding to or subtracting from the 6 result. A character can take 6 on Stat rolls, Skill rolls, and combat rolls if the GM permits.

SUCCESS ROLLS

Rolls are made during a *BESM* game to determine the success or failure of important actions performed by the player characters or by NPCs interacting with them. Rolls are only needed for actions where the character's success is uncertain. The GM can decide an action succeeds (or fails) without a roll. Many routine or minor actions should be resolved this way. See Should I Make My Players Roll Dice? (page 139).

If the GM decides a die roll is required, the player rolls two dice and adds any relevant Stat and Attribute ability values and any situational modifiers to the number rolled. The resulting sum is called the "total roll." The higher the total roll, the better the character's attempt. The total roll is compared to either a Target Number (see below) or opposed roll (page 136) to determine if the task was successful.

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.

TARGET NUMBERS

The success of most rolls is determined by comparing them to a Target Number. The GM assigns the Target Number before the roll is made. If the total roll is equal or higher than the Target Number, the task succeeds. If it was lower, it fails. Sometimes the rules will specify a Target Number for a particular task.

GMs should assign Target Numbers based on how easy or difficult the task is. When in double, assign an average difficult Target Number of 12. For instance, driving a car along a busy highway would not normally require any dice rolls for most people in a modern setting, since driving is routine. Driving on the highway at high speeds during inclement weather might require a dice roll, though ... probably a very easy or easy task. Racing along in a complex construction zone in ideal weather conditions is perhaps an average task, and maybe a difficult task in inclement weather. If the car's breaks no longer work, racing along the highway may become a challenging task. Attempting to do so while blindfolded — and merely using the sound of the traffic to guide the wheel — is an improbable task.



The GM should usually tell the player what the Target Number is before he or she rolls. In some instances, though, the GM can keep the Target Number a secret, revealing only whether the character's total roll resulted in success or failure.

TABLE 10-1: TARGET NUMBERS

Difficulty	Target Number	Note
Very Easy	6	Almost everyone will succeed
Easy	9	Few characters will fail
Average	12	Success often requires some talent or training
Difficult	15	Success often requires above-average ability
Challenging	18	Success often requires exceptional ability
Improbable	24	Success is seemingly a miracle!

DESIGNER'S NOTE

UNDERSTANDING TARGET NUMBERS

So how does the Game Master set the Target Number for a given task? While the rules may provide some specific values, most decisions are left to the GM. You can better understand what reasonable values are if you grasp the probabilities of success or failure.

Consider a person with values of 4 in each Stat (human average) and, slightly skilled in an area (Skill 1). Since a value of 7 is rolled a little more than 50% of the time on two six-sided dice, this average person will succeed a little more than 50% of the time when performing average tasks (Stat 4 + Skill 1 + Roll 7 = 12 ... equalling the average Target Number of 12). All Target Numbers were set with these parameters in mind. For your convenience, the probabilities for rolling specific values or higher are listed below:

Dice Value	Chance of Rolling Value or Higher
2	100%
3	97%
4	92%
5	83%
6	72%
7	58%
8	42%
9	28%
10	17%
11	8%
12	3%

When considering what a reasonable Target Number should be, remember that a 7 or higher will be rolled about half the time. If you subtract 7 from the Target Number, the remaining number is the minimum Stat + Skill total the character must have to succeed, on average, half the time. For example, if you look at a challenging Target Number (TN = 18), and subtract 7 from the value, you are left with 11. Consequently, to have a decent chance of succeeding, the character's Stat + Skill must equal 11 ... clearly not common in a low-powered game. While it is possible for a character with a Stat of 4 and Skill of 1 to succeed while performing a challenging task (if he or she rolls a 12 and the task falls under the character's Skill Specialisation), it is extremely unlikely — only a 3% chance! That's why it's called "challenging."

Setting Target Numbers is not difficult, provided you understand what your goal is regarding the chance for character success and failure.

OPPOSED ROLLS

Instead of setting a specific Target Number, the GM may decide that a roll is an "opposed roll." This is appropriate for any situation that involves a direct competition between opponents, such as arm wrestling, a game of chess, an interrogation, or combat.

In an opposed roll situation, the two (or more) characters involved each roll. The character with the higher total roll succeeds. If the result is a tie, the active character (such as the attacker in combat, or the challenger in a game of chess) wins over the reacting character. If both characters are "active" and a tied result is reasonable — such as in a race — the contest is a draw; otherwise, re-roll.

SUCCESS OR FAILURE

Some rolls either succeed or fail. In others, the GM may find it useful to judge the effect based on how well or poorly the character performed. The "margin of success" is the amount the total roll exceeds the Target Number (or opposing roll). The greater the difference, the greater the degree of success. Similarly, the margin of failure is the amount the total roll is below the Target Number (or opposing roll). The greater the difference, the greater the degree failure. For example, if an attacker has a total roll of 22 and the defender has a total roll of 16, the margin of success for the attacker is 6 (22 - 16 = 6).

TYPES OF ROLLS

There are five types of dice roll used during game play: a Stat roll, a Skill roll, an Initiative roll, an attack roll, and a defence roll. Each of these rolls test a particular facet of a character's abilities. When a player announces the intended actions of 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 roll is most appropriate, based on these guidelines.

STAT ROLL

A Stat roll is used when the GM believes that innate ability is more important than any learned expertise or combat capability in resolving the success of a particular action. An example of a Stat roll would be a Body Stat roll to force open a locked door using brute strength. Another

important use for Stat rolls is to see if a character can resist the effects of something bad, such as mind control, poison, or shock.

The GM decides which Stat (Body, Mind, or Soul) is being tested by the action or situation. See the Stat descriptions in Chapter 3 (page 11) for which activities are associated with particular Stats. For Stat rolls that relate to an Attribute, the relevant Stat is often suggested in the Attribute description. If the GM feels two or three Stats are closely related to the action, an average Stat Value can be calculated instead, rounding up to the closest whole number.

The success of a Stat rolls is determined by rolling two dice and adding the relevant Stat (or Stat average) and any situational modifiers. The result is the total roll. This is compared to either the Target Number (page 135) or to an opposed roll (page 136) to determine if the task was successful.

The GM must decide whether a Stat roll is made against a Target Number or is an opposed roll. If it is an opposed roll, the GM must decide what type of roll opposes it. This may be the same type of roll — for example, Body Stat versus Body Stat in a wrestling contest. It could also be a different Stat, such as matching Body versus Soul in an attempt to seduce an innocent. The GM may also decide that a Stat roll is opposed by another type of roll, possibly a Skill roll.

A character's Attributes or Defects can modify certain types of Stat roll. For example, Superstrength (page 54) adds a +2/Level bonus to any Body Stat rolls relating to feats of strength. The Less Capable Defect (page 98) penalises Stat rolls related to whatever aspect is Less Capable.

Skill Roll

A Skill roll is similar to a Stat roll, except it is used when the task is one that the GM decides would be governed by both a particular Stat and a particular Skill Attribute.

If a task requires general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat roll would be made. In contrast, determining the origin of a rare alien species would also require a Mind Stat roll, but this task is also governed by the Biological Sciences Skill (and more specifically, the Zoology Specialisation). In game terminology, this task would require a "Mind-Based Biological Sciences (Zoology) Skill roll."

Add both the appropriate Stat and the Skill Level to the dice roll, as well as any situational modifiers. If the character also has the appropriate Specialisation (see page 82), add an additional +1 bonus.

The GM is responsible for deciding which Stat, Skill, and Specialisation are relevant to a particular task, using the Stat descriptions in Chapter 3 (page 11) and Skill descriptions in Chapter 6 (page 82). The GM should listen to the player's reasoning why a particular Skill or Specialisation might apply, but the final decision belongs to the GM.

The GM should select the Target Number before rolling, or decide if the roll is opposed. In opposed rolls, the GM also decides whether the roll is opposed by a Stat roll, Skill roll, or other type of roll, and what Stats or Skills are involved. This may depend on a character's actions. Sometimes the opposing roll will involve the same Skill, but often a different Skill or a Stat roll is more appropriate. For example, a Mind-based Interrogation (Physical) Skill roll could be opposed by a Soul Stat roll (if someone tries to resist by sheer will power), a Mind Stat roll (if the character tries to trick the interrogator), or a Body Stat roll (to tough out any physical abuse). The character might try to trick the interrogator, perhaps opposing the Interrogation Skill with the Controlled Breathing Skill to pretend to pass out during the interrogation. The GM decides what Stats or Skills are valid, but there is plenty of opportunity for creativity.

Combining Skill Rolls

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 "master" Skill roll. Each helper also makes a Skill roll, and for every success, the leader gets a +2 bonus to his or her master Skill roll. The GM may limit co-operation in any situation where it would be inappropriate.

Skill Synergy

It is possible for a character to have two Skills that work well together, such as Computers and Electronics for a computerised lock. The GM may allow their Levels to be combined (up to a maximum of an extreme +6 bonus) when an appropriate situation arises that requires both of them.

Unskilled Attempts

Often, a character will attempt an action for which he or she does not possess the relative Skill. The modifier in these situations is dependent on the nature of the action.

Familiar Action

If the character is undertaking a familiar action, make a Stat roll instead. 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 a big city will be familiar with the process of driving a car, even if they do not possess the Driving 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 Stat roll but with an unskilled penalty applied. This reflects how difficult it is for an unskilled character to accomplish the task. The unskilled penalty should be either slight (-1), significant (-3), or extreme (-6), depending on how much the GM feels training is required and how background aspects of the character could affect the attempt. This unskilled penalty is in addition to any other penalties (or bonuses) that reflects how easy or difficult the task itself is to accomplish.

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 an extreme (-6) penalty. A character who is an aficionado of combat jets and aircraft documentaries might only suffer a significant (-3) penalty ... even if he or she has never actually piloted a plane before.



NINJA
Page 128
Assassin extraordinaire Sho Murasaki favours a two-wakizashi technique to decapitate his enemies quickly.

Required Skill

The GM may decide certain tasks automatically fail when performed by characters lacking the required Skill. Examples of required Skill activities include: performing brain surgery, deciphering ancient hieroglyphics, concocting an antidote for a poison, estimating the value of a rare piece of art, etc.

Initiative Roll

Initiative rolls are a special type of roll made by participants at the start of a combat scene, to determine the order in which they will act. Each antagonist makes an Initiative roll using the sum of two dice plus his or her base Attack Combat Value (before the Melee or Ranged Attack Attributes are considered). Certain Attributes — Superspeed and Combat Technique (Lightning Reflexes) — will modify the roll. Initiative rolls determine the Initiative order, from the highest to the lowest total roll. See Initiative, page 141.

Attack Roll

An attack roll is used to resolve the success of an attack action in combat, such as an attempt to strike a blow or fire a weapon at an opponent. The attacking character rolls two dice and adds his or her Attack Combat Value (page 105). Melee Attack (page 40) or Ranged Attack (page 48) Attributes may increase his or her Attack Combat Value when appropriate. Attack roll modifiers (page 154) may apply for situations like fighting in the dark or at long range, or for attempting special combat manoeuvres, such as called shots.

The attacker's total roll is equal to the sum of the dice roll, Attack Combat Value, and any modifiers.

An attack roll is normally an opposed roll. The target gets a defence roll, representing his or her ability to dodge, block, or parry. If the attacker's total roll equals or exceeds the target's defence roll (see below), the attack is successful. If not, it missed, or was parried or blocked.

Unopposed Ranged Attack Rolls

An unopposed ranged attack roll made against an inanimate target is usually a very easy task (Target Number 6). An inanimate target includes buildings, areas of ground, unconscious or restrained foes, etc. An unopposed ranged attack roll made against character who is capable of defending but choses not to is an easy task (Target Number 9).

Unopposed Melee Attack Rolls

An unopposed melee attack against an adjacent inanimate target is usually an automatic success (Target Number 0). An inanimate target includes buildings, areas of ground, unconscious or restrained foes, etc. An unopposed melee attack roll made against character who is capable of defending but choses not to is a very easy task (Target Number 6).

DEFENCE ROLL

A defence roll represents dodging, blocking, or parrying. It is always an opposed roll against an attack roll. The defending character rolls two dice and adds his or her Defence Combat Value (page 105). Melee Defence (page 40) or Ranged Defence (page 48) Attributes may increase his or her Defence Combat Value when appropriate. Defence Modifiers (page 154) may apply for special situations.

The defender's total roll is equal to the sum of the dice roll, Defence Combat Value, and any modifiers. If the defence roll exceeds the opposing attack roll, the attack was successfully dodged, blocked, or parried.

DESIGNER'S NOTE

SHOULD I MAKE MY PLAYERS ROLL DICE?

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 roll is 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 request the roll and allow game play to continue, uninterrupted.

The following is a list of suggestions when the dice should and should not be rolled. If a roll is unnecessary, the character should gain an automatic success for the action.

ROLL DICE WHEN...

- the unpredictability of dice adds to the excitement of the game
- the action is foreign to the character
- the action has been a weakness for the character in the past
- the character is 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
- the character is "taking 6" on a roll

DIFFICULTY MODIFIERS

The GM has the option of adding bonuses or penalties to any roll, to represent situational modifiers that increase or decrease the difficulty of an action. Difficulty Modifiers are not the same as Target Numbers, and often have unrelated magnitudes. Target Numbers reflect the difficulty of a specific task while Difficulty Modifiers reflect the conditions under which the task it attempted.

For example, a character attempting a challenging task (TN 18; for instance, performing an emergency appendectomy) might receive an outrageous (+12) bonus under ideal conditions (such as being walked through the procedure by an expert surgeon). Conversely, a character attempting an easy task (TN 9; for instance, riding a horse through an obstacle course) might receive an extreme (-6) penalty under exceptionally adverse conditions (such as having to avoid enemy gunfire and landmines while negotiating the course).

TABLE 10-2: DIFFICULTY MODIFIERS

Difficulty Modifier	Bonus/Penalty Description
+18	Monstrous Bonus (why roll dice?)
+12	Outrageous Bonus
+6	Extreme Bonus
+3	Significant Bonus
+1	Slight Bonus
0	No Modifier
-1	Slight Penalty
-3	Significant Penalty
-6	Extreme Penalty
-12	Outrageous Penalty
-18	Monstrous Penalty

ATTRIBUTE-BASED DIFFICULTY MODIFIERS

Some Attributes, Variables, and Restrictions provide bonuses or penalties to rolls under certain circumstances. For example, a Mind Shield provides a bonus to resist a psychic attack. These modifiers are detailed in the Attributes chapter.

USING ATTRIBUTES

If an Attribute does not specifically require a Stat, attack, defence, or Skill roll, GMs can assume they function automatically in most situations, though the Game Master may decide that a roll is necessary in unusual circumstances. For example, a character with the Features (Appearance) Attribute always looks good, but the GM might require a Soul Stat rolls were he or she attempting to attract someone's attention.

Certain Attributes occasionally require Stat rolls (or sometimes Attack, Defence, or Skill rolls) to properly use the Attribute. Other Attributes or Defects provide modifiers to existing rolls, as noted in Chapters 4 and 7.



COMBAT FLOWCHART

START
Determine Initiative order.
Attacker acts on his or her Initiative.

Action Held → **CHARACTER HOLDS ACTION**
The character acts on a lower Initiative in response to a specific condition.

Offensive Action → **OFFENSIVE ACTION**
The attacker's total roll equals the sum of two dice, Attack Combat Value, and any modifiers.
The defender's total roll equals the sum of two dice, Defence Combat Value, shield bonus, and any modifiers.
Higher total roll wins.
Attacker wins ties.

Attack Succeeds → **THE ATTACK SUCCEEDS**
Damage is inflicted, equal to the attacker's Weapon Attribute Level times the Damage Multiplier, plus the Attack Combat Value. The damage is reduced by the target's Armour Rating (if any), and then subtracted from the target's Health Points.

Shock Check → **SHOCK CHECK**
If damage inflicted equals or exceeds target's Shock Value, make a Soul Stat roll (Target Number 12). If failed, character is temporarily stunned.

End of Action → **END OF ACTION**
The Initiative is over.
Proceed to the next Initiative.

Attack Fails → **THE ATTACK FAILS**
The attack does not deliver any damage.
The attack is over.

End of Action

Offensive Action / Tactical Action → **TACTICAL ACTION**
The character can either aim, wait for an opening, or make a tatal defence action.

End of Action

General Action → **GENERAL ACTION**
The player describes the character's action to the GM.

End of Action

DESIGNER'S NOTE

KEEPING IT SIMPLE

To streamline the game mechanics, use the following guidelines:

- do not allow combining Skill rolls
- do not allow Skill synergy
- all unskilled attempts should be familiar actions
- ignore all slight (±1) bonuses and penalties, and treat the actions as unmodified

If you want to really simplify the game mechanics, do not allow any actions that incur bonuses or penalties — resolve all actions with unmodified dice rolls.

Finally, if you want to make your game effectively diceless, have the characters "taking 6" on every roll!

COMBAT INTRODUCTION

Conflict is an essential component of any role-playing game. Physical conflict, or combat, is an important element of *BESM*, but important need not be the same as frequent. Combat should be a vital element of a scene, and not just a distraction that the GM uses to pass the time. The combat rules for *BESM* were designed to mimic dynamic, fast-paced combat. Whenever a character enters physical conflict with another character or NPC, combat begins.

At the beginning of any new combat scene, the characters all make Initiative rolls (page 138). This determines the order they can act in during the combat: the Initiative order. This remains constant for the duration of the combat.

After the Initiative order has been determined, combat proceeds through a series of one or more rounds. Each round of combat covers from 1 to 10 seconds of time from the characters' perspectives, depending on the characters' actions and the circumstances (the exact time scale is not relevant; a 3-4-second round is usually appropriate). GMs should feel free to have rounds represent more time if it would be dramatically appropriate — for example, a big battle. A round is simply the period of time in which an ordinary character can perform one significant action.

Characters are normally permitted to take one action per round; characters with the Extra Actions Attribute (page 32) will have more than one. An action is a major activity, such as attacking (offensive action), performing a tactical manoeuvre such as aiming, a total defence, or waiting for an opening (tactical action), or doing something else significant like performing magical ritual or running away with no thought to doing anything else (general action).

An action may incorporate limited movement (see below). Defending against someone else's attack is not an action, but it is more difficult to defend against multiple attacks in a round.

Should the conflict not be resolved at the end of the first combat round, subsequent rounds of combat will follow.

Each round of combat is subdivided into two parts: Initiative and character action. The GM resolves Initiative first, then all the participants in a combat get to perform a character action. After they have done so, the round ends and if combat is still ongoing, a new round begins.

INITIATIVE

Initiative determines the order in which characters act. It is checked once, at the beginning of the combat scene.

Each player whose character is involved in the fracas makes an Initiative roll two dice plus the character's Attack Combat Value — but do not consider the bonuses added to Attack Combat Value from the Melee Attack or Ranged Attack Attributes. A bonus is applied if the character possesses the Combat Technique (Lightning Reflexes; page 23) or Superspeed (page 54) Attributes. 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 GM should make a note of the Initiative total rolls of each character or NPC, and rank them from highest to lowest. This is the Initiative Order. The character with the highest total has "gained Initiative" and acts first (using all actions, if he or she has the Extra Actions Attribute), followed by others in descending order. Should two or more characters or NPCs have the same Initiative, the character with the highest Attack Combat Value acts first. In the event of another tie, use the following indicators to determine the order: Initiative bonus from Attributes (Combat Technique: Lightning Reflexes or Superspeed), Body Stat, and finally total Character Points). Should additional fighters enter the scene mid-way through the combat, roll Initiative for them and assign them a place in the Initiative Order based on this roll.

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 take a single action. If the character has the Extra Actions Attribute (page 32) he or she may take additional actions.

TYPES OF ACTIONS

There are three categories of action. A character who can perform multiple actions may perform the same or different type of action — for example, a character with one Extra Action could choose to take two offensive actions, or a tactical action and an offensive action, or some other combination.

The Game Master should encourage players to give broad in-character descriptions of what their characters do, and simply use these rules as guidelines for adjudicating game effects.

OFFENSIVE ACTION

This is an attack (see Attacks — Offensive Actions, page 141). An offensive action can combine an attack with limited movement, such as charging toward a foe, or a description



of a colourful combat manoeuvre. For example: "I grab the chandelier and swing down to kick my opponent."

Tactical Action

This is any action that does not involve attacking a foe, but which will provide a specific bonus to a future attack (such as Aim or Wait for an Opening) or defence (such as Total Defence). Tactical actions (page 144) sometimes have a few restrictions that limit the degree of movement that can be performed in conjunction with them; for example, one cannot move while aiming a gun. The GM may waive any of these restrictions if it seems like they would get in the way of a dramatic game.

General Action

This includes all other types of actions, such as picking up a dropped object, performing a ritual, unlocking a door, performing first aid on a friend, running full tilt, or doing nothing except screaming for help. The effects of general actions are normally adjudicated by the GM. General actions may include movement, unless it would be incompatible. For example, one can run forward while drawing a sword, but not while performing first aid — see page 144.

A character who was stunned because of shock (page 158), or for some other reason (the GM rules he or she is caught by surprise, for example) must use a general action to recover. They do nothing for one action, after which they have recovered from being stunned.

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 (perhaps rolled every round instead of only once at the beginning) to increase the gap gradually between him or her and the other runner. A good way to resolve long distance chases is for the GM to establish a certain number of combat rounds between the starting point and the goal. It then becomes a simple matter of reaching the target first.

Movement Speed

If the GM wishes to keep precise track of movement and distances, assume an average human adult can:

- walk approximately 1 metre/round (or kph) times his or her Body Stat for great distances
- jog approximately 1.5 metres/round (or kph) times his or her Body Stat for extended distances
- run approximately 2 metres/round (or kph) times his or her Body Stat for moderate distances
- sprint approximately 3 metres/round (or kph) times his or her Body Stat for short distances
- swim or crawl approximately 1 metre/round (or kph) times his or her Body Stat for extended distances
- swim or crawl approximately 2 metres/round (or kph) for short distances

Movement Attributes such as Flight, Land Speed, Superspeed, and Water Speed that are rated for a speed in kilometres per hour allow characters or vehicles to move at a speed of 1 meter per round for every kph of speed. This guideline assumes 3-4 seconds per round — thus ensuring that every kilometre per hour of speed equals 1 metre per round — but the GM can modify exact speeds as desired.

Jumping

GMs can allow characters to jump as far as seems dramatically appropriate for the game. If distance is important, a stationary person can jump about 2 metres forward, or 1 up or back. A successful Body Stat roll allows a character to jump (in metres) one-quarter of his or her top speed (in metres/round); a failed roll means the character falls short. Thus a character can normally jump a distance, in metres, equal to 75% (or three-quarters) of his or her Body Stat (since a character sprint at up to 3 metres x his or her Body Stat in a round). Similarly, a car racing along at 250 kph (250 metres/round) could "jump" 63 metres (250 ÷ 4 = 63) — but a wheeled or tracked vehicle or a boat can only jump if it has a ramp.

Attacks — Offensive Actions

An offensive action, or "attack" is an attempt to strike a target, either physically or with an ability of some sort. It can also be used for similar non-violent actions that involve hitting a target, such as tossing or passing a ball or a serve in a tennis match.

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. If attacking at a distance, he or she must be within range (see below).

To resolve an attack, the attacking character's player (or GM for an NPC) makes an opposed attack roll (page 138) using all applicable attack roll modifiers (see Table 11-2). The defender makes a defence roll (page 139). If the total attack roll is equal or greater than the total defence roll, the attack succeeds; otherwise it fails. Remember to include all relevant Attribute, Defect, Weapon Variable/Restriction, and difficulty modifiers (refer to Table 11-2: Attack Modifiers, page 154, and Table 11-3: Defence Modifiers, page 154).

If an attack roll fails, the character has missed the target or simply does not hit with sufficient force or accuracy to

inflict damage. The attacker's action is over, and the attack has no effect, though a miss with a ranged weapon may cause collateral damage if the shot strikes somewhere else instead (this is up to the GM), or if it has the Area Variable (page 70) or Spreading Weapon Variable (page 66).

Melee vs. Ranged Attacks

Some attacks are useful at a distance, while others are limited to close, hand-to-hand fighting. It is up to the GM to decide whether he or she wishes to track ranges and distances, or abstract them.

Melee Attacks — No Range

A Weapon without a Range Variable is a "melee" attack. It is only usable against adjacent opponents within touching distance (usually one to three metres). This is the range for swords, punches, bites, etc. and is the default range for all attacks if no range is listed. Weapons with the Reach Variable (page 65) are also considered melee attacks, but their effective distance is much further (often three to five metres).

The Melee Attack Attribute (page 40) adds to the Attack Combat Value if the user is performing a melee attack with an appropriate weapon. For example, Melee Attack (Sword) adds to Attack Combat Value when attacking at melee range with a sword.

The Melee Defence Attribute (page 40) may add to Defence Combat Value if the user is defending against a melee attack with an appropriate weapon. For example, Melee Defence (Unarmed) adds to Defence Combat Value when dodging the another melee attack (rather than parrying with a weapon). It does not add to Defence Combat Value against ranged attacks.

Throwing Melee Weapons

Weapon Items with Range 0 may optionally be thrown out to a range of five metres. The character loses the Item (it will take at least one general action to recover it). A melee weapon suffers a significant (-3) penalty when thrown, unless it is also balanced for throwing (such as a throwing knife). The Ranged Attack (Thrown Weapons) Attribute (rather than Melee Attack) adds to Attack Combat Value.

Ranged Attacks

A Weapon or offensive Attribute with a Range Variable is a ranged attack.

A ranged attack may be made against a target as far away as the Range Variable's maximum range (see Table 10-3, page 144): 10 metres for Rank 1, 100 metres for Rank 2, 1,000 metres for Rank 3, etc.

Effective range is up to one-fifth the maximum range. If a target is within the effective range, there is no penalty.

Medium range is between the effective range and half the maximum range. At this range there is a slight (-1) attack roll penalty.

MERCENARY
Page 127
Kim Laws is founder and leader of the HARD mercenary squad — Heavy Artillery and Recon Deployment.



Long range is between medium range up to the maximum range. At this range there is a significant (-3) attack roll penalty.

While a Weapon may technically be able to be fired out to longer ranges, accuracy is exceptionally poor and should carry an extreme (-6) to monstrous (-18) penalty a the GM's discretion.

Table 10-3: Ranges indicates the range increments for Range Variables 1-7. Note that penalties associated with firing at medium and long range are reduced for characters with the Far Shot Combat Technique (page 22). Additionally, these ranges can be extended with the Extended Range Combat Technique (page 22).

TABLE 10-3: RANGES

Range Variable	Effective Range	Medium Range	Long Range
1	1-2 metres	3-5 metres	6-10 m
2	1-20 metres	21-50 metres	51-100 m
3	1-200 metres	201-500 metres	501-1,000 m
4	1-2 km	2-5 km	5-10 km
5	1-20 km	20-50 km	50-100 km
6	1-200 km	200-500 km	500-1,000 km
7	1-2,000 km	2,000-5,000 km	5,000-10,000 km

Example: Daisuke the Ninja has a shuriken with Range 1. If he throws it at a samurai standing 1-2 metres away, there is no penalty; at a distance of 3-5 metres, he is at medium range, so the penalty is slight (-1). At a range of 6-10 metres, he is at long range, so the penalty is significant (-3).

Range 1 (10 metres)

Most grenades and hurled weapons such as thrown knives, shuriken, or spears are Range 1, as are many hypnotic or petrifying gazes, breath weapons, and ki-powered blasts.

Range 2 (100 metres)

Most fireballs, lightning bolts, mind blasts, bows, pistols, and submachine guns are in this class, as are most archaic firearms such as muskets.

Range 3 (1 km)

Most rifles, machine guns, and autocannons are in this class, as are archaic black powder cannon.

Range 4 (10 km)

Most portable missiles, artillery, and mecha cannons are in this class.

Range 5 (100 km)

Heavy missiles and spacecraft beam cannons may fall into this class.

Range 6-7 (1,000 – 10,000 km)

Long range strategic missiles, cruise missiles, and heavy spacecraft weaponry may fall into these classes . . . or be even longer ranged (Rank 8+).

TACTICAL ACTIONS

A tactical action is a manoeuvre that will directly aid an upcoming attack or defence roll. The three standard tactical actions are aim, wait for an opening, and total defence. Regardless of how many actions the character has, he or she can only perform one of them in any given round, though the bonus for aim and wait for an opening are cumulative if the same one is used over several consecutive rounds (maximum of 3 rounds).

Aim

A character who intends to make a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon at a particular target for an entire round and does not move or defend during that period, a subsequent attack on that foe on the following round will receive a slight (+1) attack roll bonus. If an aiming character chooses to make a defence roll, or suffers any damage before he or she can fire, he or she loses the benefit of the aim. The Extra Actions Attribute does not reduce the time a character must spend aiming.

Wait for an Opening

An attacker who is at melee range may use a tactical action to study his or her foe, waiting for an opening, instead of attacking. This works much like aim: he or she receives a slight (+1) attack roll bonus to a melee attack against the same foe in the next round. This is especially useful if planning to take a called shot. However, unlike aiming a ranged weapon, waiting for an opening is unaffected by defending. The Extra Actions Attribute does not reduce the time a character must spend waiting.

Total Defence

A character who takes this tactical action is concentrating completely on defence instead of attacking or engaging in another activity. He or she may still move normally, but may not take other actions: the character is dodging and weaving, parrying frantically, or ducking and hiding. The character receives a significant (+3) defence roll bonus for all defence rolls during the next round. If the character can perform multiple actions, each action devoted to total defence gives an additional slight (+1) bonus. This lasts until it is the turn of the character to act again next round. Total defence is a good tactic for anyone retreating, or someone buying time until his or her allies arrive.

GENERAL ACTIONS

Rather than taking an offensive action or tactical action during any combat round, a character may use a general 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 general actions to run away or safely withdraw from armed or melee combat, provided the opposition does not attack at a later Initiative number in the same round (if this does happen, the withdraw fails). Note

that speaking a few words during combat, running about while attacking, or making a short dramatic speech does not constitute a general action — it can be performed in concert with an offensive action.

A general action may succeed automatically, or the GM can require a Stat roll or Skill roll to determine whether it succeeds. Some general actions may require several rounds to perform at the GM's option.

FREE ACTIONS

Some activities do not count as offensive, tactical, or general actions. A character can perform all of the following activities in addition to an action:

- Move a short distance or manoeuvre his or her vehicle.
- Say anything that fits within the span of 1-10 seconds.
- Make defence rolls in response to any attacks against him or her. Note that if the character performs more than one defence in a round, subsequent defences after the first (or later, if he or she has the Extra Defences Attribute, page 32) in the same round suffer penalties.

DESIGNER'S NOTE

KEEPING IT SIMPLE

Characters are not permitted to perform any tactical action. Additionally, all weapons can fire out to their maximum ranges without any attack roll penalties.

DEFENCE

Defence is not an action but a reaction — it is an attempt to avoid being struck. It includes dodging, parrying, diving for cover, and similar defensive manoeuvres.

If a character is the target of an attack, he or she may immediately attempt to defend against it. Defences are not dependent on Initiative order but resolved directly after the attack. The defence roll is equal to the sum of the dice roll, Defence Combat Value, and any modifiers. If the defence roll exceeds the opposing attack roll, the attack was successfully dodged, blocked, or parried.

Each character can attempt a defence only once against a particular attack. A character may defend against more than one attack in a round, but takes a penalty to each defence after the first (see Defending Against Multiple Attacks, below). A character may choose not to defend (perhaps in anticipation of a more powerful attack still to come); if so, 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 rolls. 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.

No Need to Defend

If the target's defence roll against an attack would still be successful even if the target only rolled as low as a 2 on the dice — in other words, the defender is either much better than the attacker, or the attacker rolled a very low number — the defence is automatic. The target does not "use up" his or her defence when guarding against that attack, and thus it can be used against another attack later in the same round without penalty.

Inability to Defend

A character can usually defend regardless of the other actions he or she performed, provided he or she is aware of the attack and free to move to avoid or stop it. The exception to this is if the character's concentration is so focused as to preclude this: see Exorcism Attribute (page 30), Activation Restriction (page 76), Concentration Restriction (page 77), and total attack (page 151) for the usual exceptions.

Choosing Not To Defend

If a target is capable of defending, but chooses not to for whatever reason, the attacker makes an unopposed attack roll for an easy task (Target Number 9). If successful, damage is delivered as normal.

Defending Against Multiple Attacks

When defending against multiple attacks in a single round, each defence after the first incurs a defence roll penalty: a slight (-1) penalty for the second defence, a significant (-3) penalty for the third defence, and an extreme (-6) penalty for the fourth or any latter defences. Even the greatest fighter may be overwhelmed if badly outnumbered, though a character still suffers only an extreme (-6) penalty even if defending against more than four foes — that many opponents are as likely to get in each other's way as to impede the character!

If a character has the Extra Defences Attribute (page 32), the penalty only begins to accumulate after he or she has exhausted the Extra Defences. For example, a warrior with Extra Defences Level 2 will suffer a slight (-1) penalty starting on his or her fourth defence roll, a significant (-3) penalty on his or her fifth defence roll, and an extreme (-6) penalty on his sixth and subsequent defence rolls.

Defence in Non-Combat Situations

The GM may also allow a defence roll in non-combat situations such as accidents in which quick reflexive action is required. This can include leaping out of the way of a speeding car, diving for cover to avoid a sudden explosion, and so on. If not fighting a particular opponent, the GM should assign a Target Number, rather than an opposed roll. A defence roll is also appropriate in some sports events, to represent the ability to intercept a pass or hit an incoming ball.



DAMAGE

Successful attacks, accidents, and other hazards can all inflict damage, which measures the degree of physical injury inflicted by blows, burns, broken bones, lacerations, toxins, penetrations, and other physical trauma. Damage is subtracted from the Health Points of the victim.

WEAPON DAMAGE

The Weapon Attribute is used to define most Attacks that are innate to the character (such as spells, ki powers, or fiery breath) or which are built into Items (like swords or guns). A large number of Weapon Items are detailed in the Items Chapter (page 162).

A completely unarmed person can strike an opponent using fists, feet, head, etc. This is a free Weapon Attribute (page 60) that all characters can access: Weapon Level 0 "Unarmed" (Stun, Non-Penetrating).

If a character successfully attacks using a Weapon Attribute, multiply the Weapon Attribute's Level times the character's Damage Multiplier (page 105) and add it to his or her Attack Combat Value to determines the damage inflicted. This Attack Combat Value includes bonuses from the Melee Attack and Ranged Attack Attributes, when appropriate.

Damage = (**Weapon Attribute** x **Damage Multiplier**) + **Attack Combat Value**

Example: Undercover cop Ryoko Yamagi strikes Toshi, a drug-dealing yakuza punk, with her depleted uranium-weighted combat yo-yo. Her attack succeeded. Her yo-yo is a Level 2 Weapon. She has a Damage Multiplier of 6 and Attack Combat Value 5. She inflicts (2 x 6) + 5 = 17 damage.

Since all Weapon damages are fixed, players should record them on their character sheets.

Size Damage Multipliers

If a character is any Size Rank other than medium (see page 108), the appropriate damage modifier is also added to the attack damage formula:

Damage = (**Weapon Attribute** x **Damage Multiplier**) + **Attack Combat Value** + **Size Damage Modifier**

Weapon Damage Default

Note that when a Weapon delivers damage without much character intervention (such as caltrops on a floor or a guided missile impact), assume the Damage Multiplier is 5 and do not add any Attack Combat Value to the final value.

ARMOUR RATINGS AND DAMAGE

Armour (page 19) and Force Fields (page 34) can protect against injury by reducing the damage sustained by the Attribute's Armour Rating. If this reduces the damage to 0 or less, the attack bounced off or was absorbed by the protection, and no harm comes to the target.

The Penetrating and Piercing Weapon Variables (page 65) reduces the effective Armour Rating by 4 (Penetrating) or 8 (Piercing) per Rank (minimum 0). The Non-Penetrating Weapon Restriction (page 68) increases the effective Armour Rating by 4 (Armour) or 8 (Force Field) per Rank.

Example: Toshi is wearing an light body armour with Armour Rating 12. The Armour Rating is subtracted from the yo-yo's 17 damage, leaving 5 damage.

DAMAGE AND HEALTH POINTS

If the target has no Armour Rating, or if any damage remained after subtracting it, reduce the victim's current

CRITICAL HITS

In some instances, the attacker's strike is so powerful or overwhelming that it delivers damage greater than it's normal maximum amount. If the attacker's total roll is significantly higher than the defender's total roll, a critical hit is scored. If the attacker has an outrageous (12) margin of success, the final damage is doubled. If the attacker has a monstrous (18) margin of success, the final damage is tripled.

Continuing the earlier example, if Ryoko Yamagi's total attack roll is 1-11 higher than Toshi's defence roll, normal damage (17 points) is inflicted. If her attack roll is 12-17 higher, double (34 points) is inflicted. If her attack roll exceeds the defence roll by 18 or more, her combat yo-yo inflicts triple (51 damage). Toshi has an Armour Rating 12. Since the critical damage is reduced by the Armour Rating, the final critical damage the yo-yo delivers is either 22 (for double damage) or 39 (for triple damage).

Against an unconscious or restrained opponent (an unopposed attack roll; see page 138), the final attack damage is doubled with an extreme (6) margin of success and tripled with an outrageous (12) margin of success.

IGNORE SIZE MODIFIERS

Note that the attack and defence modifiers for size (page 109) are ignored when determining whether an attack is a critical hit or not. That is, the outrageous or monstrous margin of success must be achieved without considering the Attack/Defence Combat Mastery Attributes or Inept Attack/Defence Defects that are associated with size.

For example, a colossal (Size Rank 4) dragon has a -4 penalty to hit with ranged weapons (-20 Points of Inept Attack: Ranged Attacks) and a -4 penalty to defend against ranged weapons (-20 Points of Inept Defence: Ranged Attacks). If a human warrior is attacking the dragon with a bow, the warrior must score 4 higher than an outrageous margin of success for double damage (12 + 4 = 16) or 4 higher than a monstrous margin of success for triple damage (18 + 4 = 22) — the warrior does not benefit from the dragon's Inept Defence Defect when calculating Critical Hits. Similarly, if the dragon fights back with a ranged breath weapon, it only needs to score 4 lower than an outrageous margin of success for double damage (12 - 4 = 8) or 4 lower than a monstrous margin of success for triple damage (18 - 4 = 14) — the dragon's chance of scoring a Critical Hit is not penalised by it's Inept Attack Defect.

Health Point total by the amount of excess damage. This same rule applies to Items (page 37).

If current Health Points ever drop to zero or less, the victim is knocked out (or ceases to function, if an Item). Further damage may kill the victim — see Effects of Damage to a Character (page 147).

Massive Damage and Superstrength

These two Attributes affect the Damage Multiplier in specific circumstances.

Superstrength (page 54) increases the Damage Multiplier by +1 per Level in any situation where the attacker's muscle power would come into play (such as Weapon Attributes with the Muscle Variable). This includes unarmed attacks and most mundane melee and thrown weapons.

Massive Damage (page 40) adds +1 per Level to the Damage Multiplier if the attack is of the style or type specified as applicable when the Attribute was chosen.

No Injury Attacks (Weapon Level 0)

Any Weapon Attribute at Level 0 inflicts no injury at all — do not even add Attack Combat Value Instead, such attacks usually have other ways to affect a foe, based on their Variables.

Effects of Damage To a Character

Suffering damage results in the loss of Health Points. Total loss of Health Points can cause a character to pass out or die. Should a player-character or NPC's Health Points ever drop to zero or below, he or she suffered a severe wound and is rendered unconscious. If a character is reduced to the negative value of his or her Health 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.

Catastrophic Damage

If a character loses as many or more Health Points as his or her base Health Points from a single injury, he or she must make an average Soul Stat roll (Target Number 12). If this roll fails, the character is dead (or dying, at the GM's option), even if his or her Health Points have not yet reached the negative value death threshold. If an Item suffers the same fate, it is automatically destroyed unless it is in the owning character's presence; if so, the character may make a Soul Stat roll for the Item.

Character Death

Death in a game can occur rarely, often, or never, depending on the tone and theme of the campaign. The default rule in *BESM* is that death is a real consequence of extreme actions; it happens rarely, but is the result of deadly force or careless negligence. Characters are responsible for keeping their powers in check, and not laying waste to their targets haphazardly.

Not all stories should have the possibility for death, or the chance of accidental death, however. In these games, characters may hit an enemy full force and be comfortable that the GM won't announce they've unwittingly decapitated their opponent. Wounds may require medical attention, and knockouts, concussions, and comas are all possible, but death only occurs when a player announces that his or her character has had enough, and finally steps over that line. Playing with this rule gives players the freedom to let loose a little, but still maintains the option for intense role-playing, if a character is ever driven so far as to make that choice.

Keeping It Simple

Ignore the rules for catastrophic damage. Also, characters can never die unless they are purposely "retired" by the player — they simply fall unconscious any time their Health Point totals fall below zero.

Designer's Note

Recovery

A character who suffers lost Health Points or Stat Points due to damage may heal naturally (or be repaired, for mechanical characters).

Recovering Health Points

Health Points regenerate at a rate equal to the character's Body Stat for each day (or hour for less "realistic" campaigns) of rest. For example, a character with a Body Stat of 5 rejuvenates 5 Health 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 Stun Damage

Health Points lost as a result of a Weapon Attribute with the Stun Variable (page 66) are recovered at a rate equal to the character's Body Stat every hour (or every 10 minutes for a less "realistic" campaign).

Recovering Drained Stats

Stat Points lost as a result of a Weapon Attribute with the Drain Variable (page 63) return at a rate of one every hour.

Repairing Equipment

Items, such as weapons, vehicles, or other gadgets can become damaged in the course of adventures. Characters can repair damage to equipment by making a Mind-based Mechanics Skill roll. If the object has Health Points, each Skill roll repairs 10 Health Points. Each Skill roll should take approximately one day of work (approximately six to ten hours), depending on the extent of the repairs required. Most mechanical, or non-organic, characters do not recover Health Points, and must be repaired.



ENERGY POINTS

Energy Points represent a character's reserve of personal stamina, luck, and spiritual power. They may use to power Attributes that have the Deplete Variable. They may also be drained as a result of attacks by Weapons with the Enervation Variable (page 63), by general fatigue, and by deprivations such as hunger, thirst, and lack of sleep (see Deprivation, page 157).

FATIGUE

The GM may rule that a character will lose Energy Points if he or she is travelling or working without taking any time to rest. The Energy Points lost are up to the GM, but in general, every 15 minutes of hard work or tiring travel (jogging, swimming, etc.) can result in a loss of one Energy Point. In most situations, this is too much trouble to worry about, but the GM may wish to impose it during a situation where characters balance their exhaustion with a race against time.

DRAMATIC FEATS

A character's Energy Points can also represent a character's reserve of luck or karma, and can be used in moments of high drama or extreme emotion to transcend a character's normal limits. Only player characters and significant NPCs may use Energy Points in this way. The GM decides what NPC is significant — it should only be applied to an NPC that the GM has bothered to with a name and distinct and motivation.



WIZARDRY TEMPLATE
Page 131
Shaboth the Ancient specialises in recovery magic, channelling energy from Nature into a human body.

A moment of high drama is one in which something the character holds dear is at risk. This may be the character's own life, but should usually be something that transcends that, such as a loved one, or close friend, or the success of an important cause, including revenge against a foe.

In such circumstances, Energy Points can be spent to temporarily provide a bonus to any dice rolls the character makes. The character may spend these Points after rolling the dice. Each +1 bonus burns 10 Energy Points. A character may add a maximum bonus equal to his or her Soul Stat.

The Aura of Inspiration Attribute (page 20) allows Energy Points to be spent in less dramatic or important circumstances using the same rules.

CHANGING THE PLOT

With the Game Master's permission, a player can burn 50 Energy Points from his or her character to change drastically an action or event that occurred in the game ... and can retell the plot from a new perspective!

Example: The heroic characters return to their village after a successful quest to reclaim the sacred Moloch Diamond from the hands of the demonic invaders from Bazaroth. As they emerge from the forest surrounding their home, they discover that the entire village has been burned to the ground and all the citizens with it! Rebecca — the player assume the role of young Maerlin, the blacksmith's feisty daughter — previously invested significant role-playing time and emotion establishing a romantic relationship with Robin, a farmer's son. Not wanting to end that relationship, Rebecca uses 50 of Maerlin's Energy Points and declares that Robin was actually saved from the disaster when he took refuge from the marauders in the cellar of the mill, saving six young children playing nearby when the fires began. The Game Master runs with this unexpected turn of events, and uses Robin to describe the vicious and unprovoked attack against the village to the characters. The campaign continues as the characters seek revenge and retribution!

DESIGNER'S NOTE

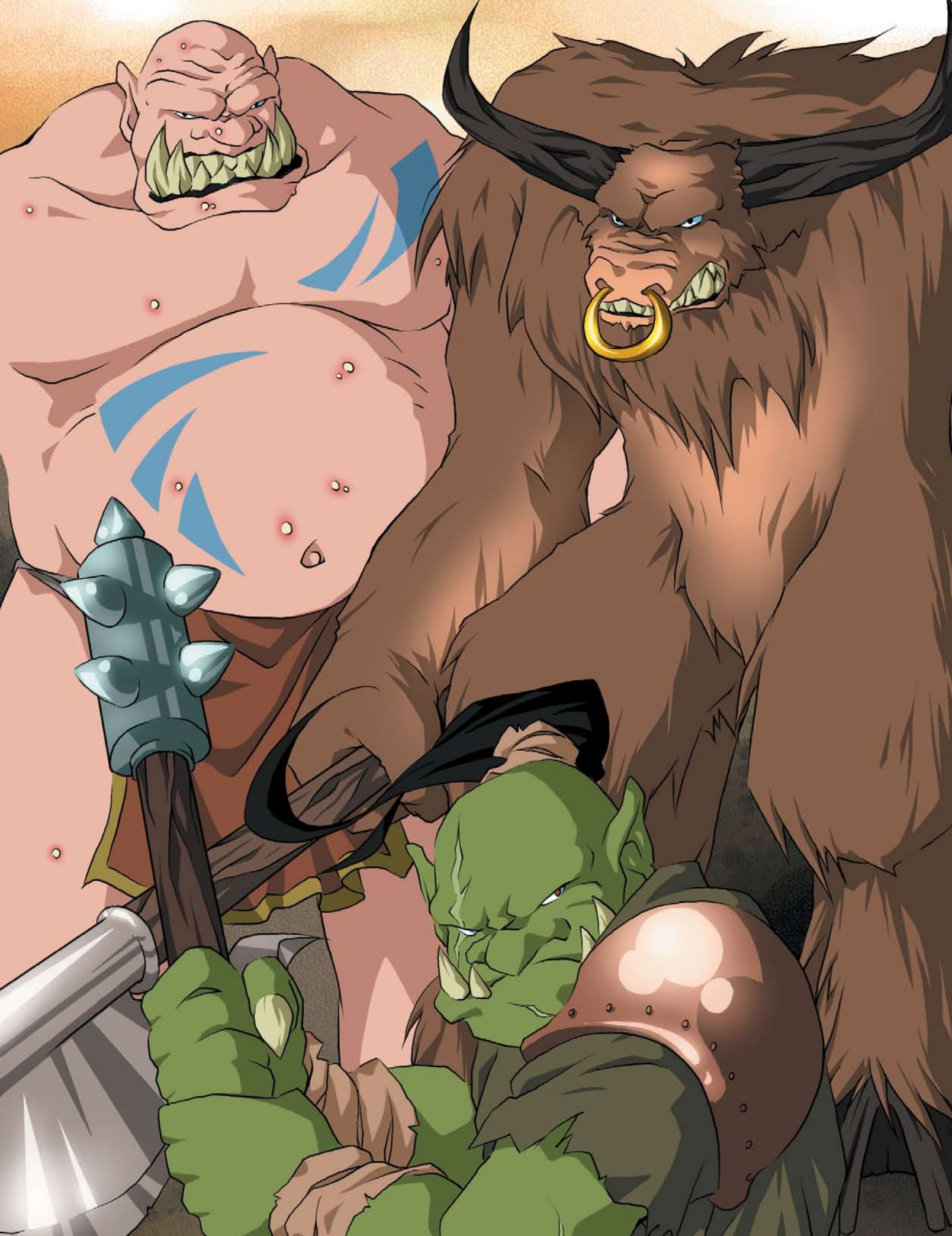
OUT OF ENERGY

If a character's Energy Point total is ever reduced below zero, he or she will collapse due to exhaustion until the Energy Points are recovered.

RECOVERING ENERGY POINTS

The average of the Mind and Soul Stat (rounded up) equals the number of Energy Points the character recovers every hour if he or she takes time to rest. A character with a 7 Mind Stat and a 3 Soul Stat, for example, regains 5 Energy Points ever hour of rest (7 + 3 = 10 ; 10 ÷ 2 = 5).

A character who is in the presence of a friendly Aura of Inspiration Attribute will recover additional Energy Points equal to the Level of the Aura every hour, whether or not he or she rests.



CHAPTER 11: EXPANDED GAME MECHANICS

This chapter goes into more detail regarding combat. GMs may wish to use these rules to adjudicate particular situations, or if combat is an especially important part of the game.

DESIGNER'S NOTE

KEEPING IT SIMPLE

Ignore nearly everything in this chapter! Grappling is simply handled as a normal attack, and shields only provide a +1 bonus to defence rolls without consideration given to their armour ratings.

COMBAT MANOEUVRES

The following are particular manoeuvres that characters can perform in combat.

READY (HOLDING ACTIONS)

The ready action lets an attacker take an action later, after the character's Initiative is over but before he or she starts the next one. The player specifies the action his or her character will take and the conditions under which the character will take it. Then, any time before the character's next Initiative, he or she may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of an opponent's activities (for example, an attack or movement), the character interrupts the opponent. If capable of doing so, the opponent continues his or her actions once the character completes the readied action.

Initiative Consequences of Readying

The holding character's Initiative result changes after a ready action. For the rest of the encounter, his or her Initiative result is the count on which the character took the readied action. The character now acts immediately ahead of the opponent whose action triggered the character's readied action.

If the character comes to his or her next action and has not yet performed the readied action, the readied action is lost (though the character can ready the same action again). If the character takes the readied action in the next round before his or her regular Initiative, the character's Initiative count rises to that new point in the order of battle, and he or she does not get a regular action that round.

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 Actions) but with penalties to both rolls: a significant (-3) penalty if the attacks are aimed at the same target or an extreme (-6) penalty if aimed at different targets. If a character has Extra Actions, he or she can only use this option with one attack each round and not every attack. These penalties can reduced with the Combat Technique (Two Weapons) Attribute (page 23).

CALLED SHOTS

An attacking character may elect to suffer an unfavourable dice roll penalty to hit in exchange for a called shot that provides some special advantage. For example, a called shot may reduce or bypass armour (by attacking a small, unarmoured spot) or strike a vital point (inflicting greater-than-normal damage). Players must specify a called shot before rolling the dice. These penalties can reduced with the Combat Technique (Precise Aim) Attribute (page 23).

Called Shot — Disarming

A character may attempt to shoot or knock a weapon or object out of another person's hand instead of inflicting damage. If using a ranged attack, this requires an attack roll at significant (-3) penalty. If using a melee weapon or unarmed attack, it requires an attack roll at a slight (-1) penalty. If the attack hits, the target must make an average (Target Number 12) Body Stat roll to retain control of the weapon. If the Stat roll fails, the character successfully knocks away the weapon. If the Stat roll succeeds, the defender will suffer a significant (-3) 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 Reduce Armour

Most armour has thin or unprotected areas (see Armour Attribute, page 19). An attack can be aimed at such an area at a significant (-3) penalty. If it hits, the Armour Rating is reduced by one-half (round down) against that particular blow. This is cumulative with modifiers for Penetrating or Non-Penetrating Weapon Attribute Variables.

If the Armour has the Partial Restriction, aiming at such an area only carries a slight (-1) penalty.

Called Shot to Bypass Armour

Alternatively, the attacker can target armour with a thin or unprotected area at an extreme (-6) penalty to completely bypass the armour (Armour Rating is reduced to 0 against that particular attack). This is cumulative with modifiers for the Non-Penetrating Weapon Attribute Variable.

If the Armour has the Partial Restriction, aiming at such an area only carries a significant (-3) penalty.

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 targeting the centre of mass. The attack roll is made at a extreme (-6) penalty. If successful, the damage is not increased, but if any damage gets past the armour rating, the Health Points lost as a result of this damage are doubled.

Called Shot to Weak Point

If the character knows his or her enemy has a Weak Point Defect (page 103), a Called Shot can be made to hit it in combat. The penalty to the attack roll depends on the size of the Weak Point: a tiny spot has an extreme (-6) penalty, a small spot has a significant (-3) penalty; a large spot has a slight (-1) penalty.

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 Actions to do so, the character may attempt to use one attack to strike multiple targets. When attacking two targets, the character suffers a significant (-3) penalty to the attack roll. This increases to an extreme (-6) penalty for three targets, an outrageous (-12) penalty for four targets, and a monstrous (-18) penalty for five targets. Characters cannot usually target more than five opponents with a single attack. These penalties can reduced with the Combat Technique (Multiple Targets) Attribute (page 23).

Only one attack roll is made (not one per target). Each target, however, is allowed to make his or her own defence roll to avoid damage.

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 point (known as striking to wound). He or she may not attempt this with attacks possessing the Area (unless also Selective), Autofire, or Spreading Variables.

Total Attack

A character can take this option in conjunction with an attack. It means he or she focuses completely on an offensive action with no thought given to defence. The character suffers an significant (-3) penalty on all defence rolls made until his or her turn to act again next round, but gains a significant (+3) bonus on any single attack roll during the same round. If the character has the Extra Attacks Attribute, all other attacks in the same round are unmodified.

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 significant (+3) bonus to his or her attack roll. Touching a specific part of a target's body may also require a called shot (page 150). 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 (next column).

Grappling

Instead of striking to inflict damage in melee combat, a character can attempt to grab someone. This is a grappling attack, and a character must have at least one empty hand free. Grabbing a small, inanimate object not in an individual's Sphere of Control (page 159) does not usually require an action.

Resolve a grappling attempt like a normal unarmed attack, except that 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 slight (-1) penalty on attack and defence rolls for each free hand the attacker uses to grapple in excess of the number of free hands the defender is using, up to a maximum penalty of -6 (should the attacker have six or more free hands than the defender).

A successful grapple inflicts no damage, but the attacker can hold a grabbed character relatively stationary. The target suffers a significant (-3) penalty on all attack and defence rolls when performing other melee attacks or defences (including grabbing, biting, kneeing, etc.) or an extreme (-6) penalty when attempting to perform other tasks requiring freedom of movement like using hand-held equipment.

If the grabbed character is much stronger (or more agile, at the GM's discretion) than the opponent, though, his or her penalty is reduced to a slight (-1) penalty or significant (-3) penalty respectively, and the character can still move freely. If the grabbed character is much weaker (or perhaps less agile), though, the penalties are increased to extreme (-6) and outrageous (-12).

The GM may consider a character much stronger if his or her Body Stat is at least 4 higher or if the character has Superstrength at a higher Level (or, if no Superstrength, the opponent is a smaller Size Rank, see page 108). For this purpose, each Level of Less Capable (Strength) counts as a -1 to Body. Consequently, a small child (Body 2) has a significant disadvantage when grappling with a strong man (Body 6)

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.

Lock

Instead of attacking normally, a character who (on a previous attack) successfully grabbed his or her opponent can choke, crush, or strangle that foe. This attack automatically hits and inflicts normal unarmed damage.

Throw

Instead of attacking normally, a character who has already grabbed an opponent and is standing can hurl the foe

to the ground. This is resolved as a normal unarmed attack; a successful hit releases the foe, but delivers an extra +5 damage, plus any additional falling damage if the character was in a position to be thrown out a window, off a cliff, etc. If the attacker throws the opponent at another enemy, the target must make a defence roll or suffer equal damage as well. A throw breaks the grip on the target.

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. Game Masters may treat this manoeuvre the same as the first grab attack. If the attack succeeds and the opponent fails to defend, 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 above). Once a character pins an opponent, the target suffers a significant (-3) penalty on rolls when attempting to escape. A pinned character cannot attack or defend.

Other Grappling Events

In addition to attack manoeuvres, both people engaged in a grapple have a few more options.

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 unarmed combat attack at a slight (-1) penalty to hit unless the aggressor has a Weapon Attribute of some sort defined as a bite.

Escaping

A grabbed character may attempt to struggle free. On the character's Initiative to act, he or she can attempt to escape instead of attack. This is an opposed roll; each character can make either a Body Stat roll or an attack roll, whichever is best. The character with the highest total roll 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 action that round and takes a significant (-3) penalty on any defence rolls during 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 Body Stat, he or she escapes the grab automatically.

Fighting From the Ground

Fighters thrown to the ground or who are otherwise forced to fight from a prone position make melee attack rolls or melee defence rolls at a significant (-3) penalty. It usually takes one general action to get up.

Disarming via Grappling

A character can try grabbing an opponent's weapon instead of the opponent's body. He or she makes the attack at a slight (-1) penalty. This is increased to a significant (-3) penalty if the opponent is holding onto the weapon with two or more hands. A successful attack might dislodge the weapon, but the defender is allowed an average Body Stat roll (Target Number 12) to maintain his or her grip. If the defender fails, he or she drops the item. If successful, the defender retains the weapon, but will suffer a significant (-3) penalty on any use of it until the end of his or her next action (after which time, the defender can use the weapon without penalty, unless the attacker attempts another disarm manoeuvre).

Vehicle Action

If a vehicle is being pursued, a classic tactic is to execute a dangerous manoeuvre, such as flying through a subway tunnel in a helicopter, or weaving through a crowded street on a motorcycle. In game terms, the player describes the manoeuvre his or her character attempts, and makes an appropriate Driving or Piloting Skill roll (against an appropriate Target Number set by the GM) with a penalty to reflect the move's outrageousness. Failure usually results in a crash or accident with damage delivered to the vehicle and perhaps the driver (see Crashing and Falling, page 157). If the character succeeds, the pursuing vehicle may also attempt the manoeuvre, or may break off the chase.

GMs can use the same technique to help slower vehicles (or characters on foot) catch faster ones during chases — if the pursuing character zips through a dangerous short cut, leaps from building to building, or otherwise attempts something clever, he or she can gain a considerable advantage with a successful Skill roll. If a player fails the roll, the GM should describe some sort of hazard and allow him or her to make a second Stat or Skill roll to avoid a complete disaster. For example, if a pedestrian steps into the street in front of the character's car, a successful roll means that the driver swerves in time and crashes into a nearby fruit stand; failing can result in a dead pedestrian.

On a lengthier chase, a successful Mind-based Navigation Skill roll could allow the character to think of a clever short cut, while a failure could trap the character in a traffic jam or similar delay. The GM can modify this based on how well the character knows the area and how detailed the player describes the tactics his or her character is using.

One useful technique involves the GM keeping a general mental note of relative distances (in metres) between combatants or important objectives. For example, if the encounter begins with a couple of SWAT vans 300 metres away from a criminal's getaway car, and in the first combat round the vans race forward 100 metres, then the opponents are now 200 metres from each other. If one vehicle is chasing another, and is 10 kph faster, it will close the distance by roughly 10 metres every round. GMs should not worry about exact speeds and distances — a general idea of the overall distances should be sufficient. See Movement in Combat, page 142, for more information.

Wild Stunts

The GM should permit characters to attempt all manner of crazy stunts with vehicles, with at least some chance of success. Examples can include tilting a car sideways to drive on two wheels in order to get through a narrow opening, crashing through an anti-vehicle barricade, jumping across a gap, performing handstands on a motorbike, driving a car or cycle up a ramp and into the trailer of a moving rig, flying a plane through a tunnel, etc.

The easiest way to handle these stunts is for the GM set an average Target Number (12) and add a difficulty modifier (usually a significant penalty of -3 … or worse). The GM should decide in advance what will happen if the character completely fails (usually receiving damage, spinning off the road, or a risk of hitting another vehicle, building or pedestrian), and then leave it up to the player whether or not to risk the attempt. The penalty for failure will usually be a crash of some sort.

Expanded Combat Modifiers

These rules add extra combat modifiers both for special attack options such as called shots and for activities like movement.

Movement Attack Penalties

When a character is moving in combat, he or she may incur penalties to attacks rolls (see Table 11-1). The penalty incurred depends on how quickly the character is moving relative to his or her maximum movement ability. For a normal character who does not have or is not using an Attribute (Flight, Land Speed, Superspeed, Water Speed, etc.) to move, the character's movement rate is dictated by his or her Body Stat, as outlined in the Normal Character column. Characters who are using a movement Attribute refer to the Movement Attribute column to determine their rate of movement.

If a character is running, he or she incurs a slight (-1) penalty to attack rolls. This increases to a significant (-3) penalty when sprinting. Characters who are jogging do not incur penalties. The terms "jogging," "running," and "sprinting" are merely descriptive terms, which also apply to characters who are flying, swimming, etc. See Table 11-1 for movement speeds.

Firing Weapons from Moving Vehicles

Characters who are passengers inside a fast-moving vehicle fire their weapons at a slight (-1) penalty. This increases to a significant (-3) penalty if the character is also piloting or driving the vehicle while firing. These penalties can reduced with the Combat Technique (Steady Hand) Attribute (page 23).

Many modern mecha, tanks, etc. will have stabilised weaponry or fire control systems that negate this penalty; this is represented by the vehicle possessing the Steady Hand Combat Technique.

Firing Weapons While Mounted

Mounted characters (on a horse, camel, giant eagle, etc.) fire their ranged weapons at a significant (-3) penalty while the mount is in motion. This penalty can reduced with the Combat Technique (Steady Hand) Attribute (page 23).

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 roll penalty. See Table 11-2: Attack Roll Modifiers for the appropriate penalty based on the target's speed. These penalties can reduced with the Combat Technique (Dead Eye) Attribute (page 22).

Attack Roll Modifiers

The GM may impose appropriate modifiers when the players make an attack roll. 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 roll. Likewise, in stress-free situations (such as murdering an immobile victim, or target range shooting with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success ... or perhaps even a critical success (page 136).

A number of possible penalties or bonuses are described on Table 11-2: Attack Roll Modifiers. The GM may adjust or ignore these modifiers if he or she prefers.

Table 11-1: Movement Attack Penalties

Movement	Using Body Stat (metres/round)	Using Movement Attribute	Penalty
Jogging	up to Body Stat x 1.5	up to 49% of top speed	no penalty
Running	up to Body Stat x 2	50 – 74% of top speed	slight (-1) penalty
Sprinting	up to Body Stat x 3	75 – 100% of top speed	significant (-3) penalty



TABLE 11-2: ATTACK SITUATION MODIFIERS

Attack Situation	Modifier
Attacker is:	
Taking an action to aim (modifier for each action)	+1
Aiming bonus when using a scope	+1
Attacking with two weapons (same target)	-3
Attacking with two weapons (different targets)	-6
Attempting to touch the target	+3
Making a total attack	+3
Executing a special manoeuvre with a Flexible Weapon	-3
Firing personal weapons from a moving vehicle	-1
Firing personal weapons while piloting a vehicle	-3
Firing personal weapons while swimming or performing acrobatics	-3
Melee attack or defence from an awkward position (on the ground, etc.)	-3
Attacker uses one attack against multiple targets:	
Two targets	-3
Three targets	-6
Four targets	-12
Five targets	-18
Attacker is moving quickly:	
Running (Body Stat x3 or 50-74% of top speed)	-1
Sprinting (Body Stat x 4 or 75-100% of top speed)	-3
Attacker is Attempting a Called Shot:	
Disarming (with melee attack)	-1
Disarming (with a ranged attack)	-3
Reducing armour	-3
Bypassing armour	-6

EXPANDED DEFENCE RULES

These rules add additional options for defence.

Defending With a Shield

Shields are designed to deflect blows and turn them aside, and thus provide a slight (+1) bonus to the defender's defence roll for each Level of the Shield Attribute. Under these circumstances, the shield's Armour Rating does not reduce damage inflicted from a successful hit (since a success indicates that the shield was bypassed). This is a default assumption: the attacker will always try to bypass a shield, and a defender is will try to interpose the shield to block attacks. If an attacker does not care about bypassing the shield, and prefers to strike it head on, the defender does not gain the associated defence roll bonus but instead receives the benefit of the shield's Armour Rating (the shield acts like the Armour Attribute in this instance). See page 146 for details on how Armour Ratings reduce damage.

An attacker cannot attempt to strike a shield and also perform a called shot, however. In order to successfully perform any called shot, the attacker must attempt to bypass the shield as normal.

TABLE 11-3: DEFENCE SITUATION MODIFIERS

Defence Situation	Modifier
Defending with a shield (if not attacked head on)	+1 per shield Level
Total defence, first action sacrificed	+3
Total defence, each additional action sacrificed	+1
Defending against additional attacks	
One extra attack/round	

Defending Others

A character can defend a friend or ally against another's attack provided the attacker or target is within reach. This requires sacrificing one of his or her own defences for this purpose. The decision may be made after the ally has failed a defence roll, but before any damage is resolved.

Defending others is difficult and suffers a significant (-3) penalty. Also, each attempt at defending others counts as one of the character's own defences, for purposes of defending against additional attacks (see page 145).

One special option is available when defending others: throwing oneself in front of the attack. This is made at a significant (+3) bonus, which cancels the penalty, for no net modifier. If it succeeds, instead of stopping the attack, the defending character becomes the target and suffers the appropriate damage.



USING SPECIAL 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 certain Attributes to defend themselves from harm. Special power Attributes such as Dimensional Portal, Teleportation, or Telekinesis can suddenly move someone out of the way of a foe; Insubstantial could be used to turn non-corporeal quickly; or the Weapon Attribute can be used to target an incoming attack.

Any such sudden use of an ability is simply treated as a defence roll. Thus, instead of dodging, the character uses teleportation and vanishes before the attack hits. The defence roll is used to determine whether or not the character activates the Attribute in time to avoid the attack, not whether or not the Attribute activates at all. If the character fails the defence, the Attribute may still activate after damage is delivered. The character defends him or herself from attacks exactly the same way all characters do — with a defence roll.

Defending with an Offensive Non-Weapon Attribute

By holding an action until attacked by an opponent, a character can defend him or herself with the offensive use of a non-Weapon Attribute that can be used on others. To succeed, the character must activate the Attribute with an appropriate Stat roll (the target can make a Soul Stat roll to resist as normal) and also make a successful defence roll to time the effect properly. For instance, when a hero attacks a villain who has a readied action remaining, the villain might attempt to use Teleportation to place a bystander between him and the hero's power blast. The villain must first make a successful Mind Stat roll to see if the Teleportation works. If the attempt is successful, and the bystander fails to resist with a Soul Stat roll, a defence roll determines if the villain activates the Teleportation in time.

VARIABLE DAMAGE OPTIONS

Some Game Masters and players may prefer variable attack damage, rather than having damage that is always a fixed value. Six options are presented herein, grouped into two categories: Modifying the Damage Multiplier and Modifying the Total Damage. If the campaign uses critical hit rules (page 146), they apply as normal.

MODIFYING THE DAMAGE MULTIPLIER

Every character has a fixed Damage Multiplier, as described on page 105. These alternative damage options increase or decrease that value as follows:

Based on Margin of Success

The attacker's Damage Multiplier varies according to the attack's margin of success:

- -1 Damage Multiplier for a 0 margin of success
- no change to the Damage Multiplier for a slight (+1) margin of success
- +1 Damage Multiplier for a significant (+3) margin of success
- +2 Damage Multiplier for an extreme (+6) margin of success

Based on Attack Roll

The attacker's Damage Multiplier varies according to the result of the attack roll:

- -2 Damage Multiplier for an attack roll of 2-3
- -1 Damage Multiplier for an attack roll of 4-5
- no change to the Damage Multiplier for an attack roll of 6-8
- +1 Damage Multiplier for an attack roll of 9-10
- +2 Damage Multiplier for an attack roll of 11-12

Based on Second Damage Roll

To determine damage, a second dice roll is made after a successful attack. The attacker's Damage Multiplier varies according to the result of the second damage roll:

- -2 Damage Multiplier for a damage roll of 2-3
- -1 Damage Multiplier for a damage roll of 4-5
- no change to the Damage Multiplier for a damage roll of 6-8
- +1 Damage Multiplier for a damage roll of 9-10
- +2 Damage Multiplier for a damage roll of 11-12

MODIFYING THE TOTAL DAMAGE

The total damage inflicted by an attack may be modified directly as well, by determining a percentage of damage. For example, if an attack delivers 24 damage total, a result of 25% of that damage equals 6 (24 x 25%); a result of 100% of that damage equals 24 (24 x 100%); a result of 150% of that damage equals 36 (24 x 150%); etc. These alternative damage options increase or decrease the total damage as follows:

Based on Margin of Success

The attacker's total damage varies according to the attack's margin of success:

- 50% for a 0 margin of success
- 100% for a slight (+1) margin of success
- 125% for a significant (+3) margin of success
- 150% for an extreme (+6) margin of success

Based on Attack Roll

The attacker's total damage varies according to the result of the attack roll:

- 25% for an attack roll of 2-3
- 50% for an attack roll of 4-5
- 100% for an attack roll of 6-8
- 125% for an attack roll of 9-10
- 150% for an attack roll of 11-12

Based on Second Damage Roll

To determine damage, a second dice roll is made after a successful attack. The attacker's Damage Multiplier varies according to the result of the second damage roll:

- 25% for a damage roll of 2-3
- 50% for a damage roll of 4-5
- 100% for a damage roll of 6-8
- 125% for a damage roll of 9-10
- 150% for a damage roll of 11-12

NON-COMBAT DAMAGE

Non-combat damage occurs from accidents or disasters such as crashes or environmental hazards. Depending on the cause of the injury, armour ratings may or may not protect. For example, body armour might help against a rock fall, but not against drowning.

IMPACT DAMAGE

Damage may result from vehicle crashes, falls, avalanches, collapsing buildings, and similar hazards (see Table 11-4: Crashing and Falling Damage). Subtract any Armour Rating when appropriate. The result is the Health Points lost by the character.

Crashing

During the course of an adventure, a character's vehicle or mount 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 at the GM's discretion. Similar damage can be applied to a character who jumps or is pushed from a speeding vehicle, or is struck by one.

Table 11-4: 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 (or object, in the case of a mass striking a character) 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 an Body-Based Acrobatics Skill roll with success halving the sustained damage to indicate a proper break fall. The Armour and Force Field Attributes may protect against this damage (GM's discretion).

TABLE 11-4: CRASHING AND FALLING DAMAGE

Speed	Falling Distance	Damage
20 kph	3 to 4 metres	10
30 kph	5 metres to 9 metres	20
50 kph	10 metres to 29 metres	30
100 kph	30 metres to 59 metres	40
150 kph	60 metres to 149 metres	50
200 kph	150 metres to 499 metres	60
500 kph	500 metres (or greater)	70
1,000 kph		80
2,000 kph		90
Each doubling of velocity		an additional +10

DEPRIVATION

Deprivation is the lack of essentials such as food, sleep, rest, shelter, water, or air. It results in a deterioration of the character's energy and in some situations can eventually be fatal. But unlike normal damage, it is often easily reversed provided it has not gone too far.

Appropriate Special Defence or even perhaps Features Attributes can prevent deprivation from occurring. Otherwise, a character suffering deprivation loses 1 Energy Points every interval. If a character has no Energy Points remaining some times of deprivation will result in a loss of Health Points instead.

If a character has no Energy Points left some types of deprivation may result in loss of Health Points instead. If so, instead of going to 0 Energy Points (and passing out) the character will remain at 1 Energy Point and lose any excess as Health Points. Further deprivation will continue to reduce Health Points.

All deprivation-incurred Energy Point or Health Point loss is considered Incurable (page 64) until the deprivation is ended. Thus, a character cannot regain Energy or Health Points lost due to hunger without eating (or being fed, if he or she is too weak to do so). Recovery from depression requires events or treatment that remove the depression.

TABLE 11-5: DEPRIVATION

Type of Deprivation	Energy Point Loss	No Energy Points?
Starvation	1 Energy Point per 8 hours	Lose HP
Hunger (short rations)	1 Energy Point per day	Lose HP
Total Dehydration	1 Energy Point per 2 hours	Lose HP
Partial Dehydration	1 Energy Point per 8 hours	Lose HP
Sleep Deprivation	1 Energy Point per 6 hours	Fall Asleep
Overheating	1 Energy Point per 4 hours	Lose HP
Freezing Cold	1 Energy Point per hour	Lose HP
Freezing Water	1 Energy Point per minute	Lose HP
Suffocation	1 Energy Point per round	Lose HP
Drowning	1 Energy Point per second	Lose HP
Depression	Every 1 Energy Point per week	No Effect

EXPANDED INJURY RULES

These rules add additional realism to the game, but also increase complexity. They are certainly suitable for dramatic and heroic games — it is a common genre element for a hero to be knocked out by a relatively minor blow, only to wake up a few minutes later, captured but otherwise largely uninjured. Likewise, many famous anime heroes have risked (or even succumbed to) blood loss while performing heroic actions or simply talking to their loved ones after a battle. These rules have been designed with that sort of drama in mind.

Since they do add some extra book keeping, though, GMs who want a fast-playing game should not use them … especially if their players are happy simply to role-play reactions to injury.

Shock

If a character suffers more damage from a single attack than his or her Shock Value (page 106), he or she must make an average (Target Number 12) Soul Stat roll. If the damage exceeds twice the target's shock value, he or she must make a challenging (Target Number 18) Soul Stat roll.

If the character fails by a margin equal to his or her Soul Stat or less, the character is stunned, reeling from the blow or other injury. He or she will let go of anything held, and if precariously balanced (such as on a ledge) may fall. It takes a general action to recover from being stunned. Until the character takes a general action to recover, he or she can do nothing except defend.

If the character fails by a margin greater than his or her Soul Stat, the character is immediately rendered unconscious. Without intervention, the character will remain unconscious for a number of rounds equal to the 8 — the character's Body Stat (minimum of 1 round).

Knockout

If a character fails his or her Soul Stat roll by any margin during a Shock Value check (as above), and the damage inflicted is Stun damage (page 66), the character is immediately rendered unconscious. Without intervention, the character will remain unconscious for a number of minutes equal to the 8 — the character's Body Stat (minimum of 1 minute).

Serious Injury

A character that suffers more damage than his or her Shock Value from an attack that breaks the skin (such as the damage from a bullet, knife, arrow, grenade fragment, etc.) has taken a serious injury — whether the character successfully makes the associated Soul Stat roll or not. A character who suffers a serious injury loses 1 additional Health Point every round (every minute, if out of combat) until given successful first aid (requiring a Medical: Emergency Response Skill roll). Just stopping the bleeding through first aid is not enough, however — it only slows the loss of Health Points. A seriously injured character that has undergone successful first aid will lose 1 Health Point every 10 minutes until he or she undergoes successful surgery (best performed in a hospital). Thus, a character who is badly hurt might die because of shock and internal injuries before he or she can be stabilised. A character may suffer multiple serious injuries; if so, each must be treated separately, and Health Point losses are cumulative.

Wound Difficulty Penalties

The Game Master may wish to assign difficulty penalties to characters who have been badly injured. When the character's Health Points are reduced to half their original total, all rolls suffer a slight (-1) penalty. If the character's Health Point total drops to less than his or her Shock Value (that is, one-fifth the original Health Points), all rolls suffer a significant (-3) penalty.

Executions

Some players and GMs believe it is important for a damage system to allow for one shot kills of restrained foes. Here's our take on the subject.

Short Resolution

The fast way to handle this is to use a rule that states "if a character targets an opponent who is unconscious, restrained, or otherwise unable to defend him or herself, the target is automatically killed." This rule works for certain campaigns very well, and you can adopt it if you like.

Long Resolution

Even if you don't use that simple rule, though, the current game mechanics make such executions relatively easy to do. Since the target is restrained or unconscious, the attacker is making an unopposed attack roll against a Target Number of 0 (page 135). If the attacker waits for an opening for three rounds (+3 attack roll bonus; page 144), makes a total attack (+3 attack bonus; page 151), and makes a called shot to a vital spot (-6 attack penalty; page 150), the net attack roll is modified by +0 and any Health Points lost are doubled. If the character has an Attack Combat Value of 6 and uses the "take 6" rule (page 135), the final roll result is 12 and the margin of success is 12 (12 roll -0 Target Number = 12). Since the target is restrained or unconscious, final attack damage is tripled with the outrageous (12) margin of success (page 146).

A medium pistol (Weapon Level 3) in the hands of an attacker with a Damage Multiplier of 5 will inflict a total of 90 damage (Level 3 x 5 Multiplier = 15 damage; 15 damage x 3 critical = 45 damage; 45 damage x 2 vital spot = 90 damage). 90 damage will kill an average person (40 Health Points), dropping him or her to -50 Health Points. Even if the target is exceptionally tough and has more than 90 Health Points, 90 damage likely exceeds twice the target's Shock Value and will thus force him or her to make a challenging (Target Number 18) Soul Stat roll (page 136). Success is unlikely, which will certainly cause the target to go into shock and succumb from Health Point loss from a serious injury (page 158). And even if a single attack won't kill a nigh-invincible target, capping his or her ass with an entire clip certainly will!

Conclusion

One-shot executions are indeed possible in *BESM* if you want a deadly game. How you resolve the conflict is up to you.

Designer's Note

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.

OFFENSIVE USE OF NON-WEAPON ATTRIBUTES

Creative characters can use a number of seemingly inoffensive Attributes in very effective ways in the middle of combat. Weapon is 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?

Exorcism, Dimension Portal, Dynamic Powers, Illusion, Invisibility, Metamorphosis, Mind Control, Nullify, Telekinesis, Telepathy, Teleport, and Transmutation can be used against one person or his or her possessions (depending on the Attribute).

When a character wishes to use a normally inoffensive Attribute against an unwilling opponent, the character must take an offensive action and make a Stat roll using the relevant Stat for the Attribute. If the roll is successful, the target is allowed a Soul Stat roll to resist the effect (Body or Mind can be substituted if the GM deems it appropriate). If the target fails the Soul Stat roll, he or she is affected by the Attribute. Otherwise, the target resists the effect entirely.

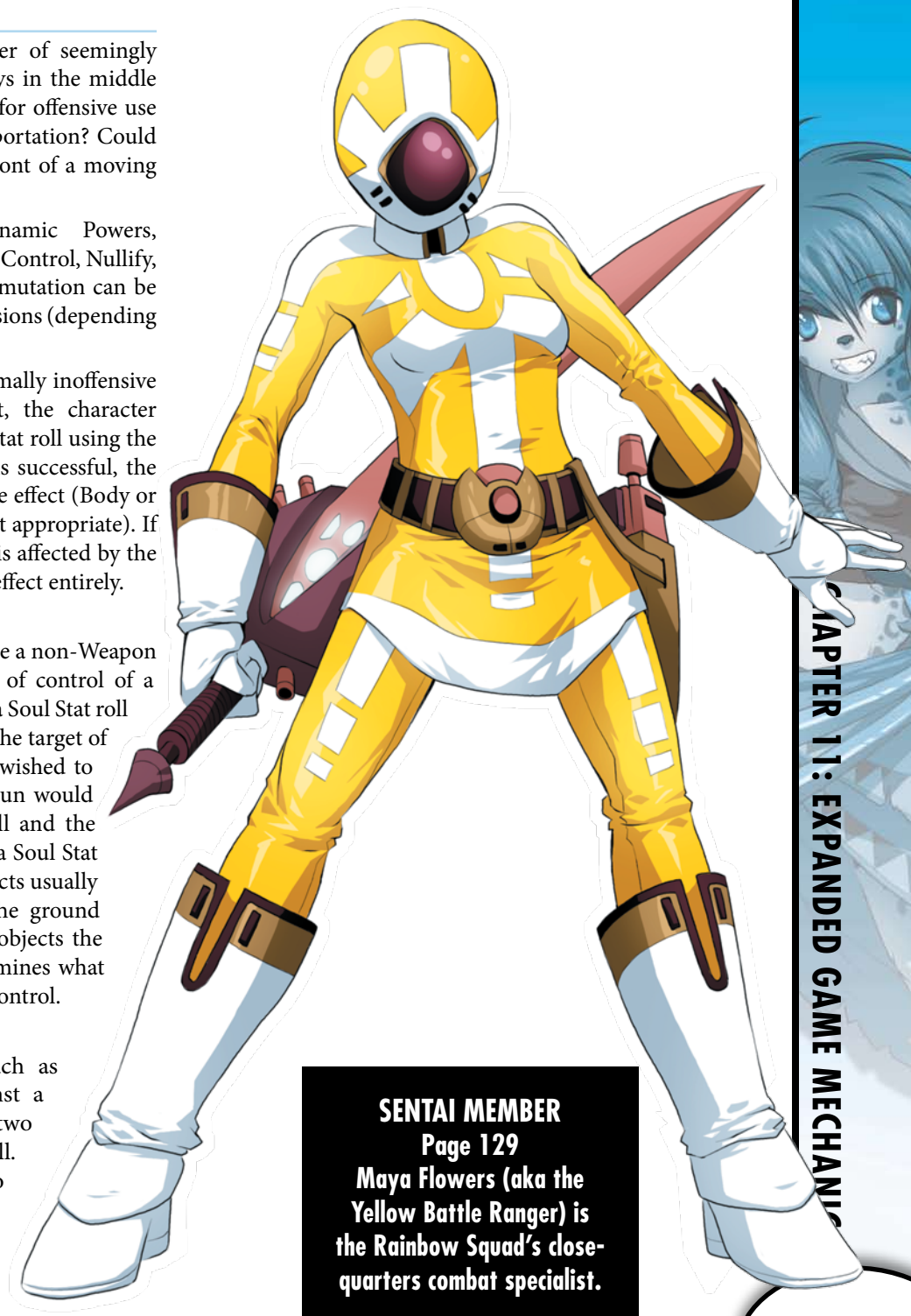
Sphere of Control

If a character attempts to offensively use a non-Weapon Attribute on an object within the sphere of control of a character, the character is allowed to make a Soul Stat roll 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 a Mind Stat roll and the person holding the gun would be allowed a Soul Stat roll 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.

Affecting Groups

When a Non-Weapon Attribute such as Mind Control is used offensively against a group of targets, GMs may use one of two options for resolving the resistance roll. When a large group of people attempt to resist the effect of an Attribute, the GM makes one roll, using the average Soul Stat value of the targets. Important characters (player characters or key NPCs) should be allowed to make individual rolls for themselves to prevent the more vulnerable citizens from dragging down the player characters' higher Stats. In this way, either all of the targets are affected by the Attribute (on a failed Soul Stat roll) or none are affected (on a successful roll).

Alternatively, the GM may wish to use one dice roll which is used as the same roll for each character's roll — characters with high Soul Stats within the group may successfully resist the effects of the Attribute while characters with low Soul Stats are affected.



SENTAI MEMBER
Page 129
Maya Flowers (aka the Yellow Battle Ranger) is the Rainbow Squad's close-quarters combat specialist.





CHAPTER 12: ITEMS

What would a campaign be without the baroque weapons, sleek vehicles, and high-tech toys that so many characters wield in their adventures?

The following chapter provides a range of Items that can either be used as they are, or as templates to assist players and Game Masters create a plethora of weapons and vehicles with which to outfit characters. The equipment created is intended for use with the Item Attribute (page 37).

Point Costs

BESM is an effects-based game. This means that if one character has a blaster pistol and the other can fire an equally damaging energy bolt out of his or her hands, they both should pay Character Points for the ability to inflict equivalent damage on their enemies.

Items, however, can be lost, tend to be somewhat obvious, and are not always available to their users. As a result, Items cost half as many Character Points as an equivalent amount of abilities "built into" the character.

Shared Items

The GM may allow a group of characters to own a single important Item in common, splitting the Character Points (usually evenly) amongst themselves. This should only be done if the Item is sufficiently expensive that each character contributes at least 5 Character Points toward the Item. Companions may not contribute to shared Items. Record a shared Item in a character's description (for example, "one-sixth of starship USS Cherry Blossom").

Creating Items

These are guidelines for creating Items for your character.

Item Health Points

An Item's Health Points are equivalent to it's Armour Rating, which in turn is normally determined by its material composition. In other words, hard and tough Items (high Armour Ratings) are also quite durable and able to withstand excess damage (high Health Points). Usually an Item's Health Points does not play a role in adventures, but if it is important to track damage to objects, see Breaking Items (page 178).

Item Defects

In most instances, Defects associated with an Item only affect the character if he or she is using it. For example, a gas mask restricts peripheral vision and is assigned the Sensory Impairment Defect at -1 Point. Obviously, the character's vision is only impaired while he or she is wearing the mask. Also, Defects that are implied by the Item's status as an inanimate object — like Impaired Manipulation, Impaired Speech, Marked, Owned, Physical Impairment, and Sensory Impairment — should also not be assigned unless they indicate specific deficiencies. For example, a rickety space ship with instruments that sometimes fail to work properly might have the Physical Impairment Defect.

Naked Variables

Some Items may be designed without any Attributes at all, and instead just contains Variables (at the cost 1 Point/Variable). For example, a gun scope simply has the Accurate Variable, making it easier to hit a target. The GM must approve any use of naked Variables.

Mundane Items

Mundane Items are Items that are so unimportant, mundane, or ubiquitous for the purpose of an adventure that the GM may rule them to be free, costing no Character Points at all. In our own world, things like clothes, television sets, wrist watches, family homes and so on can be classed as Mundane Items. This is partly based on use. A car could be classed as a Mundane Item for one character (who rarely if ever uses it, save as a minor background detail) but an actual Item for another character (who uses it all the time during the game). All Mundane Items cost no Character Points.

All Items benefit from the Character Point protection rule, while Mundane Items do not. Character Point Protection means that if an Item is sufficiently important enough to cost Character Points, it is part of the character's concept — if lost or broken, the GM should ensure a replacement for it will turn up by the next game session (if this will not totally upset the logic of the story). Mundane Items do not benefit from this. Players may use Character Points to acquire otherwise Mundane Items so as to benefit from Character Point Protection if they are important to that character's concept.

Temporary Items

Although characters are expected to pay Character Points to acquire Items they use on a regular basis, It would not be realistic for a character to be prohibited from picking up a foe's sword and attacking him with it, or, if in sudden need of something, running into a store and buying it ... provided this fits the story line and the logic of the game.

As a campaign guideline, though, characters should stick with the Items to which they have allocated Character Points. If characters seem to be abusing the spirit of this rule, GMs may insist that any earned Advancement Character Points (page 8) go to acquiring Items that the characters used regularly.

DESIGNER'S NOTE

WEAPONS

These weapons are described briefly so that players and the GM may use them as templates to create other similar weapons. For example, by simply increasing the Weapon Level (and thus damage) of a long sword, it is possible to create various magic swords.

ARCHAIC MELEE WEAPONS

Arrows: A straight and slender shaft with a pointed tip on one end and stabilising vanes on the other, typically fired from a bow. An arrow can be used as an improvised melee weapon as well (see Knife).

Axe, Throwing: A short axe, similar to a hatchet but designed primarily to chop armour and flesh rather than wood. They are well-balanced for throwing, but not the most accurate weapon.

Battleaxe: This is a heavy, broad-headed axe that can be wielded with one hand. Most are single bladed, but double-bladed axes are not uncommon.

Bokken: A wooden practise sword used in martial arts.

Caltrops: Caltrops resemble large metal jacks, with sharpened points on the ends of their arms rather than balls. They are essentially multi-pronged iron spikes designed so that one point is always facing up. A character can scatter them on the ground so enemies will step on them, or are at least forced to slow down to avoid them.

Club: A wooden or metal club, such as a baseball bat, lead pipe, etc.

Garrotte Wire: A length of wire (or sometimes chain or rope) used to strangle someone.

Gauntlet, Spiked: This is a metal glove strategically adorned with assorted spikes and blades. A character using a spiked gauntlet cannot normally be disarmed.

Greatsword: This is a large sword that can only be wielded with two hands (unless the character is much larger than normal).

Katana: The Japanese equivalent to the longsword.

Knife or Dagger: A short, bladed weapon with a pointed end.

Lance, Tournament: This is a lance designed especially for tournament jousts, and inflicts Stun damage except on a critical hit, in which case normal damage is inflicted. This is represented by a variation of the Unreliable Variable. They are not banded, and thus designed to shatter on impact. They are often 12 – 14 feet long, and cannot be used against an adjacent foe (GM's discretion).

Lance, War: This is a spear designed for attacking from horseback. They are often 8-10 feet long (and typically cannot be used against an adjacent foe), made of ash, banded against splitting, and tipped with a steel point.

Longaxe: This is a two-handed version of a battleaxe. It will often have a spiked head.

Longsword: Also known as a broadsword or simply a sword, this is a one-metre blade set into a hilt.

Mace: A club topped with a flanged metal head used to crush armour.

Maul: A heavy, long handled warhammer.

Morningstar Flail: This is a spiked ball connected to a rod by a length of chain.

Nunchaku: Two short shafts connected to each other with a short chain or rope, used in martial arts.

Polearm: A long two-handed spear with a great reach. A polearm ends in a variety of sharp ends, and is thus called many different names: bardiche, fauchard, glave, guisarme, halberd, longspear, partisan, pike, ranseur, spetum, voulge, etc.

Quarterstaff: A staff made from a length of hardwood or metal, which can be deadly in skilled hands.

Sap: This is a short, flexible shaft made from or wrapped in a nonlethal material, primarily used to stun opponents or knock them unconscious.

Scythe: While it resembles the standard farm implement of the same name, this two-handed scythe is honed for war. The design of the scythe focuses tremendous force on the sharp point, as well as allowing devastating slashes with the blade edge.

Shield (Bash): Although not designed as an offensive weapon, a shield can still inflict serious damage when bashing someone in combat.

Spear: A simple weapon consisting of a long shaft with a sharpened tip (most often of iron), favoured by militias and city guards. Magical anime spears are often designed as Targeted Weapons to destroy a particular foe such as a demon or dragon.

Sword, Bastard: A bastard sword is a sword that has a larger blade and a more elongated grip than a longsword; this allows for a second hand to be used in swinging it for more accuracy.

Shortsword: Shortswords are roughly 50 cm in length and primarily designed for thrusting. This sword is popular as an off-hand weapon.

Wakizashi: The Japanese equivalent to the shortsword.

Warhammer: This is a three-foot shaft topped by a metal head with a spike on one side and a small blunt hammer on the other.

Weighted Chain: A heavy ball or weight at the end of a long thin chain, also known as a manrikigusari. By holding the unweighted end, a character can swing the chain rapidly above his or her head to deliver a crushing blow when it strikes the enemy. Alternatively, the chain can be used to entangle limbs or disarm an opponent. Used improperly, it can be dangerous.

Whip: The standard whip consists of a long, flexible thong (usually leather) attached to a handle. Although the whip is kept in hand, it can strike at Range 1. A favourite weapon of bad girls, villains, and swashbuckling archaeologists.

Wooden Stake: The favourite weapon of vampire slayers, this pointed wooden shaft is dangerous to any foe.

ARCHAIC RANGED WEAPONS

BLOWGUN: A long tube or reed used to blow a dart at a foe, commonly used by primitive hunters. The dart is often tipped with poison to either kill or render unconscious.

BOLAS: A throwing weapon consisting of heavy balls at the ends of three (sometimes four) connected cords, typically used to entangle animals.

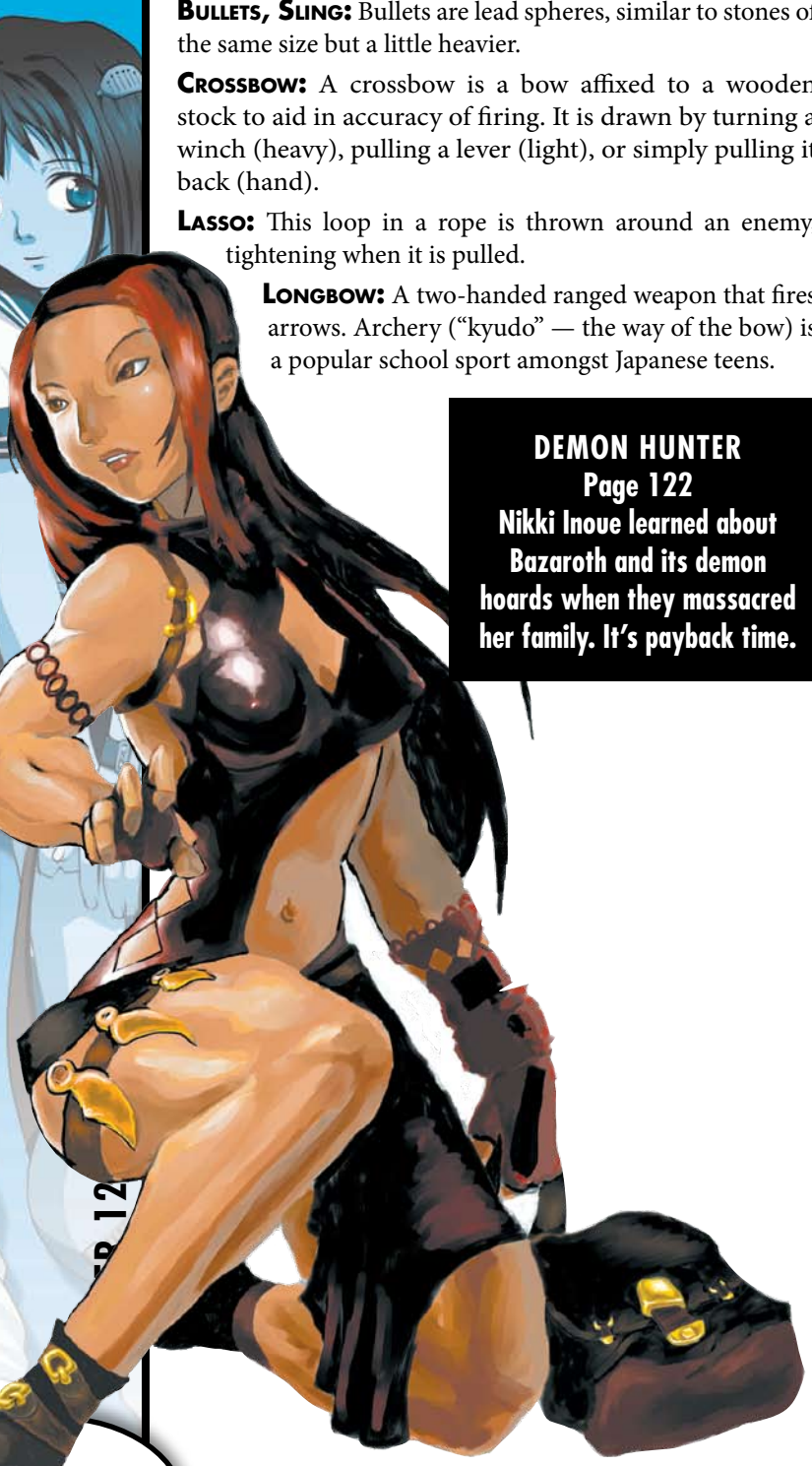
BOLTS, CROSSBOW: Similar to an arrow, these are shorter and designed to be fired from a crossbow. A crossbow bolt can be used as an improvised melee weapon (see Knife).

BULLETS, SLING: Bullets are lead spheres, similar to stones of the same size but a little heavier.

CROSSBOW: A crossbow is a bow affixed to a wooden stock to aid in accuracy of firing. It is drawn by turning a winch (heavy), pulling a lever (light), or simply pulling it back (hand).

LASSO: This loop in a rope is thrown around an enemy, tightening when it is pulled.

LONGBOW: A two-handed ranged weapon that fires arrows. Archery ("kyudo" — the way of the bow) is a popular school sport amongst Japanese teens.



DEMON HUNTER
Page 122
Nikki Inoue learned about Bazaroth and its demon hoards when they massacred her family. It's payback time.

LONGBOW, DOUBLE-CURVED: Double-curved longbows are made from laminated horn, wood, bone, or composite materials. Unlike the normal longbow, a character can add damage bonus from Superstrength when using a double-curved.

NET: A webbing, usually made of rope, designed to tangle and control opponents. Fighting nets has small barbs in the weave. Nets are ranged weapons, but can only be used against very close opponents (and thus it has a Range 0).

ROCKS: The rock weapon can be used to represent any large and bulky thrown object, whether it is made of stone or not.

SHORTBOW: A two-handed weapon used to fire arrows.

SHURIKEN: Often termed "throwing stars," the word shuriken actually means "a dagger hidden in a palm." Thus, any thrown object small enough to conceal in the palm is classified as a shuriken. Their design ranges from stars to triangles to needles or darts. Attackers usually carry dozens of them at a time, and sometimes tips them with poison.

SLING: The sling is a looped strap used to hurl lead bullets or stones. While neither as easy to use as the crossbow nor as powerful as a bow, it is cheap, and easy to improvise from common materials.

ARCHAIC SIEGE WEAPONS

BALLISTA: A projectile siege engine that uses torsion springs made of horsehair, animal sinew, or advanced fibres to launch large bolts.

BOLTS, BALLISTA: More like a spear than an arrow or crossbow bolt, these large, sharpened shafts are designed to be fired from a ballista. In an emergency, a ballista bolt may be used as an improvised spear (see Spear).

CATAPULT: A projectile siege engine that utilises counterweights to propel huge stones — or sometimes flaming pitch — at opponents. In addition to specially prepared loads, a catapult can also launch more improvised ammunition.

RAM: A heavy shaft — either made from a tree limb or trunk, or cast from metal — primarily used to batter down doors and walls. They require several people to gain sufficient momentum to inflict damage.

SPLASH WEAPONS

ACID: A flask of acid can be thrown at opponents, damaging the target and those in the vicinity (and often equipment as well).

BOILING OIL (BARREL): Boiling oil is most frequently used in the defence of a fortification, poured onto aggressors that get too close to the fortress walls. It is extremely painful, and thus extremely effective.

MOLOTOV COCKTAIL: A crude explosive made by filling a glass bottle with flammable liquid (usually gasoline) and fitting a rag wick in the neck. The wick is lit before throwing, and the liquid bursts into flames when the bottle shatters upon impact.

Modern Melee Weapons

Battle Yo-Yo: A favourite weapon of school girl undercover cops and assassins, this consists of a yo-yo with a heavy metal weight concealed within.

Chainsaw: A portable power saw, with teeth linked together to form a rotating chain.

Machete: A hacking blade about half a metre long, used to cut through thick underbrush.

Pepper Spray or Mace: A chemical irritant spray which is deployed from a small can (only 2-4 doses per can). Technically a ranged weapon, but as the range is no greater than a person can reach, it is better classed as having Range 0.

Police Baton: A wooden or metal club, often with an attached handle (resembling a martial arts tonfa), used riot control and wrestling.

Stunner: This is a hand-held device that, when touched to a victim, produces an electric shock intended to daze or knock out its target. After several uses, the battery must be recharged.

Sword Cane: A slender metal sword hidden within a cane.

Modern Ranged Weapons

Flame Thrower: A weapon that projects an ignited stream of liquid for short distances.

Grenade, Concussion: A hand explosive with a relatively small blast radius, used against opponents in close combat while minimising damage to nearby allies.

Grenade, Flash-Bang: A grenade that releases a blinding flash and deafening sound as it explodes, designed to disorient opponents.

Grenade, Fragmentation: Similar to the concussion grenade, but the blast area is larger and the damage less severe.

Grenade, Smoke: This grenade creates a cloud of thick smoke, obscuring vision, but does not inflict damage. Sensory Block Level 1 (Vision; Duration 3, Range 1; Activation -1, Charges -3: 1 use) 2 Points.

Grenade, Tear Gas: A hand grenades filled with riot gas. The gas creates a choking cloud that blocks vision and irritates the eyes. In addition to the Weapon Attribute (1 Point), the grenade also has: Sensory Block (Vision; Duration 2, Range 1), Dependent -1: Weapon; 4 Points. Total base cost is thus 5 Points.

Light Machine Gun: A bipod-mounted belt-fed machine gun, usually fired from the prone position. Modern armies assign one to every squad.

Paintball Marker: A handheld weapon, resembling a gun, that rapidly fires balls of paint that burst upon impact, leaving a mark.

Pistol, Light: A very small handgun such as a Beretta 950.

Pistol, Heavy: A very powerful handgun, such as a .44 magnum.

Pistol, Machine: A pistol-format submachine gun such as a Micro-Uzi or Skorpion; it has no real shoulder stock, although it may have a front hand grip. Its high rate of fire makes it difficult to control.

Pistol, Medium: A typical handgun such as a 9mm or .45 calibre pistol.

Rifle, Assault: The standard weapon of modern military forces, capable of short bursts of automatic fire.

Rifle, High-Powered: A typical bolt action or semi-automatic rifle. These weapons were the basic military arms from the 1890s to the 1950s, and remain popular as hunting and sniper rifles.

Rifle, Sniper: A finely-made high powered rifle with carefully calibrated sights firing a large, heavy calibre bullet.

Shotgun: A pump-action rifle that fires a burst of tiny pellets called shot. The double-barrelled variety fires two rounds at once to inflict more damage, but this uses up more ammunition.

Slingshot: A strong elastic stretched over a handheld Y-frame is pulled back and released to launch small rocks, shot, or marbles.

Submachine Gun: A compact full automatic weapon with a fixed or folding stock. Weapons of this sort are usually illegal for civilians, but are favoured by SWAT and special ops teams.

Taser: This weapon fires a dart into the victim, which is connected by a cable to a battery in the weapon. After the victim is hit, the battery discharges an electric shock. After several uses, the battery must be recharged.

Water Cannon: A hose that fires water at very high pressure, typically used in crowd control.

Modern ordnance

Rocket Launcher: A semi-portable reloadable rocket launcher such as an RPG or bazooka. Usually only available to the military.

Stinger Missile: An infrared homing surface-to-air missile fired from the shoulder of a single operator and designed to target aircraft.

Tank Gun, 120 mm Heat: Explosive rounds used against troops or lightly armoured vehicles.

Tank Gun, 120 mm Sabot: Rounds designed to puncture through armoured vehicles.

Tomahawk Missile: A subsonic cruise missile usually launched from submarines and surface ships.

Futuristic Melee Weapons

Energy Whip: Often used by female pirates and secret agents and sometimes concealed within a lipstick, these dramatic weapon is a powered hilt that can emit a glowing energy whip that can be used either to slash or entangle foes.

Garrotte, Monofilament: A wire one molecule thin. It is so sharp that it doesn't strangle opponents ... it usually decapitates them!

Light Sword: A powered hilt that can emit a glowing sabre-sized blade of energy that can cut through almost anything. A cherished weapon in a space opera campaign.

Futuristic Ranged Weapons

Blaster Pistol: A typical "space opera" energy pistol firing a brilliant beam or packet of energy.

Blaster Rifle: A longer ranged and more powerful version of the blaster pistol.

Blaster Hand Cannon: A very powerful blaster gun, capable of firing at very long ranges.

Mass Driver: A large cannon usually found on spaceships and satellites. A large chunk of mass, such as an asteroid, is accelerated towards a target (usually a planet), causing great earthquakes and widespread destruction upon impact. They are outlawed by most civilised space-faring worlds.

Mini-Missile Launcher: A lightweight portable rocket launcher with a multi-shot magazine firing infrared homing mini-missiles.

Sniper Laser: This is a more realistic implementation of a laser rifle, suitable for hard science fiction settings. It is a large, bulky weapon with a backpack power supply, firing an invisible infrared beam that inflicts moderate damage, but will rarely miss its target. Such a weapon is not very sporting, but perfect for assassinations.

TABLE 12-1: WEAPONS

	Level	Variables	Restrictions	Points	Item Cost
Unarmed Attacks					
Normal Punch or Kick	0	Stun	Non-Penetrating	0	0
• With Brass Knuckles	1	-	Non-Penetrating	1	0
• With Brutal 1 Combat Technique	1	Stun	Non-Penetrating	2	-
• With Brutal 2 Combat Technique	2	Stun	Non-Penetrating	4	-
• With Spiked Gauntlet	1	-	Non-Penetrating	1	0
Archaic Melee Weapons					
Battleaxe	3	-	-	6	3
Bastard Sword (One-Hand)	3	-	-	6	3
Bastard Sword (Two-Hands)	3	Accurate	Hands	6	3
Bokken (Wooden Sword)	2	-	-	4	2
Caltrops (Bag)	1	Area 2, Trap	Non-Penetrating	4	2
Club	2	-	-	4	2
Garrotte Wire	2	-	Hands, Non-Penetrating -3	1	0
Greatsword	4	-	Hands	7	3
Katana	3	-	-	6	3
Knife or Dagger	1	-	-	2	1
Lance, Tournament	3	Reach	Non-Penetrating, Unreliable	5	2
Lance, War	4	Penetrating, Reach	-	10	5
Longaxe	4	-	Hands	7	3
Longsword	3	-	-	6	3
Mace, Heavy	3	-	-	6	3
Mace, Light	2	-	-	4	2
Maul	4	-	Hands	7	3
Morningstar Flail	3	-	-	6	3
Nunchaku	2	Flexible	-	4	2
Polearm	3	Reach	Hands	6	3
Quarterstaff	2	-	Hands, Non-Penetrating	2	1
Sap	2	Stun	Non-Penetrating	4	2
Scythe	3	-	Hands	5	2
Shield (Bash)	2	-	Inaccurate	3	1
Shortsword	2	-	-	4	2
Spear	3	-	-	6	3
Wakizashi	2	-	-	4	2
Warhammer	3	-	-	6	3
Weighted Chain (Manrikigusari)	2	Flexible	Backlash, Inaccurate	3	1
Whip	1	Flexible, Range 1	Non-Penetrating	3	1
Wooden Stake	1	-	Non-Penetrating	1	0
Archaic Ranged Weapons					
Axe, Throwing	2	Range 1	Inaccurate	4	2
Blowgun	1	Range 1	Non-Penetrating	2	1
Bolas	1	Range 1, Tangle	Non-Penetrating	3	1
Crossbow, Hand	1	Range 1	-	3	1
Crossbow, Heavy	4	Penetrating, Range 2	Activation -2, Hands	8	4
Crossbow, Light	3	Range 2	Activation -1, Hands	6	3
Knife, Throwing	1	Range 1	-	3	1
Lasso	0	Range 1, Tangle	Inaccurate	1	0
Longbow	3	Accurate, Range 2	Hands	8	4
Longbow, Double-Curved	3	Accurate, Muscle, Range 2	Hands	9	4
Net	0	Range 0, Tangle	Inaccurate	1	0
Net, Fighting	1	Range 0, Tangle	Inaccurate, Non-Penetrating	1	0
Rock or Object, Huge	7	Range 1	Inaccurate	14	7
Rock or Object, Large	5	Range 1	Inaccurate	10	5
Rock or Object, Medium	3	Range 1	Inaccurate	6	3
Rock or Object, Small	1	Range 1	Inaccurate	2	1
Sling	1	Range 1	Inaccurate, Non-Penetrating	1	0
Shortbow	3	Range 2	Hands	7	3
Shuriken	1	Range 1	Non-Penetrating	2	1
Spear, Throwing	3	Range 1	-	7	3
Archaic Siege Weapons					
Ballista, Small	10	Range 3	Activation -3, Hands, Inaccurate	18	9
Ballista, Medium	12	Range 3	Activation -3, Hands, Inaccurate	22	11

TABLE 12-1: WEAPONS (CONT)

	Level	Variables	Restrictions	Points	Item Cost
Ballista, Large	14	Range 3	Activation -4, Hands, Inaccurate	25	12
Catapult, Large	20	Area 3, Indirect, Range 3	Activation -5, Assisted -3, Hands, Inaccurate -3	35	17
Catapult, Medium	16	Area 2, Indirect, Range 3	Activation -4, Assisted -2, Hands, Inaccurate -2	29	14
Catapult, Small	12	Area 1, Indirect, Range 3	Activation -3, Assisted -2, Hands, Inaccurate -2	21	10
Ram, Large	12	-	Activation -3, Assisted -3, Hands	17	8
Ram, Medium	9	-	Activation -2, Assisted -2, Hands	13	6
Ram, Small	6	-	Activation -1, Assisted -1, Hands	10	5
Splash Weapons					
Acid (Flask)	1	Area 1, Continuing 3, Range 1	Ammo -4, Inaccurate	2	1
Boiling Oil (Barrel)	2	Area 2, Continuing 5	Activation -2, Assisted -1, Ammo -4, Inaccurate, Hands	2	1
Industrial Goo	8	Area 2, Continuing 8, Drain 3: Body	Ammo -4, Inaccurate, Toxic	23	11
Molotov Cocktail	2	Area 2, Continuing 3, Range 1	Activation -1, Ammo -4, Inaccurate	4	2
Modern Melee Weapons					
Battle Yo-Yo	2	Flexible	Non-Penetrating	4	2
Chainsaw	2	Penetrating	Hands	4	2
Machete	2	-	-	4	2
Pepper Spray or Mace	1	Irritant 2, Stun	Ammo -2, Toxic	2	1
Police Baton	2	Stun	Non-Penetrating	4	2
Stunner	0	Incapacitating 5	Ammo -1	4	2
Sword Cane	2	-	-	4	2
Modern Ranged Weapons					
Flame Thrower	3	Continuing 3, Range 1, Spreading 2	Ammo -1, Inaccurate, Non-Penetrating -2	8	4
Grenade, Concussion	8	Area 2, Range 1	Activation -1, Ammo -4, Inaccurate	13	6
Grenade, Flash-Bang	0	Area 2, Flare 2 (sight, hearing), Range 1	Activation -1, Ammo -4, Toxic -2	1	0
Grenade, Fragmentation	6	Area 3, Range 1	Activation -1, Ammo -4, Inaccurate	10	5
Grenade, Smoke	0	Sensory Block (see text)	-	2	1
Grenade, Tear Gas	0	Sensory Block (see text), Area 2, Duration 2, Irritant 4, Range 1	Activation -1, Ammo -4, Inaccurate, Toxic –2	5	2
Light Machine Gun	5	Autofire 3, Range 3	Activation -1, Hands	14	7
Paintball Marker	0	Autofire 3, Range 2, Unique: Marks	Hands, Inaccurate -3	2	1
Pistol, Heavy	4	Range 2	-	10	5
Pistol, Machine	3	Autofire 3, Range 2	Ammo -1, Inaccurate	9	4
Pistol, Light	3	Range 2	Inaccurate	7	3
Pistol, Medium	3	Range 2	-	8	4
Rifle, Assault	4	Autofire 3, Range 3	Ammo -1, Hands	12	6
Rifle, High-Powered	4	Range 3	Hands	10	5
Rifle, Sniper	5	Accurate 1, Range 3	Hands	13	6
Shotgun	5	Range 2, Spreading	Ammo -1, Hands, Non-Penetrating	10	5
Shotgun, Double-Barrelled Heavy	6	Range 2, Spreading	Ammo -2, Hands, Non-Penetrating	11	5
Slingshot	1	Range 1	Inaccurate, Non-Penetrating	1	0
Submachine Gun	3	Autofire 3, Range 2	Ammo -1, Hands	9	4
Taser	0	Incapacitating 5, Range 1	Activation -1, Ammo -1	4	2
Water Cannon	4	Spreading, Stun	-	8	4
Modern Ordnance					
Rocket Launcher	12	Area 2, Penetrating, Range 2	Activation -1, Backblast -1, Ammo -2, Hands, Inaccurate	23	11
Stinger Missile	16	Area 2, Homing: Infrared, Penetrating, Range 4	Activation -3, Backblast, Ammo -4, Environmental -1 (Air Targets), Stoppable	30	15
Tank Gun, 120mm Heat	18	Area 2, Continuing 3, Penetrating, Range 4	Activation -1, Assisted -1, Hands	43	22
Tank Gun, 120mm Sabot	24	Accurate, Penetrating 2, Range 4	Activation -1, Assisted -1, Hands	52	26
Tomahawk Missile	30	Accurate 4, Area 4, Penetrating 4, Range 6	Activation -5, Assisted -2, Ammo -4, Stoppable -11, Unreliable	55	27
Futuristic Melee Weapons					
Energy Whip	4	Flexible 2, Penetrating 2	-	12	6
Garrotte, Monofilament	10	Insidious 5	Hands	24	12
Light Sword	5	Penetrating 4	-	14	7
Futuristic Ranged Weapons					
Blaster Pistol	4	Range 2	-	10	5
Blaster Rifle	6	Range 4	Hands	15	7
Blaster Hand Cannon	10	Indirect, Range 5	Hands	25	12
Mass Driver	40	Area 10, Insidious, Quake, Range 5	Activation -6, Assisted -3, Inaccurate -3, Stoppable –7	78	39
Mini-Missile Launcher	8	Area 2, Homing: Infrared, Range 3	Activation -1, Ammo -1, Hands	19	9
Sniper Laser	5	Accurate 4, Range 4, Undetectable 3	Ammo -1, Hands	19	9



ARMOUR

Body armour has been worn in many eras, by warriors, police, and others. Although shunned by martial artists and swashbuckling heroes, it can be worn comfortably if properly designed and if the user is trained to use it (that is, he or she has paid Points for the Item Attribute).

Armour with the Partial Restriction -1 only covers a portion of the body, often leaving the head and other extremities unprotected. When making a called shot to reduce or bypass Armour (page 150) with the Partial Restriction, the associated penalties are reduced by one Rank.

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 (a Restriction). Exceptional workmanship, advanced construction techniques, or resilient finishings can increase the given Armour values by +1 to +2 (a Feature).

ANIMAL ARMOUR

Fur: If an animal's fur is sufficiently thick or matted, it can provide light protection.

Hide: Thicker animal skin can provide enhanced protection, though less than the hide armour worn by humans after it's been boiled and stiffened.

Scales: Shelled or scaled animals, such as dragons, often have thick scales that can protect them from predators.

ARCHAIC ARMOUR

Brigandine: A brigandine is a cloth- or leather-covered armour made from overlapping layers of iron plates. The brigandine itself protects the torso and shoulders, but it comes with a full suit of mail. If desired, the mail can be worn without the brigandine, reducing the armour's protection to that of chainmail.

Chain Shirt: A shirt of light chainmail, often worn over clothing without any other significant armour.

Chainmail: Also called simply "mail," this armour is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armour's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time.

Full Plate: This armour consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, pointed steel boots, and a helmet (either visored or open-faced) — though sometimes a breastplate is simply worn with chainmail. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armourer, although a captured suit can be resized to fit a new owner at a reasonable cost. Full plate is also known as "field plate."

Hide: This armour is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. It is rarely used by any but the most tribal civilisations.

Leather: The breastplate and shoulder protectors of this armour are made of leather that has been stiffened by boiling in water. The rest of the armour is made of softer and more flexible leather.

TABLE 12-2: ARMOUR

Restriction	Attribute Points	Item Level Cost	Armour Rating
Animal Armour			
Thick Fur	Features 1	1	1
-	1	-	
Tough Hide	Features 2	2	2
-	2	-	
Thick Hide	Features 3	3	3
-	3	-	
Thin Scales	Armour 4	2	4
-	4	-	
Light Scales	Armour 8	4	8
-	8	-	
Medium Scales	Armour 12	6	12
-	12	-	
Heavy Scales	Armour 16	8	16
-	16	-	
Mighty Scales	Armour 24	12	24
-	24	-	
Archaic Armour			
Padded	Armour 3	2	4
Partial -1	3	1	
Hide	Armour 5	3	6
Partial -1	5	2	
Leather	Armour 6	3	6
-	6	3	
Chain Shirt	Armour 7	4	8
Partial -1	7	3	
Ringmail	Armour 8	4	8
-	8	4	
Scale Armour	Armour 10	5	10
-	10	5	
Chainmail with Leather	Armour 12	6	12
-	12	6	
Chainmail	Armour 14	7	14
-	14	7	
Splint Armour	Armour 16	8	16
-	16	8	

Padded: Padded armour features quilted layers of cloth and batting.

Ringmail: An armour made of interlocking metal rings, similar to chainmail, but with larger rings. It is normally worn over pieces of boiled leather (included with a full suit of armour), with a padded layer beneath the rings to prevent chafing and to cushion the impact of blows. In the cold of winter, it is worn with heavy wool. It is lighter than chainmail and easier to wear, although not as durable.

Scale Armour: This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

Splint Armour: This armour is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints.

Modern Armour

Thick Leather Jacket: A leather jacket, or one made of other durable materials, can provide adequate protection against small weapons and projectiles.

Light Body Armour: A basic flexible body armour vest of the sort worn by police officers or VIPs. The armour can be concealed under a jacket or suit.

Medium Body Armour: This medium-weight flak jacket gives enhanced protection against attacks, but it can only be concealed under bulky clothing.

Heavy Body Armour: This armour is a heavy bullet-resistant outfit (with a visored helmet and leggings) incorporating both ballistic fibre and ceramic plates, of the sort worn by SWAT teams and soldiers. Heavy Body Armour cannot be concealed.

Futuristic Armour

Ceramic Armour: High-density yet lightweight ceramics provide excellent protection.

Force Armour: This field surrounds a character during a battle, but can be weakened by repeated blows. Heavy and tactical versions can quickly regenerate their effectiveness.

Power Armour

These sleek and agile powered suites are optimised for urban combat. In addition to their Armour Ratings, these power suits offer a range of other features costing 25 Points.

LEVEL	POINTS	ATTRIBUTE
-	-	Armour (See Table 12-2)
1	1	Features (Radio)
2	4	Jumping
4	8	Special Defences (Flare, Lack of Air x2, Toxins)
2	4	Supersense (Infrared)
2	8	Superstrength
TOTAL:	+25	Points (+12 Point Item)



SHADOW WARRIOR
Page 129
Dark Wrath has searched the Multiverse for generations on a quest to discover the origins of the Cosmic Web.



SHIELDS

Shields are designed to deflect blows and turn them aside, and thus provide a +1 bonus to the defender's defence roll for each Level of the Shield Attribute under normal conditions. See page 154 for more information on defending with a shield.

Shields are rarely seen in many anime shows; perhaps this is because they are not traditionally part of the Japanese martial arts tradition. Consequently, GMs may wish to restrict their use.

SHIELD SIZES

Shields are usually available in four sizes: buckler, small, large, and special.

Buckler Shield: A buckler is approximately 30 cm in diameter — small enough to be strapped to an arm while still leaving the hand free to grasp and hold objects. It is often used by duellists or skirmishing barbarians.

Small Shield: A small shield is approximately 50 cm in diameter (though it may be oblong), and requires one arm to hold it secure. It is small enough that it doesn't hinder the actions of the warrior to any significant extent.

Large Shield: Due to its bulky size, a large shield is usually oblong with the largest dimension measuring up to 100-150 cm. Since they are quite heavy, large shields are often strapped to the arm and wrist to assist in carrying it.

Special: Tower or tactical shields are extremely large, allowing an average person to crouch behind it and be protected completely from one direction. They are extremely useful on a field of battle to protect against hails of projectiles (arrows, stones, etc.), and during urban infiltration assignments. High-tech shields, like smart shields, adjust their size in battle automatically and track the opponent's attacks during defence.

SHIELD MATERIALS

A shield can be constructed from any material, but the most common ones are listed below.

Plant: Leaves, vines, and even roots can be lashed together and strung over a wooden frame to provide a modicum of protection.

Leather: After boiling, layering, and binding animal hide to a frame, primitive warriors are afforded extra protection in battle.

Animal Scales: Though scales lose some durability after they have been removed from the original animal (usually a dragon), they still make solid shields. Scales from specific beasts may even provide additional protection optimised against a specific type of attack, such as lightning, fire, or acid. See the Emphasised and Optimised Armour Restrictions (page 20).

Wooden: Hardwood is banded with metal strips to make these shields as durable as many suits of armour.

Metal: Usually forged from steel, bronze, or other alloys, metal shields offer the ideal protection on the battlefield. Unfortunately, large metal shields are quite heavy, and thus cannot be carried for extended periods in combat.

Composites: Light-weight ballistic-resistant materials used in tactical shields are preferred by modern urban insertion squads worldwide.

Energy: Practically weightless and often translucent, these high-tech force shields can stop nearly all modern firearms and futuristic blaster weapons. Top quality smart shields are seemingly impenetrable.

TABLE 12-3: SHIELDS

	Level	Protection Variable	Armour Rating	Points	Item Cost
Buckler Shield					
Plant	1	0	2	4	2
Leather	1	2	6	6	3
Animal Scales	1	2	6	6	3
Wooden	1	5	12	9	4
Metal	1	7	16	11	5
Energy	1	9	20	13	6
Small Shield					
Plant	2	1	4	9	4
Leather	2	3	8	11	5
Animal Scales	2	4	10	12	6
Wooden	2	6	14	14	7
Metal	2	8	18	16	8
Energy	2	14	30	22	11
Large Shield					
Plant	3	2	6	14	7
Leather	3	4	10	16	8
Animal Scales	3	6	14	18	9
Wooden	3	7	16	19	9
Metal	3	9	20	21	10
Energy	3	19	40	31	15
Special Shields					
Tower — Steel	4	11	24	27	13
Tactical — Composites	4	14	30	30	15
Power Shield — Energy	4	24	50	40	20
Mini Smart Shield — Energy	6	19	40	43	21
Standard Smart Shield — Energy	8	29	60	61	30
Heavy Smart Shield — Energy	10	39	80	79	39

OTHER PROTECTIVE DEVICES

Many types of suits and masks offer more protection than simply the Armour Attribute. A few examples are included below.

Hazmat Suit

This hazardous materials suit provides extreme protection against any radiation, viruses, toxins, or gasses that exist in the atmosphere.

LEVEL	POINTS	ATTRIBUTE
3	6	Armour (Armour Rating 6)
1	1	Features (Radio)
4	8	Special Defence (Lack of Air 2, Radiation 2)

TOTAL: 15 Points (7 Point Item)

Chameleon Suit

This high-tech suit covers the body completely and adapts its colour dynamically to match the surrounding environment. This makes it very difficult to see the user.

LEVEL	POINTS	ATTRIBUTE
1	2	Armour (Armour Rating 2)
2	11	Invisibility (Sight x2; Unique Restriction -1: visible within 2 metres)

TOTAL: 13 Points (6 Point Item)

Deep-Sea Diving Suit

This pressurised helmeted suit allows a person to dive to depths of nearly 800 metres (81 atmospheres!).

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 20)
2	2	Features (Camera, Radio)
8	16	Special Defence (Freezing Cold 2, Freezing Water 2, Lack of Air 2, High Pressure 2)
	POINTS	**DEFECT**
	-2	Impaired Manipulation
	-2	Physical Impairment (Can't move without help)

TOTAL: 34 Points (17 Point Item)

Goggles and Ear Protection

This gear provides an extreme (+6) bonus to resist the effects of laser blinding, flash-bang grenades, and similar audio or visual hazards, but prevents the character from hearing any normal conversations except via radio.

LEVEL	POINTS	ATTRIBUTE
2	4	Special Defence (Flare 1: Sight, Flare 1: Sound)
	POINTS	**DEFECT**
	-1	Sensory Impairment (Hearing)

TOTAL: 3 Points (1 Point Item)

Gas Mask

A gas mask protects against tear gas and similar attacks, but imposes a penalty on all actions requiring peripheral vision.

LEVEL	POINTS	ATTRIBUTE
2	4	Special Defence (Airborne Toxins 2)
	POINTS	**DEFECT**
	-1	Sensory Impairment (Vision)

TOTAL: 3 Points (1 Point Item)

Grizzly Suit

Though strong enough to withstand a grizzly bear attack, this suit is not very useful to researchers since it restricts movement too greatly.

LEVEL	POINTS	ATTRIBUTE
20	40	Armour (Armour Rating 40)
1	1	Features (Camera)
	POINTS	**DEFECT**
	-3	Impaired Manipulation
	-3	Physical Impairment (Slow walking; can't get up if wearer falls down)

TOTAL: 35 Points (17 Point Item)

Wet Suit

This skin-tight suit provides thermal protection while under water by trapping a layer of water between the diver's skin and the suit.

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (Armour Rating 4)
1	2	Special Defence (Freezing Water 1)

TOTAL: 6 Points (3 Point Item)

Space Suit

This sturdy suit can sustain its wearer for a few hours in space.

LEVEL	POINTS	ATTRIBUTE
4	8	Armour (Armour Rating 8)
1	1	Features (Radio)
7	14	Special Defence (Freezing Cold 2, Lack of Air 2, Low Pressure 2, Radiation 1)

TOTAL: 23 Points (11 Point Item)

MECHA AND VEHICLES

Along with their specialised weaponry, many anime heroes and villains use specialised mecha. "Mecha" is the term used by Japanese animators and fans to refer to any mechanical designs that appear in anime, such as giant robot, tank, racing car, jet fighter, spaceship, or even a sailing ship.

As with all Items, halve the Point costs of all vehicles (rounding down) if they are acquired as part of the Item Attribute.

USING MECHA

A mecha must usually be piloted or driven by a character. The mecha's operator uses his or her Stats when the mecha must make a check. If a mecha has multiple occupants, only one operator can control it at any one time. Some Attributes

the mecha possesses can be used by any appropriate driver or passenger, though Weapons must have the Helper Variable to permit gunners other than the pilot or diver. Other Attributes, such as Special Defence, will protect the occupants and the mecha itself. Consider the "normal use" of the mecha when adjudicating it's use.

Useful Attributes

Certain Attributes are especially useful to mecha. First, it must be assigned one or more of Flight, Jumping, Land Speed, Spaceflight, Superspeed, Teleport, or Water Speed Attributes to move. Assign Features (Extra Capacity) to carry more than one person or 100 kg of cargo. If the mecha can manipulate things with arms, giving it equivalent levels of Superstrength is a good idea; Extra Arms are only required for more than two mecha arms. All mecha made of durable materials should be assigned multiple Levels of Armour.

Useful Defects

Certain Defects are also very appropriate: Awkward Size (page 94) should be assigned to any mecha massing over 200 kg or measuring over 3 metres long, wide, or high. Special Requirement (page 102) is suitable for mecha that require extra fuel or regular maintenance. Defects that are implied by the mecha's status as an inanimate object (like Impaired Manipulation, Physical Impairment, etc.) should not be assigned.

DESIGNER'S NOTE

DESIGNING MECHA: SIMPLICITY

Mecha should be designed based on the correct "feel" for the campaign rather than strict adherence to what is or is not in the mecha. In particular, GMs should not go overboard with Features; anything that is implied by the mecha's general size or by other Attributes can be assumed to be there. For example, a large modern naval vessel has dozens of navigation systems, workshops, mess halls, television sets, winches, and numerous other elements. These might be Features worth mentioning on a small vessel, but if the vehicle has already been assigned Extra Capacity 10 (meaning it can host 500 passengers), such Features are assume to be included.

ARCHAIC VEHICLES

These vehicles may ply transportation routes in any pre-industrial culture such as the Anime Multiverse worlds of Aradia or Ikaris.

Sailing Vessel

This is a medium-sized sailing ship such as a late medieval caravel. A vessel of this sort needs a minimum crew of a half-dozen or so to man the sails but can carry up to 60 extra people (6 tonnes). Some sailing ships may carry cannon or catapult weapons. Possible variations include: rowing galley (extra Water Speed, higher Assisted, remove Environmental); pirate ship (Weapons); cargo ship (extra Features: Extra Capacity); etc.

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 16; Health Points 16)
7	7	Features (Extra Capacity 7 — 60 people)
2	1	Water Speed (10 kph; Assisted -2: Sailors; Environmental -1: Favourable Winds)
	POINTS	**DEFECT**
	-16	Awkward Size (Size 4; 30 metres)

TOTAL: 8 Points (4 Point Item)

Wagon

A covered wagon can be a mobile base for pre-industrial adventurers. It requires one or two horses, oxen, or similar beasts to pull. Speed is limited to the lower of the wagons or the pulling animals' speed. Possible variations include: wheelhouse (add Features: Extra Capacity and Luxurious Interior, increase Assisted); cart (lower Features: Extra Capacity and Assisted); dog sled (lower Features: Extra Capacity, remove Road Bound, add Environmental -1: Snow); chariot; (remove Features: Extra Capacity, lower Assisted); etc.

LEVEL	POINTS	ATTRIBUTE
7	14	Armour (Armour Rating 14; Health Points 14)
3	3	Features (Extra Capacity 3 — 4 people)
2	1	Land Speed (15 kph; Assisted -2: Draft animals; Road Bound -1)
	POINTS	**DEFECT**
	-4	Awkward Size (Size 1; 4 metres)

TOTAL: 14 Points (7 Point Item)

MODERN VEHICLES

These are vehicles suitable for a modern day or near future setting such as the Anime Multiverse worlds of Enid, Imago, or Earth. Unless noted otherwise, a vehicle's fuel endurance is assumed to be similar to a human: for best operation, it needs refuelling or recharging every eight hours or so.

Attack Helicopter

A helicopter similar to the AH-1 Super Cobra or AH-64 Apache. It is powered by turbine engines and armed with a chin-mounted auto cannon and stub wings with rocket or missile pods. Attack helicopters are a common sight in contemporary mecha stories, often attacking invading alien spaceships or monsters and being shot out of the sky in droves. It seats two crew. Possible variations include: rescue helicopter (increase Features: Extra Capacity, add Features: Medical Equipment, remove Features: Radar Detector, Sensory Block, Supersense, and Weapons); news chopper (reduce Armour, Features: Extra Capacity and Radar Detector, and Flight, remove Features: Radar Detector, Sensory Block, Supersense, and Weapons); etc.



LEVEL	POINTS	ATTRIBUTE
12	24	Armour (Armour Rating 24; Health Points 24)
3	3	Features (Extra Capacity, Radar Detector, Radio)
4	31	Flight (300 kph; Detectable -1: Hearing)
2	4	Sensory Block (Radar, Infrared)
3	6	Supersenses (1 km; Infrared)
25	56	Weapon "Anti-Tank Missiles" (Area 2, Helper, Penetrating 2, Range 4; Activation -1, Ammo -1: 4 missiles, Stoppable)
12	15	Weapon — Alternate Attack "Rocket Pods" (Area 2, Helper, Range 3, Spreading; Ammo -1: 4 salvos, Inaccurate)
8	11	Weapon — Alternate Attack "Automatic Cannon" (Autofire 3, Helper, Range 3; Ammo -1: 6 bursts)
	POINTS	**DEFECT**
	-12	Awkward Size (Size 3; 15 metres)
	-2	Special Requirement (Frequent maintenance)
	-1	Weak Point (Rotors)

TOTAL: 135 Points (67 Point Item)

Automobile, Mid-Size

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. It has room for five people or 500 kg of cargo. Possible variations include: ambulance (add Features: Medical Equipment and Lights/Siren, increase Awkward Size), VIP limousine (add Features: Luxurious Interior and Puncture-Proof Tires, increase Armour and Awkward Size); environmental mini-car (reduce Armour, Features: Extra Capacity, and Awkward Size); etc.

LEVEL	POINTS	ATTRIBUTE
9	18	Armour (Armour Rating 18; Health Points 18)
3	3	Features (Extra Capacity 3)
5	8	Land Speed (125 kph; Detectable -1: Hearing, Road Bound -1)
	POINTS	**DEFECT**
	-8	Awkward Size (Size 2; 5 metres)

TOTAL: 21 Points (10 Point Item)

Automobile, Sports Car

This agile vehicle manoeuvres very well, accelerates rapidly, brakes positively, and steers precisely. It sacrifices comfort for speed, though, and only has room for one driver and one passenger. Possible variations include: racing car (decrease Armour and Features: Extra Capacity, increase Land Speed, add Features: Camera); assault car (increase Armour, add Weapons and Features: Oil Slick and Rotating License Plate); etc.

LEVEL	POINTS	ATTRIBUTE
8	16	Armour (Armour Rating 16; Health Points 16)
1	1	Features (Extra Capacity)
6	10	Land Speed (250 kph; Detectable -1: Hearing, Road Bound -1)
	POINTS	**DEFECT**
	-4	Awkward Size (Size 1; 4 metres)

TOTAL: 23 Points (11 Point Item)

Bus

A passenger coach bus has room to seat 30 passengers comfortably, and is well protected if it gets into an accident. Possible variations include: touring bus (Features: Luxurious Interior); tow truck (reduce Features: Extra Capacity and Awkward Size, add Features: Towing Equipment); etc.

LEVEL	POINTS	ATTRIBUTE
10	20	Armour (Armour Rating 20; Health Points 20)
7	7	Features (Extra Capacity 6, Radio)
5	8	Land Speed (125 kph; Detectable -1: Hearing, Road Bound -1)
	POINTS	**DEFECT**
	-12	Awkward Size (Size 3; 15 metres)

TOTAL: 23 Points (11 Point Item)

Heavy Tank

Heavy tanks are the backbone of modern military forces. They provide strong mobile firepower while ensuring protection for the crew in almost any environment. The vehicle has a crew of four: a driver, a gunner who uses the main 120mm cannon and its coaxial 7.62mm machine gun, a loader who assists the gunner and also performs maintenance, and a commander who also uses the .50 calibre machine gun, sensors, and smoke grenade launcher. A tank of this sort can stand up to almost any foe ... except for a 100' tall giant robot or invading aliens. Possible variations include: armoured personnel carrier (reduce Armour, increase Features: Extra Capacity, remove sabot and HEAT Weapons, remove Weak Point); mini-tank (reduce Armour, reduce Weapons); etc.

LEVEL	POINTS	ATTRIBUTE
30	60	Armour (Armour Rating 60; Health Points 60)
3	3	Features (Extra Capacity 2, Low-Light Vision)
4	7	Land Speed (60 kph; Detectable -1: Hearing)
3	7	Sensory Block "Smoke Grenade Launchers" (Infrared, Vision 2; Area + 1 = 3, Duration 2, Range 1; Activation -1, Ammo -2: 4 uses)
2	4	Special Defence (Toxins 2)
3	6	Supersenses (1 km; Infrared)
24	53	Weapon "120mm gun, sabot ammo" (Accurate, Helper, Penetrating 2, Range 4; Activation -1, Assisted -1: Loader, Hands)



18	22	Weapon — Alternate Attack "120mm gun, HEAT ammo" (Area 2, Continuing 3, Helper, Penetrating, Range 4; Activation -1, Assisted -1: Loader, Hands)
6	9	Weapon — Alternate Attack "7.62mm coaxial machine gun" (Autofire 3, Helper, Range 3)
8	11	Weapon — Alternate Attack "Commander's .50-calibre machine gun" (Autofire 3, Helper, Range 3)

POINTS	DEFECT
-12	Awkward Size (Size 3; 9 metres)
-4	Unique Defect (Half Armour on Side and Rear)

TOTAL: 166 Points (83 Point Item)

Jet Fighter

If the grunts can't handle the problem, call for air support! Used by the USA, Japan, Israel, and Saudi Arabia, these statistics are based on the F-15 Eagle, one of the most effective jet fighters in service. Possible variations include: stealth bomber (add Invisible: Radar and Weapons), fighter plane (remove Features: Ejection Seat and Radar Detector, Sensory Block, Special Defence, Supersense, and Missiles, reduce Flight and Awkward Size); etc.

LEVEL	POINTS	ATTRIBUTE
9	18	Armour (Armour Rating 18; Health Points 18)
3	3	Features (Ejection Seat, Radar Detector, Radio)
6	46	Flight (3,000 kph; Detectable -1: Hearing, Maintain)
1	2	Sensory Block (Radar)
2	4	Special Defence (Lack of Air 2)
4	7	Supersense (10 km; Radar; Detectable -1: Radar)
20	46	Weapon "Air-to-Air Missiles" (Homing 2: Radar, Range 6; Ammo -1: 6 shots, Stoppable -1)
8	10	Weapon — Alternate Attack "20mm Gatling Gun" (Autofire 3, Range 3; Ammo -1: 6 bursts)

POINTS	DEFECT
-16	Awkward Size (Size 4; 20 metres)
-2	Special Requirement (Frequent maintenance and fuel)

TOTAL: 118 Points (59 Point Item)

Motorcycle

A motor bike is popular with street gangs, highway patrol officers, and urban vigilantes, and the coolest high school students. Possible variations include: police cycle (add Features: Radio and Lights/Siren); rocket motorcycle (increase Land Speed); etc.

LEVEL	POINTS	ATTRIBUTE
6	10	Armour (Partial -2; Armour Rating 12; Health Points 12)
6	10	Land Speed (250 kph; Detectable -1: Hearing, Road Bound -1)

TOTAL: 20 Points (10 Point Item)

Powerboat

A typical speedboat, with room for four passengers. Its open top provides little protection to the occupants. Possible variations include: hydrofoil (reduce Armour and Water Speed); racing speedboat (reduce Features: Extra Capacity); etc.

LEVEL	POINTS	ATTRIBUTE
6	10	Armour (Partial -2; Armour Rating 12; Health Points 12)
3	3	Features (Extra Capacity 3)
4	15	Water Speed (100 kph; Detectable -1: Hearing)

POINTS	DEFECT
-8	Awkward Size (Size 2; 8 metres)

TOTAL: 20 Points (01 Point Item)

Futuristic Vehicles

These ultra high-tech vehicles would be at home in a space opera or harder science fiction setting, such as the Anime Multiverse world of Cathedral.

Assault Mecha

A six-metre-tall flight-capable piloted giant robot used as a high-tech space-capable mobile assault system. It is equipped with rockets for space manoeuvring (for a short time, before running out of fuel) and twin ducted fans for relatively quiet atmospheric operations.

LEVEL	POINTS	ATTRIBUTE
30	60	Armour (Armour Rating 60; Health Points 60)
2	2	Features (GPS, Radio)
3	21	Flight — Can Hover (50 kph; Recovery -3: 1 hour)
3	6	Land Speed (30 kph)
1	2	Sensory Block (Radar)
3	3	Spaceflight (10,000 kph; Recovery -3: 1 hour)
6	12	Special Defence (Freezing Cold 2, Lack of Air 2, Low Pressures 2)
3	6	Supersense (1 km; Infrared)
3	6	Superstrength (4 tonnes)
10	30	Weapon "Missile Pack" (Area 2, Homing: Radar, Range 4; Ammo -1: 6 shots)
9	12	Weapon — Alternate Attack "30mm Gatling Gun" (Autofire 3, Penetrating 1, Range 3; Ammo -1: 6 bursts)

POINTS	DEFECT
-8	Awkward Size (Size 2; 6 metres)
-2	Special Requirement (Frequent maintenance and fuel)

TOTAL: 150 Points (75 Point Item)

Space Freighter

This interstellar freighter makes a good smuggling or pirate ship. It has wings and vectored thrust systems that enable it to land or take off on a planet, and reactionless drive that can exceed light speed in deep space.



LEVEL	POINTS	ATTRIBUTE
20	40	Armour (Armour Rating 40; Health Points 20)
11	11	Features (Extra Capacity 10: 10 people and 49 k tonnes cargo, Tachyon Radio)
6	47	Flight (30 k kph; Detectable -1: Hearing)
9	18	Spaceflight (10x light speed)
6	12	Special Defence (Freezing Cold 2, Lack of Air 2, Low Pressures 2)
5	9	Supersense (100 km; Radar; Detectable -1: Radar)
15	38	Weapon "Laser Turret" (Accurate, Helper, Range 6)
15	19	Weapon — Alternate Attack "Laser Turret" (Accurate, Helper, Range 6)
4	13	Weapon — Alternate Attack "Mini Laser" (Range 5)

POINTS	DEFECT
-20	Awkward Size (Size 5; 50 metres)
-2	Special Requirement (Frequent maintenance and fuel)

TOTAL: 185 Points (92 Point Item)

Locations

The same guidelines that apply to vehicle Items apply to stationary Items. The exception is that all locations are assumed to be permanently immobile: they cannot be moved or manipulate anything outside themselves. They may not have any Attribute that permits them to move themselves, nor be assigned any Defects such as Confined Movement that are redundant with their lack of mobility. They may be given a movement Attribute, such as Teleport (page 57) with the Ranged Variable, which indicates that it moves other people.

Adventuring Gear

The majority of miscellaneous adventuring Items can be simply created by assigning them one or more Features and applying the Item modifier to the cost. Other gear, like a gun scope, might just have naked Variables.

Mundane Items

Items such as clothing, rope, trail rations, torches, flint and steel, wrist watches, flashlights, cell phones, and so on are sufficiently mundane in most campaigns that the GM should only require players to record them as Items if the adventure warrants it, such as a "castaways on a desert island" or "wilderness survival" game. Alternatively, the GM may require players select a few general items and bundle them together like the Adventurer's Pack and count them as a single Feature.

Adventurer's Pack

A backpack or bundle with all the ordinary gear an adventurer or soldier might need on the march, such as camping gear and a week's rations.

LEVEL	POINTS	ATTRIBUTE
4	4	Features (Travel Gear 3)

TOTAL: 4 Points (2 Point Item)

First Aid Kit

A kit that provides all necessary gear for using Medic (Emergency Response) Skill.

LEVEL	POINTS	ATTRIBUTE
1	1	Feature (Medical Equipment)

TOTAL: 1 Point (0 Point Item)

Laser Sight

A laser sight adds accuracy to the weapon, but the visible read dot might warn the target before the shot.

LEVEL	POINTS	ATTRIBUTE
2	2	Accurate 2 Weapon Variable (Detectable -1: Sight)

TOTAL: 1 Point (0 Point Item)

Table 12-4: Vehicles

Vehicle	Speed	Armour Rating / Health Points	Extra Capacity	Skill	Points	Item Cost
Archaic Vehicles						
Sailing Vessel	10 kph	16	+60 people	Boating (Large Ships)	8	4
Wagon	15 kph	14	+4 people	Driving (Teamster)	14	7
Modern Vehicles						
Attack Helicopter	300 kph	24	+1 person	Piloting (Helicopter)	135	67
Automobile, Mid-Sized	125 kph	18	+4 people	Driving (Car)	21	10
Automobile, Sports Car	250 kph	16	+1 person	Driving (Car)	23	11
Bus	125 kph	20	+30 people	Driving (Bus)	23	11
Heavy Tank	60 kph	60	+2 people	Driving (Tank)	166	83
Jet Fighter	3000 kph	18	0	Piloting (Jet Fighter)	118	59
Motorcycle	250 kph	12	0	Driving (Motorcycle)	20	10
Powerboat	100 kph	12	+4 people	Boating (Small Boats)	20	10
Futuristic Vehicles						
Assault Mecha	30 / 100 / 10,000 kph	60	0	Piloting (Walker)	150	75
Space Freighter	30 k kph / 10x light	40	+50 k tonnes	Piloting (Spacecraft)	185	92

Night Vision Goggles

These light-amplifying goggles reduce the penalties for darkness, provided there is at least some light.

LEVEL	POINTS	ATTRIBUTE
1	1	Feature (Low-Light Vision)

TOTAL: 1 Point (0 Point Item)

Telescopic Scope

A sniper scope can be attached to any rifle-type weapon to add accuracy to the weapon.

LEVEL	POINTS	ATTRIBUTE
1	1	Accurate Weapon Variable

TOTAL: 1 Point (0 Point Item)

Thermal Imaging Goggles

Advanced infrared goggles have a 1 km range capable of seeing even in total darkness.

LEVEL	POINTS	ATTRIBUTE
3	6	Supersense (Infrared)

TOTAL: 6 Points (3 Point Item)

Virtual Reality Program and Helmet

A VR helmet and special program lets the user access a massively multi-player virtual reality world where users can create complex avatars.

LEVEL	POINTS	ATTRIBUTE
10	88	Alternate Form (+100 Points; Only in Environment -2: Virtual Reality World)

TOTAL: 88 Points (44 Point Item)

Items of Power

These include magic items and other relics.

World Gates

World gates, usually just called "gates," are places where an Anime Multiverse wayline can be entered. Each wayline connecting two worlds usually has a few gates that open to it, scattered around the world (and often guarded or kept secret). If the wayline is an extradimensional highway, gates are their exit and entrance ramps. Common forms for gates: a ring of toadstools in a forest grove; a large painting; an actual door; an ancient stone circle; an enchanted mirror; a painting of a distant place; a clear mountain pool; a deep well; a tomb; the mouth of a giant idol; a mysterious "stargate" machine. A gate connects to a corresponding gate at the other side, which is considered a distinct and separate Items. Note that special individuals called "Keys" can open access points to waylines between worlds without using gates (see page 116).

KEY, SKELETON
Page 116
Joni has been running for two years, after nefarious individuals learned that she was a rare Skeleton Key.

LEVEL	POINTS	ATTRIBUTE
1	27	Dimensional Portal (Worlds A to B; Area 1, Duration 16: Permanent, Targets 2)
	POINTS	DEFECT
	-1	Cursed (Can be destroyed by a Key — see page 116)

TOTAL: 26 Points (13 Point Item)



BREAKING ITEMS

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?

ITEM ARMOUR RATINGS

The Armour Rating of an Item indicates how much damage the object can stop and it is dependent on the hardness and thickness of the material from which the object is made, the size of the object, how fragile the working parts may be, and how well it is constructed. For example, a hollow, aluminium pole will be far weaker than a solid aluminium pole of the same size. Table 12-5: Item Armour Ratings provides rough Armour Ratings for common 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. For Ranged Weapons, "working Weapons" — Items with delicate working mechanisms, like those found in guns and crossbows — are classified differently than "simple Weapons" — Items without working parts.

ITEM HEALTH POINTS

An Item's Health Points are equal its Armour Rating. This value can be increased or decreased with the Tough Attribute or Not So Tough Defect.

ITEM DAMAGE

If the Item suffers more damage than its Armour Rating, the excess damage is deducted from its Health Points. If its Health Points are ever reduced to zero, it ceases to function in its given task; a car will no longer run, a gun will no longer fire, etc. The Item is not destroyed — it is simply rendered non-functional. It can be repaired later and returned to normal. Additionally, if the Item suffers five times its Armour Rating in damage in one attack, regardless of how many Health Points it has remaining, it is completely destroyed — it is beyond repair and must be completely rebuilt or replaced. Additionally, 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.

PENETRATING VS. ITEMS

If a Weapon with the Penetrating Variable (page 65) attacks an Item, the attack is more likely to destroy the Item. Each assignment of Penetrating reduces the multiplier required to destroy an Item by 1. For example, if a Weapon hits a steel girder, he or she must inflict over 120 damage (Armour Rating of 24 times 5) to destroy it. If the character had special claws with Penetrating assigned three times, however, the character only needs to inflict over 48 damage (Armour Rating of 24 times [5 minus 3 due to three assignments of Penetrating= 2] = 48).

DESTROYING BUILDINGS

As a general guide, large Items like buildings — whether they are mainly comprised of stone, brick, wood, or steel — have a 10 Armour Rating 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 250 damage in one attack. Characters within or adjacent to a collapsing building may suffer damage equal to half the building's original Armour Rating, unless they can reach safety (GM's discretion). As with normal Items, repeated damage may eventually destroy a building.

TABLE 12-5: ITEM ARMOUR RATINGS

Object	Armour Rating	Object	Armour Rating
Bench/Table, Metal	16	Steel Cables	20
Bench/Table, Wood	14	Steel Girder	24
Cement Barrier	22	Stop Sign	8
Door, Wooden	12	Telephone Pole, Metal	14
Door, Vault	150	Telephone Pole, Wood	28
Dumpster, Metal	18	Tree, Giant	100
Furniture, Wood	10	Tree, Large	50
Ladder, Metal	12	Tree, Medium	25
Manhole Cover	24	Tree, Small	18
Armour	See Table 12-2: Armour		
Shields	See Table 12-3: Shields		
Melee Weapons	Equal to 5 times the Weapon Level (see Table 12-1: Weapons)		
Simple Ranged Weapons	Equal to 5 times the Weapon Level (see Table 12-1: Weapons)		
Working Ranged Weapons	Equal to 2 times the Weapon Level (see Table 12-1: Weapons)		
Buildings	See Table 12-6: Building Armour Ratings		
Planetary Objects	See Table 12-7: Planetoid Armour Ratings		

Weapons without the Area or Spreading Variables are much less effective against large structures such as buildings: any damage that penetrates the building's Armour Rating is halved, representing the attack only damaging a small area of the structure.

TABLE 12-6: BUILDING ARMOUR RATINGS

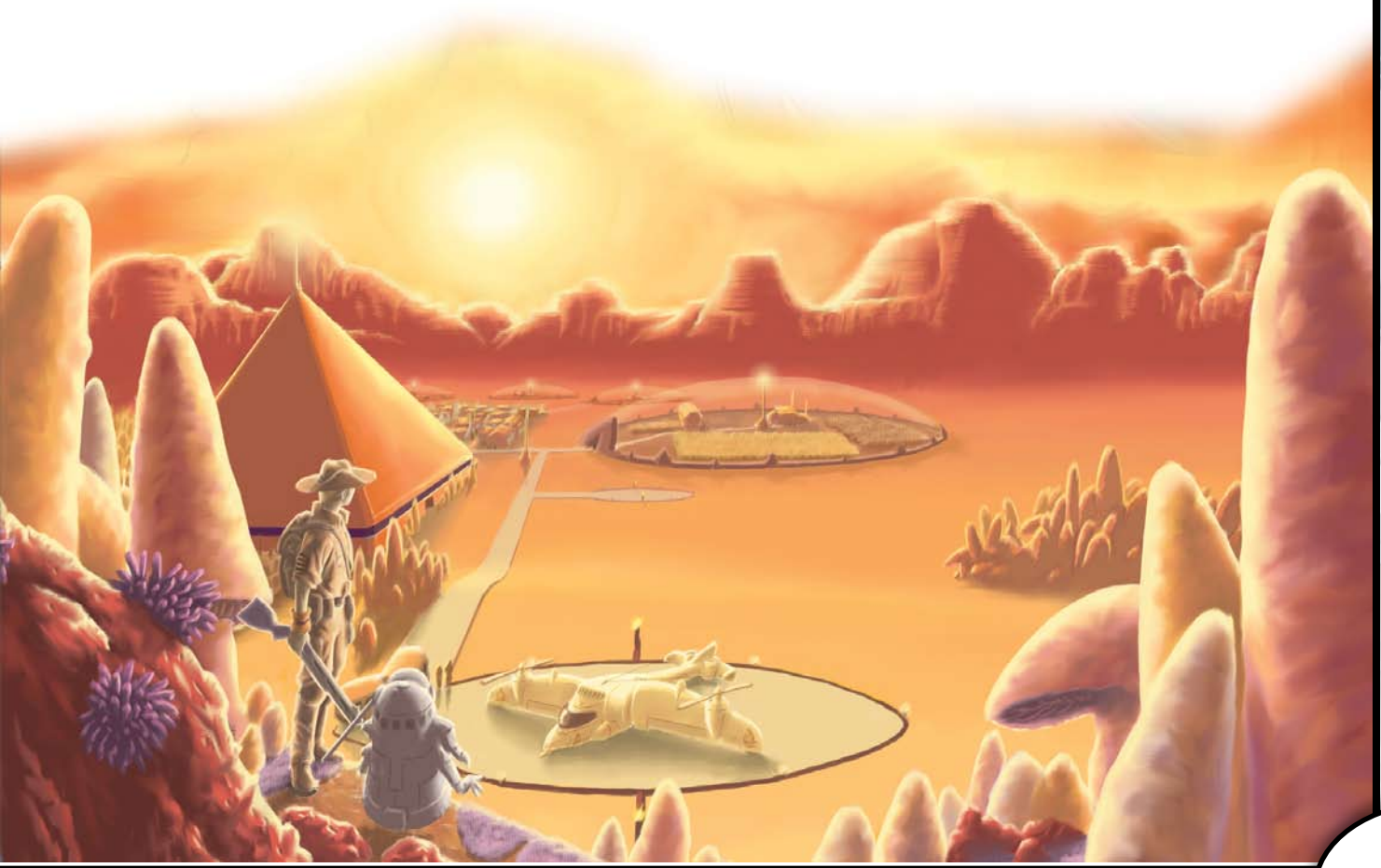
Type of Building	Size Ranking	Armour Rating
Phone Booth	1	10
Wood Shed	2	20
Three-Bedroom House	3	30
Small Office Building (6 Floors)	4	40
Mid-Sized Office Building (12 Floors)	5	50
Large Office Building (24 Floors)	6	60
Skyscraper (50 Floors)	7	70
Huge Skyscraper (100 Floors)	8	80

BLOWING UP WORLDS

Really large and dense objects like an asteroid, moon, or planet has an exceptionally high Armour Rating (20 Points for each size 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 Rating must also be penetrated. Only weapons with Area assigned many times (twice the Awkward Size Rating) are useful — all other attacks simply do not affect a large enough section of the object to be noticeable. Table 12-7: 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) tsunami, 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 Items, repeated damage may eventually destroy a planetoid.

TABLE 12-7: PLANETOID ARMOR RATINGS

Size of Object	Awkward Size	Armour Rating
Meteor (100 metre radius)	6	120
Small asteroid (1 km radius)	9	180
Medium asteroid (10 km radius)	13	260
Big asteroid (100 km radius)	16	320
The Moon or Mercury	20	400
Mars	21	420
Earth or Venus	22	440



CHAPTER 13: PLAYING AN ANIME GAME

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 shows. Note that some of the best series avoid overusing them since many have now become cliché. You can incorporate a few of them into your character concepts for a distinct anime flavour.

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!"

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.

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.

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.

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, although 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 gay or thought to be so, even when they are not.

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. 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*, ki correlates with Energy Points and a ki master will usually have plenty of Combat Techniques and superhuman Special Attacks.

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 60' tall robot falls over, it is going to flatten anything beneath it, including buildings, cars, and people! An 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 fare, an "oops, it's not our fault" disregard for such damage is usual.

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 comic relief pets. Occasionally a cute pet is capable of transforming into a more potent form. Create them using the rules for Companions 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." As a player, if your character is killed, this is a chance to make that death matter. The GM should encourage this by allowing any character who is "dead" (has reached negative Health Points) proper airtime to say a few words. 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? No, 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 significant (-3) penalty and only striking to wound (inflicting only 1 point of damage).

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 using any earned Advancement Character Points (page 8).

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.

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. The 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.

The Great Tokyo Earthquake

This severe 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 rude or lecherous companions to materialise a huge mallet and whack him. This is really just a sight gag, but if to formalise it in rules, it can be acquired as Weapon Level 1 (Stun 1; Unique Restriction: Only on Lecherous or Annoying Friends -3) 0 Points.

Idol Singers

Cute, young pop singers are often heavily promoted as a popular idol. 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: the characters met in their past lives. A character might have a Sixth Sense (page 50) that allows detecting such attachments or possibly Recurring Nightmares (page 100) 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 combat Attributes.

Kitsune

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 usually appear in anime either as spirits or simply as a non-human race with fox ears and one or more bushy tails.

Kyudo

Kyudo is the "way of the bow," or 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 a genetic defect in 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 Weapon Attribute (page 60) can build this sort of weapon for a vehicle Item by taking plenty



of Levels plus multiple Ranks of Area or Spreading Variables along with appropriate Restrictions such as Limited Ammo.

Mascots

Mascot 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 — usually taken as Companions and sometimes wiser than the heroes — but they also pop up in all kinds of series including serious mecha drama.

Mecha Children

Anime series often have 10- to 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 are dead, 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 kid). 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 the inventor of 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).

Mecha Bases

In a mecha campaign, the characters will often have a base that acts as their home and shelters their mecha. It is usually a secret underground base hidden below a mundane shop, residence, or city, 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 home to a group of dependants (family, refugees, etc.) aboard. 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, usually 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, mecha bases can be designed as Items (if they are likely to be attacked) or simply left as background detail. If they are built as Items, give them plenty of Levels of Features (Extra Capacity), Tough, and Awkward Size.

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 average (TN 12) Soul Stat check.

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 Exorcism and Force Field Attributes.

Oni

Variously 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 with 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.

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 girl's 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.

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.



School Uniforms

The current Japanese school system inherited many of its traditions from British and German schools. One of these is the uniforms 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 varying uniforms, so a new student can be easily spotted. Gym uniforms consist of a sweatshirt and sneakers with girls wearing form-fitting shorts ("bloomers") and boys wear ordinary shorts.

Terrible Cooks

Girls are traditionally supposed to be good cooks. In high school anime, a common comedy element is the female character who is a terrible cook, but who does not realise it. Her friends are regularly forced to taste her cooking to avoid hurting her feelings. Being a terrible cook is usually just a role-playing choice, but in a silly campaign GMs may allow a Unique Defect, Terrible Cook (-1 Point).

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. 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). However, this can be assumed to be simply a "slow motion" kind of shot. The villains cannot usually 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. Transformation sequences are usually best handled with the Alternate Identity Attribute.

Transforming Mecha

Giant robots are even cooler if they can transform, shifting their shapes so that a humanoid robot can turn into a fighter plane or mechanical beast. A mecha with Alternate Form covers this genre convention. More "realistic" mecha series usually limit or forgo entirely mecha transformations. In some anime, multiple mecha can link together to form an even bigger machine, which is best represented with the Metamorphosis Attribute.

JAPAN

Japan is an archipelago (group of islands) in the Pacific Ocean off the coast of Asia. There are four main islands, but the biggest and most heavily populated is Honshu (where Tokyo is located). The next largest is the north island of Hokkaido, which is colder, less densely populated, and has wilderness regions. Just south of Honshu are the smaller, but heavily populated islands of Shikoku and Kyushu, separated from Honshu by the narrow Inland Sea. Even further south is the island of Okinawa. Additionally, there are thousands of smaller islands in and around Japan.

The Japanese islands are rugged and mountainous. There are many dormant and some active volcanoes (and also plenty of hot springs). The climate ranges from tropical in the south to cool temperate in the north; Tokyo often gets sweltering-hot summers and snow in winter.

Japan's climate varies significantly from the northern to the southern islands. Hokkaido has long winters and short summers, while the southern islands have a sub-tropical climate. Tokyo (and much of the rest of central Japan) has a winter with occasional snowfall that runs from late November to late February and a hot and humid summer from June (late June is the rainy season) to August (when it is hottest).

The nation is ethnically very homogenous, with less than 1% of the population being of non-Japanese origin (approximately 512,000 Korean, 244,000 Chinese, 182,000 Brazilian, 90,000 Filipino, and 237,000 others). More than 75% of Japan's population live in major urban centres, with a very high population density. The country is divided into eleven political regions: Hokkaido, Tohoku, Hokuriku, Kanto, Tosan, Tokai, Kinki, Chugoku, Shinkoku, Kyushu, and Okinawa. These are subdivided into 47 smaller areas — 43 prefectures (or ken), plus the district (or do) of Hokkaido, the metropolis (or to) of Tokyoto, and the urban prefectures (or hu) of Osakohu and Kyotohu.

Japan's economy has had its ups and downs in recent decades, but it remains one of the seven richest and most heavily industrialised nations in the world. Of concern is an "ageing population" with a long life expectancy and median age of 42, which may result in escalating high health care costs and labour shortages in coming decades.

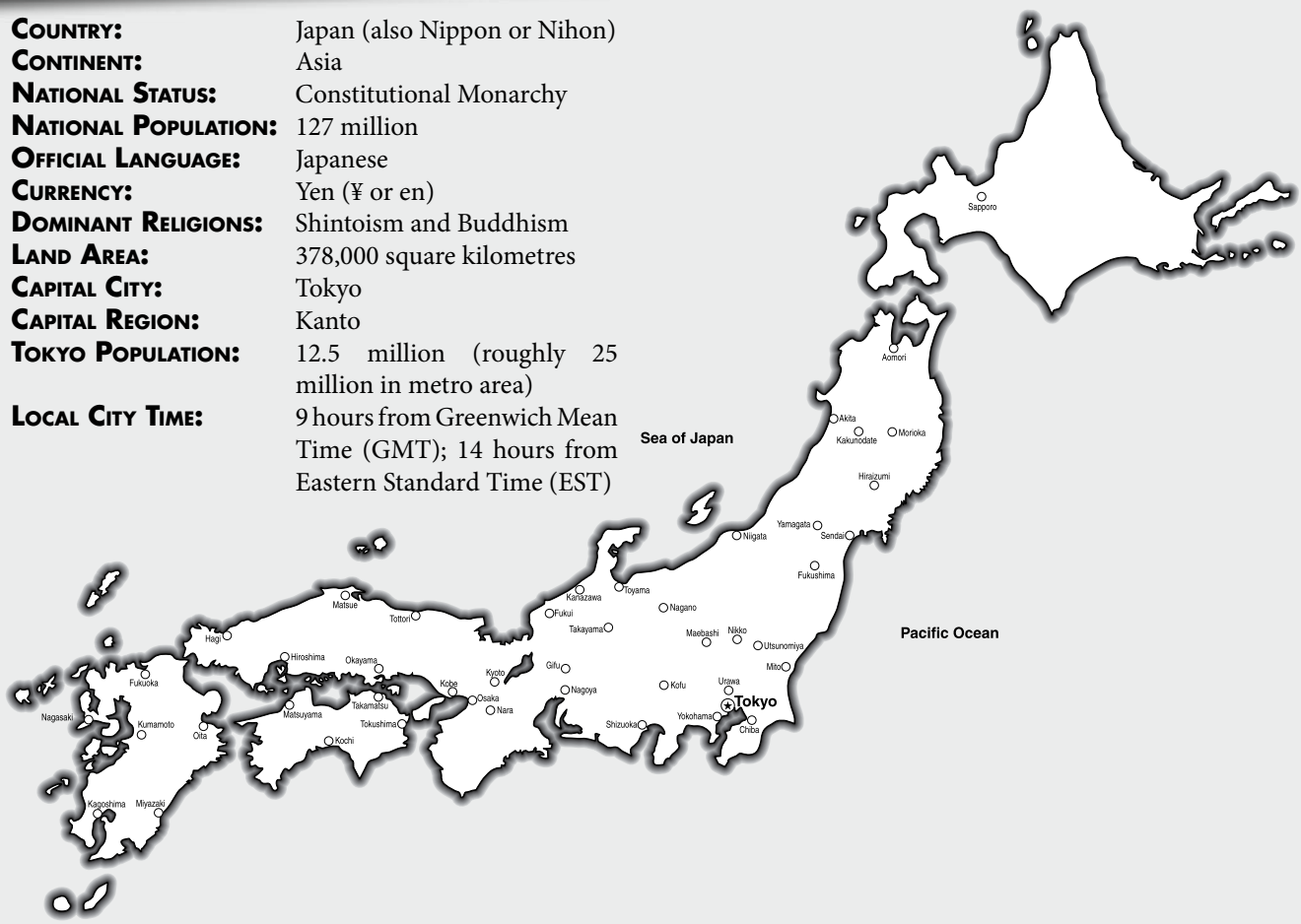
Tokyo

Tokyo is Japan's largest city, and one of the biggest urban centres in the world. The city of Tokyo is divided into 23 city wards (or ku) including Bunkyoku and Taitoku in the north, Shinjuku and Shibuyaku in the west, Chuoku to the east, Minatoku to the south, and Chiyodaku in the centre.

Tokyo today is a collection of cities, towns, and villages that all grew together. It is comprised of 24 smaller cities, seven towns, and eight villages, all sprawling along an area of 88 km from east to west, and 24 km from north to south.

JAPAN

Country: Japan (also Nippon or Nihon)
Continent: Asia
National Status: Constitutional Monarchy
National Population: 127 million
Official Language: Japanese
Currency: Yen (¥ or en)
Dominant Religions: Shintoism and Buddhism
Land Area: 378,000 square kilometres
Capital City: Tokyo
Capital Region: Kanto
Tokyo Population: 12.5 million (roughly 25 million in metro area)
Local City Time: 9 hours from Greenwich Mean Time (GMT); 14 hours from Eastern Standard Time (EST)

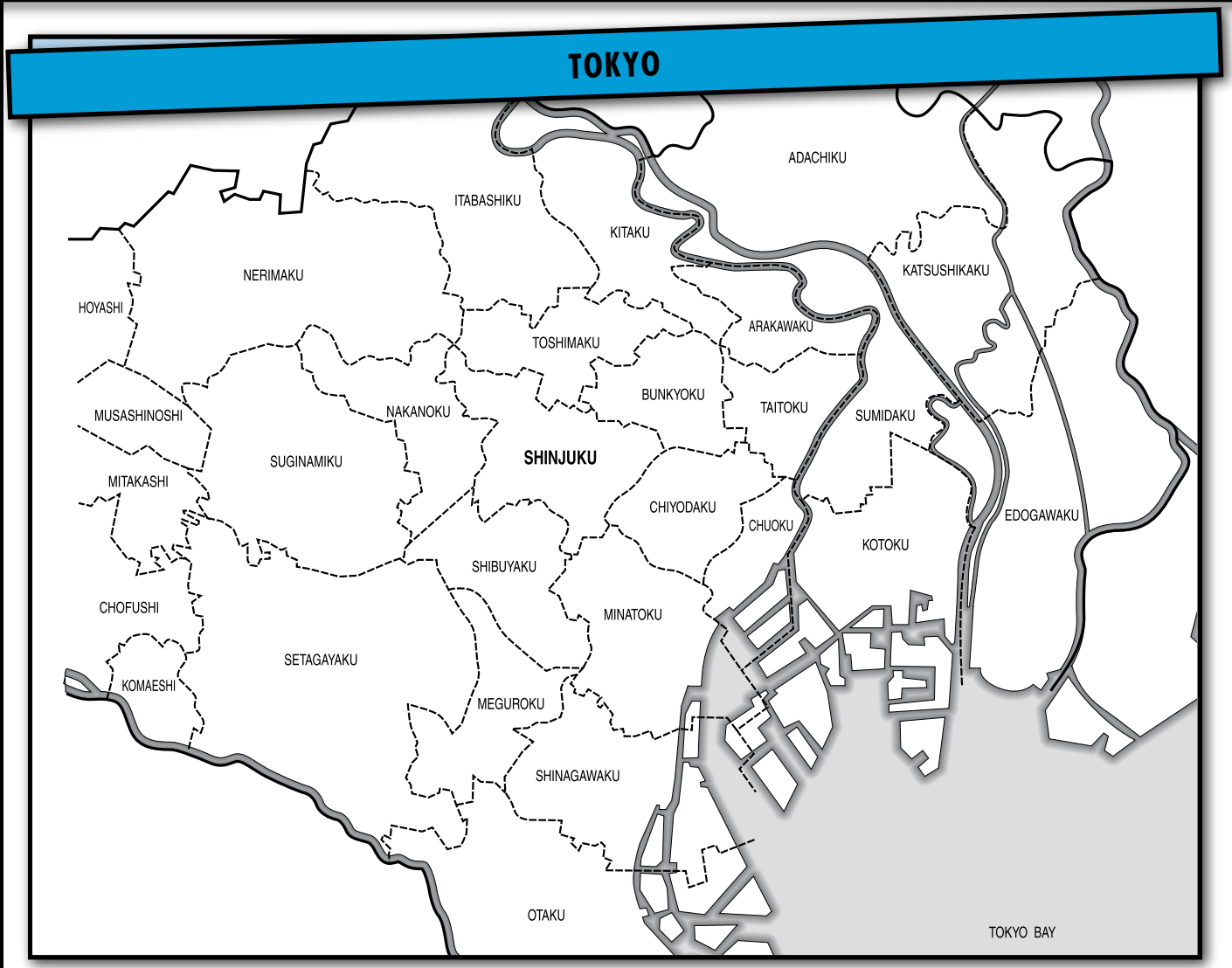


Tokyo does not really have any single landmark that defines it, the way that the Eiffel Tower, CN Tower, or Empire State Building are the "centres" of Paris, Toronto, or New York respectively. Most buildings are rather small, with no more than 10 floors. The only skyscrapers were found in a small area north-west of Shinjuku Station. Even so, Tokyo is a big and loud city, filled with energy. Tucked away from the blazing neon signs, overhead expressways, and towering office blocks and department stores, however, are tiny shops and cosy suburban neighbourhoods where everyone knows everyone else.

Originally named Edo ("gate of the river"), Tokyo began as a sleepy provincial town located at the point where the Sumida Gawa River made its way inland from the ocean. Everything changed in 1603 when Shogun Tokukgawa Ieyasu established the Shogunate there and made Edo the seat of Japan's military government. The city grew in population and prosperity over the years. When the emperor was restored to power in 1868, the Imperial Palace was officially moved from Kyoto (the old capital) to Edo, and the city was renamed Tokyo ("eastern capital").

Tokyo has been destroyed and rebuilt a number of times and few structures are more than 50 years old. The high population density and wooden construction used in traditional Japanese buildings have made the city very susceptible to fire ("the flowers of Edo"), and entire neighbourhoods have burned to the ground many times. The city is also located near an earthquake fault, and in 1923 a great earthquake and the resulting fires levelled much of Tokyo. The city was rebuilt in more modern fashion (with many western-style office blocks) only to be largely destroyed again by American bombing raids in the closing years of World War II. In the 1950s, Tokyo again rose like a phoenix, and has experienced continuous development since, sprawling in to the surrounding area, and in the case of Shinjuku, rising into the sky. Real estate in Tokyo has some of the highest land prices in the world.

Travel in Tokyo is relatively easy, since nearly everything is located within 5-10 minutes of a subway (chikatetsu) station. In comparison to America, very few older teenagers and young adults drive cars — most will walk or rely on public transport or bicycles, with a few owning motorcycles or motor scooters.



Some famous neighbourhoods in Tokyo include:

Akihabara (in the Chiyodaku ward)

The "electronics capital" of Japan. It extends over a few city blocks and is devoted to a bustling trade in new, discount, and used electronics with over 700 shops of all sizes. In some anime or manga, this may extend to sales of robots.

Akasaka (in the Minatoku ward)

This somewhat glitzy nightlife district is also the home to some posh hotels and a number of foreign embassies. Unlike Roppongi, Akasaka businesses cater more to salarymen on expense accounts, with pricey restaurants and hostess clubs.

Asakusa (in the Taitoku ward)

The original north-eastern downtown of Tokyo. Asukusa still has some surviving traditional narrow streets, tiny shops, and old-style houses. The most famous landmark is the busy and popular Sensoji Temple, devoted to Kannon, the Buddhist goddess of mercy. In the 19th and early 20th centuries, Asakusa was the city's most famous pleasure district until the puritan military government and allied bombing of World War II forced change upon it.

Ginza (in the Chuoku ward)

This very expensive and fashionable shopping district in central Tokyo, has more than its fair share of swanky bars and hostess clubs. Ginza also contains many art and photographic galleries and is known for Kabukiza, a venue for Kabuki theatre.

Harajuku (in the Shibuyaku ward)

This fashion and entertainment district with trendy shops is popular with teenagers and young adults. Some areas are relatively inexpensive, while others are packed with top-line designer fashion boutiques.

Hibiya (in the Chiyodaku ward)

Hibiya is one of Tokyo's main financial districts. It is the original centre of the old Edo, and is the home of the Imperial Palace.

Ikebukuro (in the Toshimaku ward)

An entertainment, business, and shopping district which is also home to two of the world's largest department stores — the huge Tobu and Seibu buildings — as well as many classy boutiques and restaurants.

Roppongi (in the Minatoku ward)

This young nightlife capital is home to more discos and dance clubs than anywhere else in Tokyo. There are many international restaurants, and it is a traditional place for Tokyo youth to hang with jet-setting gaijin (foreigners).

Shibuya and Daikanyama (in the Shibuyaku ward)

These fashionable shopping and entertainment areas host over a dozen large department stores, as well as many boutiques and trendy restaurants. Within the busy Shibuyu railway station is a bronze statue of the famous faithful dog, Hachiko, which is a well-known Tokyo landmark and meeting point

Ueno (in the Taitoku ward)

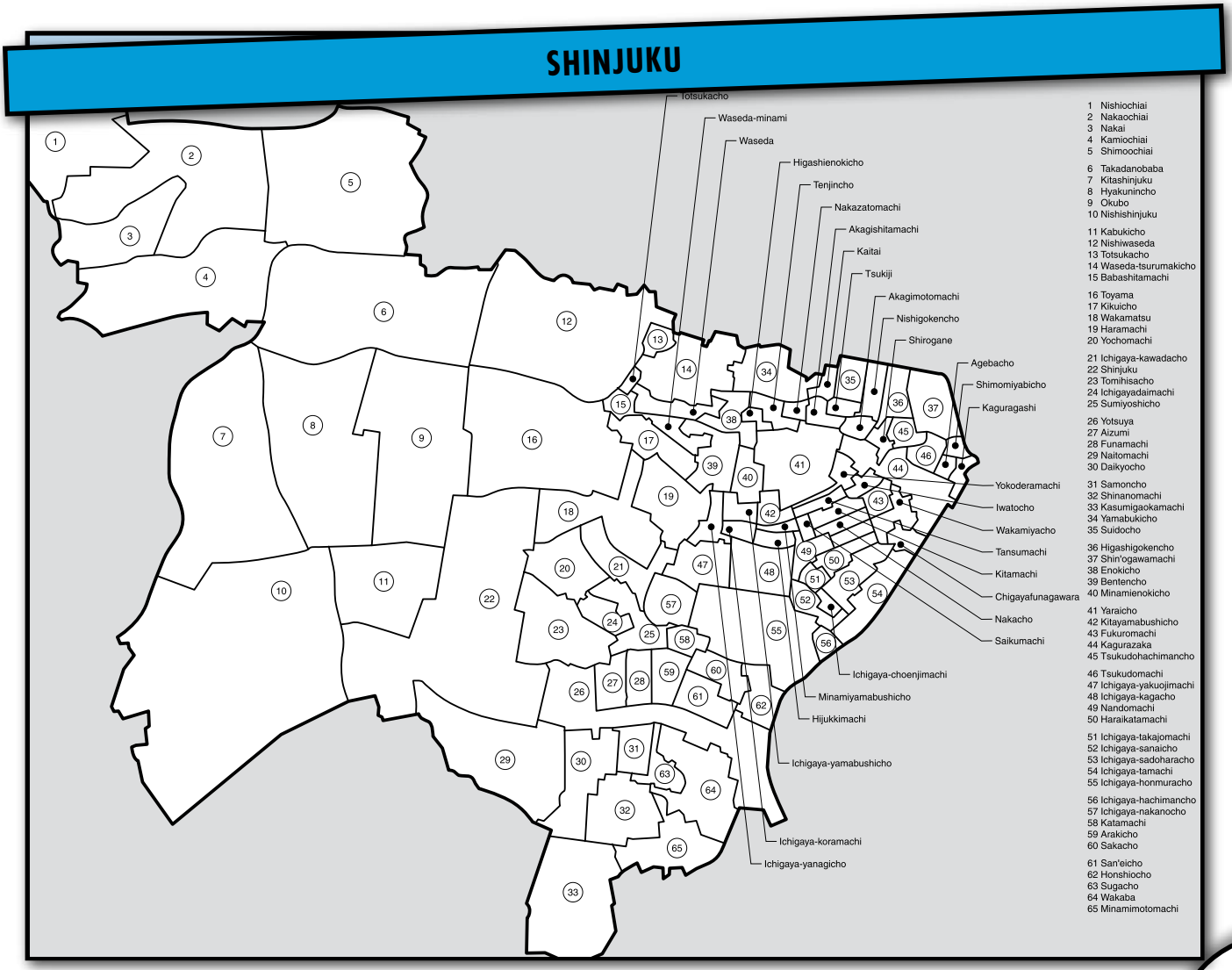
This downtown district hosts the city's popular Ueno Park (a huge green space boasting a concert hall), Ueno Zoo, and many museums (the largest of which is the Tokyo National Museum). One can also find the popular Ameyokocho Arcade, which is a lively bargain shopping district. To the north is Nippori, a nice residential area with narrow streets, and old temples and houses.

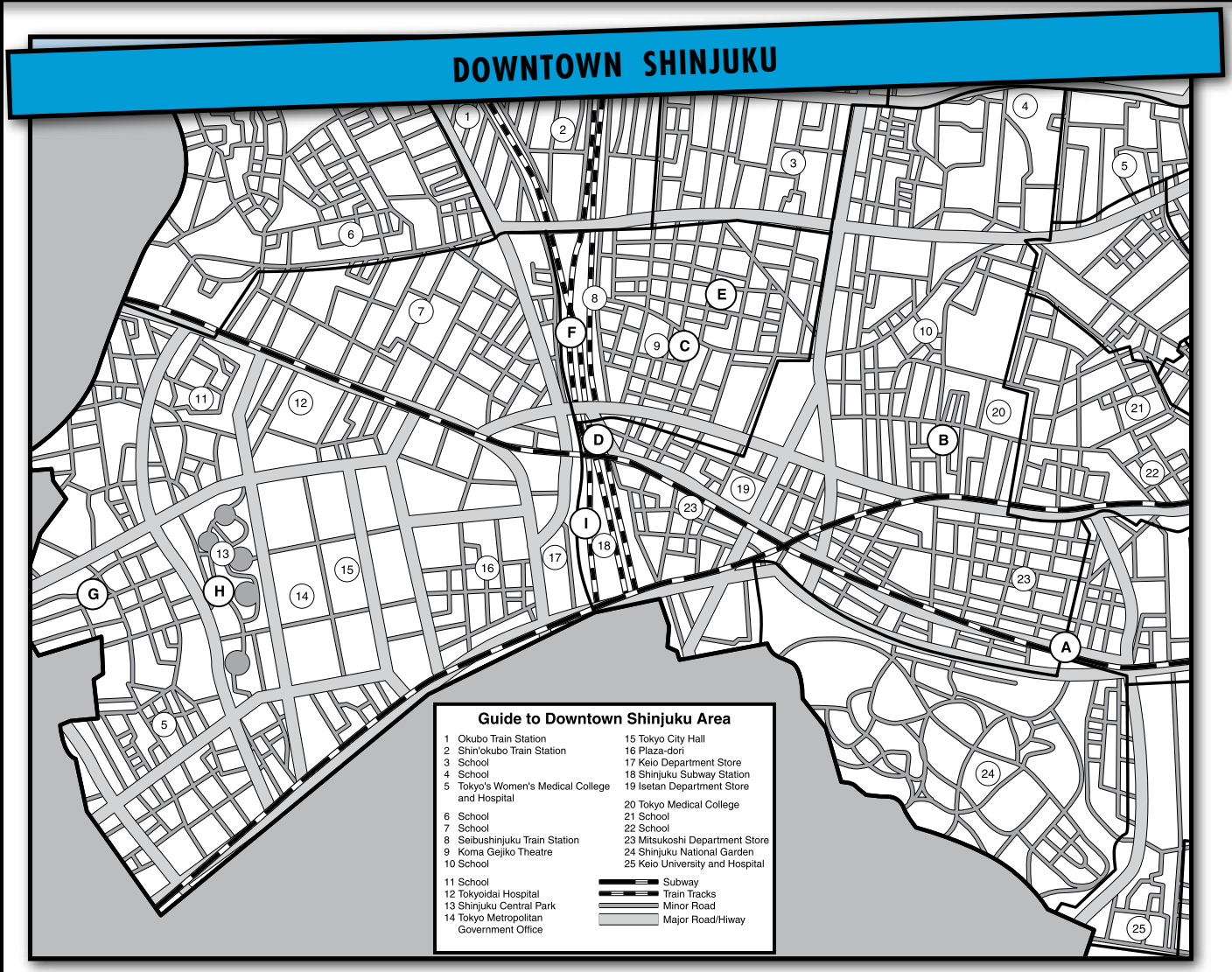
Other Neighbourhoods

Surrounding many of these famous neighbourhoods are residential areas, office buildings, condos and commercial developments. Most private homes are found in the suburbs to the north and west, an hour or more from the city's core. To the south-east is Tokyo Bay and the bustling port city of Yokahama. Tokyo's main transportation artery is the Yamanote Line train loop that runs through the city. Also girding the city is the Tokyo Metropolitan Expressway, 200-plus kilometres of multi-level elevated highway that surrounds Tokyo like a concrete and asphalt belt. The many concrete bridges and overpasses for the expressway are perhaps Tokyo's most dominant architectural feature, which GMs can use to good effect in any urban chase.

SHINJUKU

Shinjuku is the beating heart of Tokyo: a massive, sprawling, administrative, shopping, entertainment, and business district centred on a huge railway terminal, Shinjuku Eki. This is a vast, interconnected complex of tracks, terminals, and shops, where seven railway lines and two subway lines converge, and with 2 million plus commuters, is was one of busiest commuter railway stations





in the world. Two big department stores are located right next to the station, Odakyu depato to the north-west, and Keio depato to the west. A bus station terminal is also west of the station.

Since Shinjuku is a very popular location for anime adventures, several maps are included herein to help kick-start your game.

Nishi-Shinjuku

Since the 1970s, the western half of Shinjuku has risen as a towering skyline that symbolises the financial and industrial might of Japan. Some 20 skyscrapers house Tokyo and Japan's most important corporate and political offices, as well as major hotels. The ultimate expression of this is the giant Tokyo Metropolitan Government building, a mega-skyscraper competed in 1991 that houses Tokyo City Hall. The skyscrapers have a significant effect on the neighbourhoods' micro-climates. They trap the chill of the north-west winds, which results in strong and unpredictable cold gusts blasting down open streets. This also makes the landing of helicopters or the flying of light aircraft through the Nishi-Shinjuku area a very hazardous endeavour.

Higashi-Shinjuku

This is the area east and south-east of Shinjuku Station. This area housed a high density of retail stores, high-rise malls, subterranean shopping plazas, discount warehouses, and an equally impressive collection of bars, clubs, and sleaze. Near the south-eastern corner of the ward are two old Buddhist temples: Taisoji and Jokajuki.

Kabukicho

Six blocks north-east of Shinjuku Station is the Kabukicho area, which has been known as Japan's centre of sleaze and prostitution since the 19th century. Its streets were devoted to countless coffee shops, game arcades, gambling parlours, snack bars, topless bars, strip joints, love hotels, and "soaplands" (massage parlours), as well as many restaurants, big department stores, a few government offices, and a number of shrines. The eastern half of Kabukicho is a maze of alleyways, bars, and brothels. To the south is a large underground shopping mall running under Yasukini street. Also near Kabukicho are the grounds of the Flower Garden Shrine (Hanozono Jina, dating to the 17th century). The central landmark of Kabukicho, the Koma Gejiko is a

2,000-seat theatre complex that also houses discos and bars, centred in a rectangular plaza and surrounded by cinemas.

Shinjuku-Goyen Imperial Gardens

Located in the south-west corner of Shinjuku Ward, the Shinjuku-Goyen Imperial Gardens is one of Tokyo's largest garden parks, covering over 144 acres. It dates to 1906 and was designed in a European style, with hills, bridges, stone lanterns, and artificial ponds (some with giant carp). The gardens include over 1900 flowering trees of 65 different species, as well as a greenhouse containing tropical plants.

JAPANESE INSTITUTIONS

A number of major institutions that may appear in games set in Japan are detailed here.

GOVERNMENT

Japan's federal government is a parliamentary system (similar to Canada or the United Kingdom). The emperor is the ceremonial head of state, with no real powers, but he commands enormous respect. The main legislative body is the Diet (parliament), whose members are chosen in nation-wide elections. It is divided into a lower House of Representatives (which holds the real power) and an upper House of Councillors (a rubber-stamp body similar to the Canadian Senate or British House of Lords). The party that controls the majority of seats in the Diet is "in power" and appoints the Prime Minister, who then chooses his cabinet, usually of other Diet members. As in Britain, while politicians come and go, Japan is actually run behind the scenes by career civil servants. These often appear in serious anime as shadowy bureaucratic figures running various secret organisations such as special police forces or monster-battling teams.

POLITICS

The most successful political party since WWII has been the conservative Liberal Democratic Party (LDP). Their main opposition is the Democratic Socialist Party, which is strongly supported by labour unions and small businesses. There are also smaller fringe parties, often involved in coalition governments. Voting age is 20.

THE MILITARY

Japan's military is known as the JSDF (Japanese Self Defence Force) and is divided into the ground, air, and maritime branches. Anime often add a fictional Space or Special SDF equipped with spacecraft or mecha. Members are reasonably well-trained and very well equipped with high-tech weaponry (often Japanese versions of US hardware). Until recently, the JSDF was constitutionally forbidden from intervening in the matters of foreign countries. In the 21st century, they have participated in various international peacekeeping and nation-building operations in the Middle East and Asia, but this role remains controversial, and relatively few JSDF soldiers have seen action. The United States also has air and naval bases in Japan, and is obligated by treaty to help defend the country. Most large-scale military exercises are held in Hokkaido.

LAW AND ORDER

"Real" modern day Japan is relatively non-violent compared to some countries, with fewer guns and drugs on the street. . . but it still has terrorism, street gangs, and organised crime, and cops dedicated to stopping it. Anime Japan can be even more crime-ridden — in fact, quite a few anime portray Japan as turning into a lawless free-fire zone after natural disasters, war, social change, or economic collapse ravages the society. Even if this does not happen, modern Japan still has plenty of room for comedy or serious cops-and-crime games.

Police and Justice

Policing is based around the "koban" system, in which beat cops operate from a network of local police boxes (koban) located one per neighbourhood. Each koban is assigned a car and a couple of officers. Cops carry batons, and some have pistols as well. Female officers are rare (2%) and normally only assigned to office jobs, traffic patrol, juvenile or undercover duties, although this is slowly changing.

Japan's public prosecutors have more autonomy than an American District Attorney and have considerable power to investigate cases on their own, even without police. They can also decide whether or not a crime should be prosecuted (even if they can prove a crime has been committed). Suspects have similar rights to those in America, but Japanese cops do have a tradition of using more of a "third degree" than is typical in the US to get suspects to confess.

Suspects may be detained up to 10 days pending trial. In Japan, there is no trial by jury. Instead, a tribunal of judges handles all cases. As a result, criminal proceedings are often quite rapid. Japanese civil trials can take a long time to go to court, though, since there are many legal obstacles that a defendant with deep pockets use. There is no guilty plea in a Japanese court. The evidence must always be examined even if the subject confesses, but confessions are given considerable weight, and if a first-time offender appears sincerely contrite, he or she will usually get a substantially lighter sentence. Often before a trial (even in serious cases like assault or rape), the defence will try to meet with victims or their families and arrange a settlement based on confession and reparations, to speed up the actual trial or get charges dropped.

Sentencing

Japanese courts strongly favour the prosecution, and the conviction rate is very high. Young children are normally tried in Juvenile court, with lighter sentences. It is much harder for civil or criminal cases to get retrials in Japan, even if new evidence is discovered that might suggest a miscarriage of justice.

In order of severity, the sentences a court can execute are: death by hanging, imprisonment with labour, imprisonment, heavy fines (over 10,000 yen), penal detention

(short imprisonment up to 30 days), and minor fines (less than 10,000 yen). Assets involved in criminal acts may also be confiscated. The death penalty is usually only assigned to murder when committed during robberies (rather than crimes of passion). Very few (0-10) death sentences are assigned in a year.

THE YAKUZA

Some Japanese gangsters belong to organised crime families, known as Yakuza. They 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 little finger to atone for any mistake that displeases his boss. Yakusa often appear as "heavies" in modern-day anime.

The Yakuza are somewhat on the decline in the real world due to legal changes, foreign competition, and police crack-downs, but still continue to exist. The Yakuza achieved their greatest power in the 1950s and 60s as a result of the black markets and rationing that followed World War II. Each gang is headed by an oyabun who acts as the gang's father figure; under him are various high-ranking kobun. Traditionally, they have cultivated an "honourable gangster" image, although this has faded in recent decades.

Yakuza operations involve all the usual forms of criminal activity: extortion and protection rackets, gambling — especially pachinko or Japanese pinball — prostitution, and smuggling of contraband include guns and drugs. The major drug traffic is in amphetamines imported from other Asian countries, rather than cocaine or heroin. As in much of Asia, drug crimes are punished harshly, and drug use is lower in Japan than in America. In 1992, the Act for Prevention of Unlawful Activities by Boryokudan Members was enacted. It was aimed at yakuza or criminal gangs, similar to US RICO legislation. This legislation designates the term "boryokudan" as a group with a good proportion of members who have criminal records, and gives strong powers to prosecutors and cops in going after them, especially to crush protection rackets and money laundering. This has seriously harmed Yakuza operations.

Foreign criminals (Russians, Tongs, Triads, Korean gangsters, etc.) have also attempted to muscle in on the Japanese crime scene, which can be a source of conflict.

CULTURAL DETAILS

Dropping some accurate cultural titbits into a game set in Japan is a great way to build atmosphere.

Food and Drink

The traditional Japanese diet has somewhat less red meat than that of North America, mainly consisting of rice, noodles, vegetables, chicken, fish, pork, and some beef. Favourite drinks include tea, sake, beer, coffee, and various soft drinks. Most of these — including coffee and beer — are available as canned beverages from vending machines.

RELIGION

The majority of Japan's citizens practice two major religions, Shintoism and Buddhism, with many Japanese who follow both religions. Modern Japan is home to many religious cults, which often mix Buddhist, Shinto, and sometimes Christian beliefs with new-age mysticism. Many different psychics, wandering exorcists, fortune tellers, and practitioners of western or neo-pagan beliefs are also in abundance. Shinto and Buddhist priests and priestesses — some with supernatural powers — are an especially common element in both modern and historical anime.

Shintoism ("the Kami way")

Shintoism is the old indigenous animistic religion of Japan, in which manifestations of nature and sacred places have their own god or spirit (Kami), who have various spheres of responsibility. There is no central hierarchy or written dogma. Instead, thousands of individual shrines decorate Japan, which are built at sacred places, both in cities and the countryside. People pray to the Kami, usually for good luck in the sphere over which that Kami has influence. The shrines are maintained by priests (Kannushi, who wear blue and white robes), and sometimes shrine maidens (Miko, in red and white robes who are known for performing ceremonial dances). Community festivals also centre on the shrines.

Shrines consist of archways (Torii) at their entrance to the grounds, a path to the main house of worship (often flanked by stone lions), a basin where visitors wash their hands and mouth to purify themselves, and a house of worship where a gong and offering box are located. To pray to the Kami, one puts a coin in the box, sounds the gong twice, bows twice, and then departs. It is also possible to acquire ofuda (usually paper talismans with the name of the Kami written on them) for good luck. In the hands of a Kannushi or Miko, the ofuda may be able to dispel ghosts or demons. Only the Kannushi and Miko are allowed in the worship hall, which may contain sacred relics. Shintoism is very concerned with purification.

In legend and in anime and manga, Shinto shrines often contain magical relics or are run by families whose Kannushi and Miko have passed down ancient shamanistic secrets through the generations. Some wandering female exorcists also exist who are known as Miko as well, even though they do not belong to any particular shrine.

Buddhism

Buddhism has co-existed with Shintoism in Japan for centuries. While Shinto deals with matters of nature and daily life, Buddhism is concerned with enlightenment, spiritualism, death, and the after-life. The basis of Buddhist philosophy is that all suffering comes from desire, and only by suppressing our sensual wants, can one enter a state of nirvana (a divine state in which there is no suffering, desire, or sense of self; it is a release from the effects of karma). This may require a long process, however, as well as reincarnation over many life times to accumulate enough karma. Buddha

(not a god, but rather an enlightened person) taught that the way to nirvana was through an Eightfold path of "right" thinking and behaviour: right understanding, right resolve, right speech, right action, right livelihood, right effort, right mindfulness, and right meditation. Buddhism centres on temples inhabited by priests and monks (usually identified by robes and shaven heads), although some monks are unaffiliated. Nirvana is viewed differently by the two main Buddhist schools. The Hinayana school is the older and more conservative form of Buddhism and regards Nirvana as the means by which the individual is liberated from existence on Earth. The Hinayana philosophy is dominant in Sri Lanka, Thailand, Laos, Burma, and Kampuchea. The second school, known as Mahayana, teaches that those who gain enlightenment remain in the world as Bodhisttva to guide others along the path. Mahayana ideology is supported in Japan, Tibet, China, Korea, and Mongolia. There are hundreds of gods, demons and spirits in the Japanese Buddhist pantheon, many of which have been adopted from the Shinto Kami.

Buddhist temples are everywhere in Japan. The heart of a temple contains images and statues of Siddhartha Gautama, also known as the Buddha. The sacred scriptures (sutras) are stored in temples, and are chanted by priests and monks as part of worship or meditation. The sutras are also believed to dispel ghosts and demons and are used in Buddhist exorcism.

Legendary Sects

Various "esoteric" sects exist in legend, whose study of the sutras or special training has given them supernatural abilities (sometimes in conjunction with martial arts). A real-life example is the (now mostly extinct) Shugendo order of "mountain priests" whose rites incorporated shamanic Shinto rituals and who gained fame as exorcists. The concept of reincarnation also gives rise to groups of game characters who may have battled a particular ancient evil, or been comrades or lovers in their past lives. Thus, an ordinary teenager may have once been a famous mystic warrior, and (although they do not remember it) are now again fated to fight the same evil when it has arisen once more in the present. This can be an ideal method to justify the unification of a group of diverse characters. Someone with an appropriate Sixth Sense Attribute may be able to recognise such karmic connections.

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 DVDs.

2. Be innovative in character design. *BESM* was designed to be flexible, allowing you to create the anime character of your desire. Do not hesitate to develop Attributes or Defects not listed in these rules, talking with the GM about your ideas. 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 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'll get a few more Points.

4. 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. Naturally, if the GM plans to run a scenario based directly on an established anime production, this suggestion does not apply.

5. 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. If you and your group can thrive on fewer rules (or without any) do not let this book hold you back.

7. 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 the game enjoyable for everyone. Trust the judgement of the GM and the game will flow more smoothly.

8. 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.





CHAPTER 14: GAME MASTERING AN ANIME GAME

This chapter offers further advice intended to help the GM create and sustain an anime-inspired role-playing game.

CAMPAIGNS, MINI-CAMPAIGNS, AND ONE-SHOTS

A role-playing game can range from a brief one-shot adventure that takes a few hours to play to a lengthy campaign that can run over many sessions for a period of months or years. The story pacing and plot depth of a campaign is different from that of a mini-campaign, which in turn differs from that of a one-shot adventure.

CAMPAIGNS

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. The characters have time to develop unique personalities as they are faced with challenges to their bodies, minds, and souls. The characters can also learn new Skills and Attributes and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the world that the GM has created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or reformed by the characters. The GM should establish the outline of a plot for the beginning of the campaign before play begins, but the middle and the end of the story will be largely determined by the interests and actions of the characters.

MINI-CAMPAIGNS

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session with the major villain, if any, usually surviving at least until the final climatic 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 ELEMENTS

Here is a quick look at a small selection of 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 elements (Alien Visitors, Mecha, etc.) to justify what special ability the girls have and then come up with a strange reason why their big focus in life would be attracted to a normal guy 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 cute girls 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 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 chi-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 started accidentally 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?

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.

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.

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 who exist in the shadows? Or are they monsters themselves?

Unlimited Combinations

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, e.g., "like medieval Japan, except ..." and just note the differences, whether they are names of countries or 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.

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.

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 181) 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.

ALTERNATE HISTORY

In this setting the flow of time has taken a sharp bend into a different reality. One popular genre in anime are stories where 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-powered or gasoline-engined 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.

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 or 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.

Near Future

The setting is somewhere in the next fifty years or so. Technology is on the rise, but people still mostly live on Earth, although there may be bases in orbit, on the moon, or in 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 Items are classed as gadgets of a futuristic nature.

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.



SNOW MAIDEN
Page 118
Known to the Hokkaido mountain farmers as the Yuki Onna, the Snow Maidens protect Japan's World Gates.

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 you are playing a game 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 in 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 which exists on the ruins of a long-destroyed technological empire.

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 common than the tiny warring states common to fantasies inspired by medieval Europe or Japan.

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 (such as: the culture and technology is like 1920's Europe, except there's gasoline powered robots, there's 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.

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, and 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.

WORLD BUILDING

After the GM comes up with the campaign concept, the players can create their characters. While they are doing that, the GM should work out the details of his or campaign setting that need to be established before any 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 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. For example, the GM might write down:

"Keiko and friends attend Cicada High, an old, slightly decrepit high school in a Tokyo suburban neighbourhood. Their homeroom teacher is Mr. Yamasaki, a short-sighted, handsome but scatterbrained science teacher who loves butterfly hunting. They usually hang out at the Blue Wave, a video arcade, or take the subway to the mall."

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. This could be done by drawing a real map, 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. Here's an example of a quick "map in prose" that the GM might have created for a "Space Soldiers of the Imperial Bodyguard" campaign:

"Neo-Kyoto is the Imperial Throne World. On the planet can be found the Imperial City, the Rainbow Forests (Emperor's hunting preserve), the Red Ocean, the Gypsy Isles, and many smaller cities and towns. Imperial City is built on top of and around a mountain. Important locations are the Spaceport and Royal Palace, the Alien Bazaar (shopping district), Crystal Terraces (rich people's district), the Foothills (suburbs), the Robot District (industrial park and slums), and the Alien Quarter (by the spaceport). The Royal Palace resembles a traditional Japanese castle but is protected by a force field. It sits atop the mountain and has hundreds of rooms: a Throne Room, the Imperial Family's Quarters, a Guest Wing, a Royal Barracks (where the characters live), the Imperial Gardens, the Armoury, the Infirmary, and the Imperial Laboratories. The overall feel is a mix of high-tech and classical Japan: a cyborg ambassador in a kimono, streets lined with cherry trees, air cars whizzing over rows of traditional Japanese houses."

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 they hang out afterwards. The GM can usually assume a character's friends and comrades are the characters themselves. Most supporting cast only need a name and a very brief description ("grizzled veteran with eye-patch" 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 alien invaders 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. It is often a good idea to create one or more Occupational Templates for the members.

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 that represented by the Spaceflight Attribute, 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 may wish to create Racial Templates for the player characters. You should also 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 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 (villains the characters will fight or allies who will work closely with the characters) they should be created as 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.

WOOLIE
Page 120
Kamaala was freed from slavery by the captain of a space freighter and now serves as the ship's navigator.





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 a rough 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 the characters encounter be henchmen, introducing 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. However, remember 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 keeps things fairly simple with clear objectives. In a continuing campaign, plot elements can be ambiguous or mysterious so, 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. 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* combat system means this is usually unnecessary. However, if a new locale is introduced (like a haunted forest they must cross, a crime scene the characters will investigate, or a villain's fortress that they may have to capture), 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 sent 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 aboard 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 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 1 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 gym teacher and has already appeared by name 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 either 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.

SHOJO ROLE-PLAYING

The word "shojo" translates to "young, unmarried female" or, more commonly, "girl." As one might expect of a genre (or perhaps more accurately, "thematic style") defined by this word, shojo anime and manga are created with a mostly female audience in mind, although plenty of male readers and viewers enjoy them too.

Shojo as a genre of anime and manga grew from shojo literature that began to emerge in the 1920s, particularly the work of Nobuko Yoshiya, author of numerous short stories for girls and young women. Her works, published in the 1920s and 1930s, featured many of the symbols that have come to be recognised as the most central elements of shojo stories: flowers, school girls, and love. The illustrations that accompanied them also anticipated the art style of shojo manga and anime, with emphasis on schoolgirls in uniform, bountiful flowers, and graceful, attenuated figures that were clearly influenced by 1920s American and European fashion and magazine art.

Around the same period of time, the Takarazuka Revue opened, presenting lush productions integrating Western musical theatre with Japanese story elements (particularly those similar to Yoshiya's) to the Japanese public. Originally envisioned as the complement to Kabuki (in which men play all the roles, male and female), Takarazuka featured women in all roles. The actresses were required to go through a two-year academy that not only taught them to act, sing, and dance, but also divided them into those who would play male roles and those who would play female roles. Each set of actresses were taught a group of stylised movements and vocal mannerisms (kata) that signified the gender each would play. Shojo anime and manga often use Takarazuka



HALF-DRAGON
Page 114
Curious about her dual lineage, Eri recently set out from her small village to find her dragon father.

elements, and frequently use aspects of the kata to depict basic information about characters who are intended to be particularly masculine or feminine. Takarazuka continues to be extremely popular today, and has become tied to shojo manga and anime by adapting some of the best-loved stories of shojo into immensely successful musicals.

While manga became popular in Japan after World War II, manga written for a female audience did not emerge until the 1950s. The first shojo manga were written and drawn by men, but women first broke into the industry during the mid-1960s — right about the time the first "magical girl" series burst onto television screens. The manga became wildly successful, not just with young girls, but also with the growing numbers of working women and college students. Shojo manga and anime expanded their territory through the 1970s and 1980s, but it was in the 1990s that the genre's success really exploded. Today, there are manga targeted at all ages of women, including a genre called *josei*, or lady's manga, which deals with more explicit themes than shojo. Many shojo anime shows — often based on the more popular manga — have became extremely popular with both boys as well as girls, proving that shojo isn't necessarily just for girls anymore.

ELEMENTS of SHOJO

While symbols and themes are important, the essential core of shojo is the interpersonal relationship, the powerful emotional entanglements between characters. The plot is advanced by character development and growth. Plot twists introduce relationship complications that must be overcome. Saving the world or becoming a sports champion may be the apparent point of the story, but it is entirely secondary to the fact that the characters have achieved a major landmark in their relationship with each other in order to do so.

Of all emotional entanglements in shojo, love is the most complex and intense motivation. Romance is a major theme of nearly every plot. Friendship and family relationships are common secondary plot hooks. And sometimes, all of these are intricately knotted together — the more complicated the knot, the better.

The cast of characters is typically focused on one or a few female protagonists, with supporting characters of mixed genders. It is not unusual to have an all-female cast, or even an all-male cast. There is something about the emotional focus of shojo that encourages some manga and anime creators to experiment with the ways they explore their characters. Shojo stories can take place in nearly any setting (fantasy and pseudo-historical European settings are common) or time period, although the classic settings is the modern-day Japanese school. Shojo also has a long history of plot elements that may be startling or unorthodox, such as cross-dressing characters, same-sex relationships, and gender-switching. This experimental mindset can also lead to the exploration of more taboo subjects.

Shojo stories also share settings, plots, and other ingredients with other genres, but certain character roles,

plot complications, and techniques for story resolution are common to most shojo stories. The key that sets shojo apart is the focus on relationships and emotional character development. Take a story focused around a ronin samurai, for example.

In a shonen (boy's manga) universe, the story conflicts might focus on:

- his attempts to perfect his practice of bushido.
- hunting down the traitorous scum he once called friends who murdered their lord.
- his regret over killing the many worthy samurai who challenge his prowess.
- his encounters with people who seek to use his martial prowess for their own ends (either as a killer, a protector, or a teacher), which he may accept in order to make ends meet while on his quest.

The battles would be shown in detail, possibly with depictions of his style of kenjutsu and trademark attacks. An ongoing villain — the leader of the traitors — who loathes the ronin for reasons of cowardice (for not committing suicide) and, possibly, shares some complicated past history with him, might continue to send his henchmen after him. This draws the ronin closer for the final confrontation between the two of them.

In a shojo story, however, the story conflicts might focus on:

- his study of bushido as part of his denial that he thinks he has actually found his true love in the person of the daughter of his murdered lord, who is now engaged to another samurai — very improper, after all.
- his emotional turmoil (possibly with covert romantic tension) over hunting down the man who used to be his best friend, but who betrayed his most sacred trust to murder their lord (for a good reason). There would be plenty of flashbacks to their days as children or young adults.
- his attempts to not kill the many samurai who come to challenge him, and his growing regret and pain about these deaths.

The battles would start out detailed, but they would eventually be glossed over; it is clear and obvious the ronin is the best there is. The ongoing villain — the former best friend, of course — might send minions to attack the ronin, but this would be a distraction to keep his loyal, stupid old friend out of the way while he dismantled the cruel slavery ring that their old lord had organised, now run by their lord's daughter. The ronin might eventually turn one of the minions to his side with his nobility and generosity, and the former minion revealed the true identity of the villain. The ronin cuts his way across the country to confront his former best friend, who reveals all during the course of their fight. Together now, they sweep aside the slavery ring, do away with the structure running it, and the lord's daughter is shamed forever. At the end, the two of them might choose to leave Japan and travel to China rather than commit seppuku together (although this is an option too in very dramatic stories), revealing at the last their love for each other. Either (or both) of the samurai might or might not be revealed as a woman in disguise.

The focus on emotional intensity is the key to transforming a story into a story typical of shojo anime and manga.

Character Roles in Shojo

The core of shojo is relationships. Each main character has to have someone with whom to have those relationships. Who are those people?

Friends

Every shojo heroine (or hero) has friends. These people may be her classmates, team mates, or co-workers, the people who shop or travel or play sports with her. They may not admit to being her friends at all, while being the only people who can understand her situation. Often there is a single best friend, who may be the heroine's sole means of emotional support. Friends are usually the focus of themes of trust and betrayal, and often have secrets of their own.

Lovers

Into every shojo heroine's life, romance must fall, often in a manner so abundant and convoluted that she needs a score card to keep track of it all. Having multiple romantic interests appear in the course of the story is natural. Having to choose between them is a major conflict that shows up again and again. Inevitably, only one is the One True Love.

Enemies

As if betraying one's friends or having to choose between multiple lovers isn't enough conflict, the shojo heroine usually has at least one enemy, and possibly a whole cabal of enemies. Whatever the enemy's apparent main goal — taking over an empire, winning the tennis championship by fair means or foul, winning away the heroine's one true love, or revolutionising the world — the real goal of the enemy is to poke the heroine's emotions with a metaphorical cattle prod and keep pushing that "zap" button, occasionally ramping up the voltage just to see her squirm a little more.

These may look like discrete groups of people, but are simply roles that characters can take, and a single character can fit all or some of these roles, sometimes simultaneously. A dear old childhood friend, not seen for years, could appear and begin winning the heroine's heart, all the while secretly working against her out of jealous rivalry. The heroine's best friend could have a terrific crush on the heroine, and mayhem ensues when the heroine finds this out; does she requite her friend's love, or must she reject it?

Conflict

Much of the emotional conflict between the heroine and her friends and lovers involves issues of communication and trust.



If some kind of communication can go wrong, it inevitably will. For example, an exchange diary (a journal traded back and forth by two people writing their thoughts to each other) will fall into the wrong hands, a friend (or secret enemy) charged with carrying a message will fail to deliver or mangle the message, or someone will take it into his or her head to "explain" the situation (whatever it is) in the worst possible light. The misunderstandings generated thus can have immediate fallout, or could drag out over a long period of time.

Over and over, the characters in shojo discover that other people are a mystery: just because someone is your friend does not mean that your friend will react exactly the same way you do. Part of coming of age is the need to create emotional bridges to friends and lovers that reveal bits and pieces of how they think and behave. Characters are forced to consider other people's feelings and situations by facing emotional pain — either the pain of being hurt, or the pain of knowing that another, important person has been hurt. Likewise, even enemies may have emotional weaknesses. A pool of shojo villains may swirl with jealous rivalries, obsessive love affairs, and secret betrayals of their own, which reduce their effectiveness, and may prove their undoing.

Trust is the linchpin of love. Trust is often a tool to make someone realise their own worth or how wrong they were about something and a source of self-discovery. The shojo heroine frequently faces the test of figuring out exactly how much she trusts her friends and lovers. How much trust is too much? Is she trusting the right people? Trust is fraught with choices, and choices often go awry.

The heroine's passionate battle cry in many anime and manga series is, "I believe in you!" Betrayal of such belief can be the foundation of entire stories, or story arcs within a larger tale. Mix it up with communication problems and misunderstandings, and that is the beginning of a beautifully baroque shojo plot.

Resolution

Throughout the course of a larger story, the heroine and her friends travel a path that consists of multiple small steps of resolution that lead them to becoming better, more mature people. Each resolution involves two steps: epiphany and sacrifice.

The epiphany is the character's sudden realisation that he or she has participated in a miscommunication or betrayal, or has simply made the wrong choice. Epiphanies very often come from talking to another person who is older, wiser, or more knowledgeable about the situation, but they can stem from some traumatic event.

The character's dawning understanding of the situation leads him or her to decide a course of action that might, in the best of possible worlds, repair the problem or, in the worst of possible worlds, render payment for the injury. In most cases, the method he or she chooses to cope with the damage involves some form of sacrifice. An appropriate sacrifice ranges from pride — admitting and apologising for the fault — to actual death, depending on the story.

The depth of pain integral to the sacrifice reflects the purity of the heart, and the amount of work the character puts into discovering that purity. The noble heart is the source of all power, love, and forgiveness in most shojo stories, and attainment of this nobility is the true victory.

In an ongoing story, significant cycles of epiphany and resolution may be repeated several times, depending on the magnitude. In a TV series, a major one will come at the climax of the season. In a campaign, it may occur after a build up of several game sessions.

Arguably, the overarching theme of the shojo story is the achievement of enlightenment about the self.

Action

Where action and combat in shonen stories often focus on individual prowess, the accumulation of new and greater power (martial techniques, mecha, pet monsters, and so on), and the details of the actual fight, shojo integrates the power of emotions, love, and purity into combat. The combat itself may be stylised, brutal, or glossed over, and death may occur, but blood rarely flies (visibly). A character's power stems from love, nobility, and an intense imperative to protect others.

Action in shojo need not involve swords, guns, or magical blasts at all. The most intense and dangerous action is sometimes almost entirely on an emotional level. Also, school sports are often substituted for combat in terms of providing direct action. Tennis, basketball, baseball, and fencing are all commonly used, but any competitive sport can play surrogate for more standard action-adventure routines.

Running Shojo Games

The complexity of the plot, thematic, and character elements of shojo manga and anime can make it appear challenging to run a shojo-style game. The task of the GM is actually much simpler than it might seem, as long as he or she keeps a few points in mind.

Character Backgrounds

All player characters should be created with backgrounds rich in plot hooks. Whether there is a single, giant plot hook on which to turn the plot, or many little ones, the GM needs something to use to drag that character kicking and screaming into intrigue, embarrassment, or action. If the player does not generate enough plot hooks, the GM may have to set up some secrets in the character's background to both surprise the player and tie the character to another player character or important NPC.

Hoshiko is a perfectly normal, uniform-wearing, underachieving school girl who is spending too little time

studying for her exams and too much time on her acting club and the many wonderful and attractive people in it. She either works on club activities or shops with her best friend, Rie. Unknown to Hoshiko — or her player — she is actually the only survivor of a noble family from another universe. Her guardians arranged for her to be adopted on Earth by parents who knew nothing of her background, to hide her from her family's enemies. She also doesn't know that there is an arranged marriage and great political responsibilities awaiting her on that other world.

DETAILS COUNT

Shojo anime and manga are intensely detailed and richly symbolic. The GM should try to do the same. With careful use of imagery, perceptive characters (or players) can tell a great deal about the environment and people in the game by subtle cues in the GM's description, such as the clothes that a person wears, the way his or her hair is styled or coloured, or the type and colour of flower tucked behind an ear. The GM may wish to consider picking a few persistent motifs for significant characters and locations. Reference works that show how flowers, gems, elements, animals, astrological signs, plants have traditional associations, or which provide the meaning of baby names are helpful here.

Hoshiko is beautiful, unusually graceful, and has a quite regal presence when she gets angry. This can be incredibly intimidating, especially coupled with her strange, unusually pale eyes. Rie, on the other hand, seems incredibly plain next to her remarkable friend, and hides behind enormous glasses, playing the role of the quiet, studious one. Only her close friends and parents know that she is actually a world-class fencer, as well as a brilliant scientist in training.

RELATIONSHIPS, RELATIONSHIPS, RELATIONSHIPS

When the game starts, it is often easier if each character has a pre-existing relationship with at least one other player character or key NPC. These relationships provide jumping-off points for other interactions with player characters and NPCs.

Rie and Jun have been friends since elementary school, and the long bond that the two share keeps them friendly though Rie is now Hoshiko's best friend. Jun is the immensely popular captain of the soccer team, and much of Rie's time is tied up by Hoshiko, fencing, and the secret physics project she's working on at her father's aerospace company. They don't have much time together, but Jun and Rie have history, and one can always count on the other for help.

THERE IS NO SUCH THING AS A COINCIDENCE

Fate and destiny play an enormous role in many shojo stories. If something seems like a coincidence, it is most certainly not.

Jun has had strange recurring dreams for a long time, since before she met Rie. They involve people screaming, and bright flashes of light, and a great deal of intense pain. For years, she has also wondered about the scar on her left arm, which looks less like a random injury and more like a strange sort of symbol. During one recent lunch with Rie and Hoshiko, she noticed an almost-identical symbol on the cover of Hoshiko's notebook. When asked, Hoshiko did not remember drawing it, nor did she know what it was.

WELL-ROUNDED STABLE OF NPCS

People are the structure of the world in shojo stories, and while the player characters can interact with each other, there need to be NPCs to flesh out the world. Depending on the GM and the story, there may be an enormous stable of NPCs or only a few, but a solid core of well-rounded, named NPCs provides necessary information, wisdom, and interest. Even nameless NPCs (sometimes created on the spot by the GM) can trigger off important character development.

Jun has only ever confessed to one person about her memories: the crazy old lady who lives next-door to her family. Mrs. Ishida not only listened to her, but apparently believed her and took an active interest in the details of the dreams. It was Mrs. Ishida who first suggested they might be memories, although Jun's parents always told her that they were certainly just simple nightmares. As time goes on, there are hints that Mrs. Ishida might know more about the dreams than she lets on, and Jun's parents are none too happy about that.

Hoshiko encounters a little old man at the store where she buys her manga and snacks, and in a moment of kindness, she helps him carry his heavy bag from the store to the bus. He tells her briefly about his daughter, who ran off long ago and left him without any family. The story makes Hoshiko realise that she never wants to let her parents down and she resolves to do what she needs to avoid this, including working harder on her schoolwork.

COMPLEX ENEMIES

Enemies are far more interesting if they start out clearly evil, then evolve into more conflicted, ambiguous people. An enemy's motivations for his or her apparent evil might be entirely humanitarian — possibly in a very twisted way — or patriotic. The enemy might be under duress from another, greater villain, or may just be horribly misguided.

Mari has been Hoshiko's nemesis for years, and has just been as mean as she could be. Rie and Hoshiko believe that Mari is simply a nasty person. Actually, Mari's uncle, her sole living relative, is a close friend of Hoshiko's father, and seemed utterly obsessed with Hoshiko ever since Mari can remember, sending little gifts or rhapsodising about Hoshiko's beauty, grace, and achievements. Mari's life is cold, lonely, and loveless, and it seems to her that Hoshiko has all the best things without even deserving them. So when Mari discovers the secret of Hoshiko's origins in her uncle's journal, she reveals it in the most hurtful manner possible, leading Hoshiko to believe that her beloved parents had lied to her all these years.


JSDF
JSDF
JSDF
Julie
Dillon

THE SHOJO LAW OF COMMUNICATION

Remember that much of the conflict in shojo stories caused by miscommunication of some sort, so make sure that any attempt at communication that can go wrong, will, in the worst possible way.

Hoshiko goes to Rie for a shoulder to cry on after Mari's revelation, but Rie is in the midst of an important experiment she cannot leave, so turns Hoshiko away, not understanding the real depth of the problem. Hoshiko tries talking to her parents, who profess to know nothing, but now she cannot bring herself to trust them, and it all goes badly. Meanwhile, she feels betrayed by Rie as well, and so goes to wander broodingly in the night.

TURN ENEMIES INTO FRIENDS

One of the great talents of the main character in a shojo story is turning enemies into friends by impressing them with greatness, nobility, and generosity. Enemies may even become intense romantic interests and/or rivals of the main romantic interest, on the premise that hate and love are two sides of the same coin.

Mari has some regrets about how upset Hoshiko had been. She grudgingly corners Hoshiko the next day and offers the key pages of her uncle's journal as a sort of apology. Hoshiko startles her with sad forgiveness, as well as refusing the pages out of respect for the uncle's privacy, choosing to trust Mari's retelling of the information. No one ever believes Mari any more, and this trust breaks down the last of her defences. While she does not confess all her pain in a tearful gust to Hoshiko, she does resolve to help her in any way she can, especially by spying on her uncle, who certainly seems to be up to no good.

TURN FRIENDS INTO ENEMIES

The disruption (and sometimes destruction) of friendships is central to the exploration of trust and betrayal in shojo stories. Testing the limits of friendship between the player characters, and between the player characters and their most trusted NPCs is always an option in the course of a story. Temptation to betrayal can come in many forms: something the character has always wanted, perhaps, or a way to protect a loved one. Miscommunication can lead to a mistaken sense of betrayal that can snowball out of control, possibly irreparably. Most simply, trickery and outright lies can lead one character to believe something of another character.

Jun happens to be there when Hoshiko tells Rie about what has been going on, and some of the things she says triggers off memories. Jun goes home to confront her parents, and her parents tell her that Hoshiko is apparently the child of evil usurpers of the throne to which Jun herself is heir. A few hours later, Jun entirely believes that Hoshiko is evil — who knew that Jun was secretly jealous of Hoshiko's close friendship with Rie? — and agrees to return to the other world with her parents in pursuit of her throne. Of course, her parents would be her close advisors, and could take care of things for her while she learned more about her kingdom.

AGENCY

Main characters in shojo manga and anime often have very little say in what they end up doing. Some kind of destiny or other force propels them through their adventures. Magical girls, for instance, usually receive their powers without their consent, and often spend a very long time striving to be normal kids. Characters who take an active hand in their own adventures may end up being told that their own activity and self-motivation has actually caused the calamity at hand. To repair this flaw, they must become entirely passive and merely believe in their friends, or else it will never end. This lack of agency may work out all right in a story one is reading, but in a story one is playing, it can become boring and frustrating. GMs should opt for interest over authenticity in this case.

When Rie goes to Jun's house to try to talk to her about her strange reaction to Hoshiko's story, she finds the house empty. Mrs. Ishida reveals that Jun's parents have taken her back to her real home — the same universe from which Hoshiko hails. Mrs. Ishida is an extremely perceptive and useful nosy neighbour, and has realised over the years that Jun's parents are not really her parents, and now thinks that they mean Jun harm. Rie, armed with this information, fetches Hoshiko. Together, they decide to go rescue Jun. They break into the physics laboratory where Rie works and use the dimensional portal that is Rie's project. They may have to gather and lead armies, go into battle, and change the world, but they are prepared to do all these things to save Jun.

AND DON'T FORGET THE RELATIONSHIPS

In helping the character relationships develop, GMs should not be afraid to do whatever seems right and fun. Kidnap and brainwash the romantic interest, throw in red herrings during the investigation of a mystery, brutally kill a favourite NPC — in other words, reach for heights of drama and plumb the depths of tragedy. To relieve the tension, there is really no comedy too low (or full of innuendo) to toss in as a complete, unbalancing non sequitur. At all times, the GM must provide avenues for the characters to explore their relationships with each other and the NPCs.

Rie and Hoshiko track down Jun after a couple short adventures. Rie uses her long history with Jun and a dose of emotional blackmail to talk her into coming along with them while they find out the truth. As they are attempting to escape from Jun's "parents," the trio is captured. When Rie and Hoshiko goad them, the villains gloat over how they killed Jun's protectors and took their places. They waited for just the right moment to return with Jun so that they could best usurp the kingdom from the usurper. They also reveal that Jun was originally the crown prince; his protectors had turned him into a girl to better hide him from the usurper's army.

Romance cannot be Forced

The most obvious element of shojo stories is romance. This can be the most difficult part of shojo anime and manga to emulate in a game setting, as romance between characters must develop organically in the course of role-playing. Romantic complications can be thrown in to stir the pot, though.

> *After the three escape the villains and track down the surviving royal family, they find themselves in the midst of a massive party. Jun's cousin proposes a toast to Jun's return and her/his impending union with his destined bride: Hoshiko. This not only shocks everyone, but complicates the budding romance between Hoshiko and one of the people that joined them a few adventures ago.*

Example Campaigns

Consider the following shojo campaign settings and how their ideas and concepts may be used in your game.

Backstage Angels

Genre: Supernatural

Period: Near Future

Category: Comedy-Action-Romance

Theme: "Love will win through all"

A group of newborn angels are sent forth to earn themselves a place in heaven's hierarchy by "helping" hapless mortals. Each has been assigned as a guardian angel to a member of an up-and-coming girl band. Not only do they have to keep the girls safe, but they need to keep them out of trouble and help them become the next VidNet idols. The girls have rival bands against whom they are pitted by VidNet executives in contests consisting of not only musical skill, but intelligence and beauty as well. The girls have to win the contests without becoming entwined in corrupt corporate shenanigans that may come from Hell itself. The angels have been forced to take material form as the band's roadies. But what happens if romance crops up in the most inappropriate places?

The Academy

Genre: School Days

Period: Modern

Category: Drama-Romance

Theme: "Strive through adversity with the power of love"

For more than a century, the Academy has been a very exclusive boarding school frequented by the children of the wealthy. It also has a secret: the government uses it as a safe harbour for children in its custody. Some of these kids are in a witness protection program, some are the children of government agents who have powerful enemies, and some may be government agents of a sort themselves. The characters are the latest group of hapless teens with shady backgrounds to descend upon (that is, transfer into) the Academy. The Academy requires strict secrecy on the part of the students — after all, it certainly wants to keep its exclusive and wealthy student population while it does its duty for its country — and in a particularly complicated case, may provide a student with a false history to give out as his or her own to nosy fellow students. So, player characters must attend classes, adjust to a new school, make friends, deal with new enemies and hazing, participate in clubs and athletics, keep up their grades, and possibly remember an entirely false history and/or new name all at the same time. And, of course, romantic opportunities abound, as someone is always going to fall for the new students. But what if Mr. or Ms. Right is the child of an organised crime boss jailed by the character's mother, the undercover detective? Or is he or she really a spy sent by another country to learn all about the newest war machine from the character who spent last summer interning in the inventor's laboratory? Meanwhile, the calculus teacher has been watching the characters from the shadows — could that be an assassin or just a bodyguard? And then, of course, there's the fact that someone is trying to crack the school's secret wide open, which would reveal the true identities of all the kids hiding there. When the player characters discover evidence that some of their closest friends are part of this conspiracy, they have to decide a way to save the secret, as well as their own lives.

Character Advancement

Characters grow and develop over the course of their "lives." This theme is central to the story line of many anime: children, shy teenagers, and callow youths come of age.

The magical girl learns to fight for love and justice, discovering new powers at the crucial moment to defeat foes and heal friends. The young pilot learns to face battle without running away, and, often, graduates to more powerful mecha. The martial artist is defeated, but he or she trains hard, and develops or learns new techniques, and comes back for the rematch, stronger than before.

In some story lines, character advancement is more about personal growth than gaining power. Characters struggle to overcome flaws in their personalities and improve their self confidence. Such gains can be part and parcel of the role-playing experience, but can be reflected in mechanical terms. The shy boy or girl gains the confidence to approach his or her love interest … and the character's Soul Stat is also increased. Other improvements in personality can be reflected by removing Defects like Blind Fury, Easily Distracted, or aspects of Less Capable.

Character advancement is unnecessary in a short adventure, but during a lengthy campaign, players may wish to improve the Stats, Skills, and Attributes of 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.

Speed of Advancement

The speed of advancement is up to the GM. It can be highly variable to suit the tone of the campaign. Campaigns patterned on "duellist"-type anime such as pet monster or super martial artist series will often feature extremely rapid advancement, where noticeable "power-ups" occur each adventure. Those of a more soap-operatic nature often have fairly slow advancement in which it might take a dozen adventures for the hero to pass his or her school exams and gain a few Skills or buy off his or her Cursed Defect enough to actually keep a planned date. The default is somewhere in the middle: typical of mecha and magical girl anime, it allows fairly significant improvement after a dozen or so adventures, roughly comparable to a TV season.

Standard Speed

The GM is encouraged to award all characters anywhere from 1-5 Advancement Character Points every role-playing session.

One Point per session is most appropriate for long-running soap opera games where it can take many sessions to buy off a significant Defect. Be aware that many traditional gamers may become frustrated with advancement at this speed — it is most appropriate if the players are hard-core role-players who are happy with their character concepts and do not want to have to change them.

Two Points per session is appropriate for average games where much of the progression will be in terms of inexpensive gadget-type Items or Skills.

Three Points per session is appropriate for high powered games where characters are more likely to be gaining new Attributes or powerful Items.

Four or five Points (or even more) per session is appropriate for games where characters are expected to gain new powerful abilities every few sessions. GMs who award this many Points should be aware that characters will rapidly grow in power, and will need ever-more-potent antagonists. Only award this many Character Points if this rapid escalation is the goal of the game.

Using Advancement Character Points

Each player can assign these Character Points to Stats or Attributes immediately (GM's discretion) or accumulate them for future use.

Spending them immediately allows acquisition of relatively inexpensive Attributes such as new Items or improvement in Skills. Saving them allows more significant improvements.

The Point cost for increasing a Stat or Attribute or for acquiring a new Template is identical to the cost during character creation.

Players are encouraged to assign Advancement Points to Stats or Attributes their characters use often. Alternatively, players can rationalise their decision to the GM should their characters acquire a new Attribute or Template. The GM may require a character to perform certain activities to rationalise the acquisition of a new Attribute. The GM should not allow characters to acquire any Attributes that would disrupt the balance of the game.

Players can also use Advancement Points to remove or reduce in severity Defects that their characters possess. This should usually be allowed only if supported by actions taken during the game. Some of these are obvious: defeat or befriend a Nemesis, win a pardon or clear one's name to remove Wanted, and so on. Others can be more subtle: a harsh warrior who befriends a young child might, after a few sessions of game play, be justified in using Advancement Points to get rid of his Less Capable (Empathy) Defect, since



ADVENTURER
Page 121
There isn't anything that Crazy Cammy won't do if it provides her with excitement, adventure, and danger.



the child's gentle heart has taught the hard-boiled soldier to care about people again.

Rewards for Good Play

GMs are encouraged to rewarding exceptionally talented or active players with an extra Advancement Point or two. These rewards are at the discretion of the GM. They can be given for superior role-playing, inspired play, or as an extra "bonus" at the climax of a particular adventure that the characters successfully completed.

Attribute Awards

The GM may choose to award a larger chunk of Character Points in the form of granting all the Advancement Points needed to gain or improve a *specific*Attribute or remove a specific Defect, if it seems dramatically appropriate. This can replace the standard award for a session. This should be done in situations where a character has (in the GM's eyes) done everything he or she deserves to earn it, and when it makes logical sense, usually as the conclusion of a series of adventures. If our hero wins the battle or saves the king's son and is awarded with a promotion or a knighthood, the GM may, for example, grant the appropriate Organisational Ties free. Similarly, if a character slays his or her Nemesis at the conclusion of a series of exciting adventures, the GM can choose to provide all the Advancement Points to remove the Defect, rather than requiring that the character do so. Advancement Points gained in this fashion must go to toward the Attribute or Defect the GM specifies.

GMs are also free to add a few "strings" to any such rewards. For example, a character may steal the magic ring of power from the dragon. The player has earned the Item, but to balance things (since it was very powerful) the GM may also assign the character a new Defect: a powerful Nemesis (the dragon or other villains who want the ring for themselves). Another example: if a character is knighted by the king, he or she has not only gained Organisational Ties, and possibly Wealth, but has also acquired the Owned Defect (from swearing fealty).

Pushing Your Attributes (Optional)

To encourage players to develop their characters through role-playing, characters may push themselves beyond their normal abilities, sometimes exerting their Attributes beyond their normal limits and other times pushing them in ways they have never done before.

Any time the character wishes to push him or herself, the player spends 1 unused Advancement Point and attempts a check using the relevant Stat for the action and an appropriate Target Number. If the check is successful, the character has pushed his or her Attribute beyond his or her normal limits (increased an Attribute's Level by 1; accomplished a new, yet related action with an Attribute; or whatever else the GM deems acceptable). At the GM's discretion, the character may spend more than 1 Advancement Point to push an Attribute even further, such as by 2 Levels or even more. The spent Advancement Points counts toward the future cost of purchasing the new Attribute.

For example, if a bio-cyborg uses Speed to vibrate through a wall, it will assign the Advancement Point to the future acquisition of the Insubstantial Attribute. If the check fails, the character fails in the attempt and may suffer some sort of mishap, such as taking some damage — pushing yourself can be risky. Even if the character fails to push an Attribute, the Advancement Point is still allocated to increasing the Attribute Level or gaining a new Attribute; even a failure can teach a character something, if only what not to do the next time. Though characters can normally only push their Attributes, under special circumstances, GMs may also allow characters to push their Stats.

Character Change

Characters may also change without actually earning Advancement Points.

Gaining Defects by Misadventure

Occasionally bad things will happen to a character which are of their own making. For example, the character is recognised while committing a crime, and is now a fugitive from justice, or suffers an injury and loses an eye. These are obviously the Wanted and Physical Impairment Defects. Add them to the character, but since these Defects were gained as a result of his or her own mistakes, they simply reduce his or her Point Total. A 300-Point character whose own actions lead to gaining the Wanted Defect (-6 Points) simply becomes a 294 Point Character.

By the same token, any Defect that was inadvertently gained is "fair game" for the character to remove by his or her own actions. If this happens, the GM can just remove the Defect, and raise the Character Point total by the exact same amount.

Replacement Defects

Sometimes characters will improve themselves without having done anything to "deserve" it. A situation will take place when it is logical that a character should gain an Attribute or lose a Defect, but the character has no Advancement Points handy, and it would be unbalancing to grant any. What if their Nemesis is killed by someone else, or they simply moved away?

In such a situation, the GM should not require the character to come up with the Advancement Points. Instead, simply add the Attribute or remove the Defect, but have events over the next session conspire to give the character some new Defects to balance it. Just come up with a story reason to justify it. There may be an obvious connection (someone frames the character for killing the Nemesis: now he's Wanted) or none at all (the character bumps into a beautiful girl who falls instantly in love: the character has suddenly acquired Girl/Guy Magnet).

Swapping Items

Since equipment can be taken from defeated opponents, bought in stores, stolen, built, or salvaged, situations often

occur when a character may have a good "story" reason for having an Item, but not have the Advancement Points to justify it. As mentioned above, the GM may reward characters with extra dedicated Advancement Points (sometimes with Defects or Restrictions attached) if they are especially deserving. But what about other situations?

The GM may allow characters with the Item Attribute to "swap" existing Items for other Items of identical Character Point value during or between sessions if a good story rationale exists. For example, a warrior might simply throw away his or her long sword and pick up an axe from a defeated foe. On the other hand, if a character wants to completely rebuild his or her mecha (and doesn't have the Item Creation Attribute) it should require more effort. Swapping lots of Points requires the expenditure of in-game resources (favours, money, time, captured enemy gear, etc.). Making modifications may require the appropriate Skill checks before this can be completed. Additionally, this exchange is a time consuming process that can take several days or weeks of work, depending on the extent of the change attempted. This might leave the character without the use of the Item for one (or more) game sessions.

Finally, the GM can ensure that if a character gains a new Item and wants to keep it, an old one of equivalent value will be lost or destroyed. This is best done with the player's co-operation.

Modifying Attributes and Defects

GMs may allow characters to swap points around between other Attributes. This should only be done between sessions, and only if there is very good justification. Characters who want to regularly swap Attributes around should take Dynamic Powers or Power Flux. Nevertheless if a player is utterly dissatisfied with how his or her character has turned out, allowing some adjustment can be preferable to having an unhappy player. Anime set in science fiction, fantasy, or horror genres allows numerous explanations for thorough remodelling: cybernetic surgery, mutagenic viruses, weird curses, possession, vampire bites — all can explain radical changes.

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 rental outlets now carry an extensive anime DVD 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 better shape your adventure or campaign. Watching Japanese anime is time well spent.

2. Clearly define the setting and genre of your game to the players before they create characters. Since *BESM* is a universal multi-genre RPG, players need to know character boundaries that may best suit the adventure. Consider using the Anime Multiverse setting presented in Chapter 15.

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. 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. 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 the Game Mechanics chapter for suggestions when dice rolls may or may not be necessary.

7. 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. 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*, 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.



CHAPTER 15: ANIME MULTIVERSE

THE OFFICIAL BESM SETTING

To help introduce new players to the game and provide a conduit by which we can provide examples, *BESM* now has a multi-genre, multi-dimensional setting called the Anime Multiverse. The primary worlds in the setting feature the most popular anime genres (Earth, post-apocalyptic, fantasy, space opera, reality punk, horror, angelic), but any genre and any world can fit into this core campaign setting. The Multiverse is an incredibly powerful tool used whole-cloth, or as pieces.

THE ANIME MULTIVERSE

There are a nearly infinite number of worlds existing within an ever-shifting sphere of reality. All one has to do is find them….

Some of these worlds are linked together, making travel between them possible. A series of linked worlds are directly connected to Earth. This set of linked worlds is the Cosmic Web, also known as the Multiverse.

WAYLINES AND THE COSMIC WEB

Waylines are the interdimensional connections between worlds — lines of energy that cross space, time, and even dimensions.

These connections can be visualised as a "cosmic web" whose strands connect these worlds. The formation of the cosmic web appears to have been deliberate. Sometime in the past, a being or organisation, usually personified as "the Weaver," connected all the strands of the Cosmic Web.

Some races believe the Weaver to have been a god, while others believe he, she, it, or they were powerful arch-mages or other beings of less-than-divine stature. The completion of the Cosmic Web as it is known today probably dates back at least 10,000 Earth years. Some "Weaver relics" — artefacts of power that exert control over the Cosmic Web — still exist. The most common of these relics are the world gates.

Worlds in the Cosmic Web usually have between one and seven waylines. The more waylines a world has, the more important it is from an interdimensional perspective. Only the world known as Earth has more than seven waylines.

WORLD GATES

World gates, or simply "gates," are places where a wayline can be entered. Each wayline connecting two worlds usually has several gates that open to it. If the wayline is an extradimensional highway, gates are their exit and entrance ramps.

Each gate is associated with a specific wayline, and has a matching gate on the "other side" of that wayline. Gates can take many forms, including such more common designs as: a ring of toadstools in a forest grove; an actual door; an ancient stone circle; an enchanted mirror; a painting of a mysterious place; a clear mountain pool; a deep well; a tomb; the mouth of a giant idol; a mysterious "stargate" machine; etc. Typically, anyone who touches a gate and expresses a wish to be elsewhere will be transported by it. Thus, if a gate existed within a closet of an old house, a child playing in that closet would not be transported. But if the child ran into the closet to hide from someone, and wished he or she were elsewhere, the child could actually activate the gate!

Earth, for example, has seven waylines, each leading to a different world: Aradia, Bazaroth, Enid, Cathedral, Ikaris, Imago, and the sacred Omphalos. Each of these waylines has a dozen or more gates that actually open onto them.

KEYS

Most gates have a "Key." A Key is someone whose soul is especially attuned to that gate or to the world on the other side. According to one theory, a Key is someone who lived on the world of the other side of the gate in a past life; his or her soul "crossed over" during a reincarnation or rebirth. Individuals who do not believe in reincarnation sometimes say that a Key is simply someone who has a strange psychic attachment to the other world, perhaps because he or she was born in the vicinity of the gate and became attuned to it very early.

Most gates are normally "open," but a Key can take control of the gate if he or she discovers its unique power. A Key can "lock" the gate shut or if the gate is already locked, can "open" it. In addition, if a Key is ever ritually killed while in contact with his or her specific gate, the gate will be destroyed. If all the gates linking to a specific wayline are eliminated, that wayline will "come lose" and might possibly attach itself elsewhere to another world. If a Key dies in other circumstances, the power will pass to another — usually an unborn child.

Skeleton Keys

A rare few Keys known as Skeleton Keys have a special bond with all doorways and locks, though, and can operate any world gate on any dimension. Additionally, these Skeleton Keys are indeed, metaphorically, the "key" to locks in general — including physical locks (for example, the locks on buildings and vehicles), password locks (such as those on computer files and bank cards), etc. To complement their gate-opening abilities, Skeleton Keys can also permanently destroy any world gate when they pass through it (if desired) and can detect nearby world gates.

Few know or understand the true power of a Skeleton Key, but those that do will often go to great lengths to meet or even capture one. Consequently, most Skeleton Keys rarely stay in one place for too long and instead use their extraordinary abilities to travel the web of the Multiverse.

THE WAY-BOUND

Certain individuals are "Way-Bound" — their souls are linked to the Cosmic Web. This means that they can be summoned by anyone performing an appropriate ritual at a gate that leads to the Way-Bound's home world. If a Way-Bound is already on the summoner's world, the ritual has no effect.

The only way to summon a Way-Bound individual is with that entity's true name. In most cases, the individual will simply hear a call and will have the ability to decide whether or not to come. In some cases the Way-Bound may be compelled, although this usually requires some other link (such as a feather from an angel's wing, a talisman of a demon, etc.).

Powerful demons and asrai (angels) are Way-Bound, as are the gatekeepers of each world (explained later).

PRIME WORLDS

There are six Prime Worlds. Each possess seven waylines and several dozen gates. One wayline leads to Earth, one to four of the five other Prime Worlds (there is no wayline to one Prime World), and two to Inner Worlds.

The six Prime Worlds all have waylines that connect to Earth:

- Aradia, a paradise inhabited by the angelic Asrai and the fairy.
- Bazaroth, a hell inhabited by demons and damned souls.
- Cathedral, a mysterious pirate haven in the heart of a globular cluster inhabited by strange hyperspatial "plasma birds."
- Enid, a world devastated by "heavy weather," where two opposing alliances are engaged in a global war fought with giant robots and psychic weapons.
- Ikaris, a medieval world dominated by powerful sorcerers and warring clans.
- Imago, a high-tech reality-punk world controlled by powerful megacorps, whose inhabitants spend much of their time absorbing the "bread and circuses" of high-tech sports, competitions, and virtual reality.

THE INNER WORLDS

These are the 12 worlds that are connected by a wayline to one of the Prime Worlds, but not to Earth. They are occasionally under the protection or domination of the particular Prime World to which they are directly linked. Inner worlds typically have anywhere from two to six waylines.

Sometimes the gatekeepers on these worlds wish to improve their condition and status by displacing one of the Prime Worlds (see the Keys entry for one such method).

THE OUTER WORLDS

An Outer World is a world that is linked by wayline to one of the Inner Worlds, but not to any of the Prime Worlds. The Outer Worlds tend to more alien than the Inner Worlds and some of them are not inhabited by humans or even humanoid beings.

Many Outer Worlds only have one wayline and only a few gates, connected to a single Inner World. A few Outer Worlds have two waylines, connected to a second Outer World ... which can lead farther and farther away from the centre of the Cosmic Web.

42 Outer Worlds are known to exist, many of them barely explored by denizens of the other worlds.

THE BEYONDERS

These are the many worlds — perhaps an infinite number of them — that are known to exist, but which are not connected by any gates. Reaching them can be very difficult. Sometimes the only way to reach them is to travel physically across space; that is, they exist in the same universe as a gate-connected world, but in a distant location. Others are reachable only through unique "items of power" that can transport individuals to them. A few are "pocket universes " linked to particular individuals.

EARTH

This is modern-day Earth, the world of the early 21st century, with a few variations. The biggest difference, of course, is that beings from the other worlds sometimes visit.

Earth is the only world known to possess eight resident waylines: six that connect to the Prime Worlds, one unusable wayline that long ago became detached at the other end and now floats freely amongst the Cosmic Web, and one secret wayline that leads to Omphalos (see below). These waylines make Earth the "hub" of the known Multiverse. While it is outwardly a normal planet, it is in fact a nexus for sorcerers, demons, angels, beast folk, mecha, and other visitors.

Earth has no known gatekeepers. According to legend, the last gatekeeper of Earth was a powerful entity, perhaps a mage of near-divine power, known as Ozymandius. He or she has been missing for thousands of years, though, and today the world has no known ruler. In fact, the vast majority of the people living on Earth are completely ignorant of the existence of the Multiverse. Thus, while individuals, government agencies, corporations, criminals, and cults may encounter interdimensional visitors, they will often fail to realise who they work for, and are sometimes used as mere puppets in the struggles between the rulers of rival worlds.

Aradia and Bazaroth are particularly active in this fashion, with both sending many emissaries to Earth. The chaotic conditions on Bazaroth mean that many demons visit Earth in the hopes of draining the energy and stealing the souls of mortals, both for their own pleasure and to enhance their power. Emissaries of Aradia are active in countering these plots, for unlike most of the worlds, Aradia believes Earth's humans should not be exploited. Aradia often works through human agents, such as recruiting "magical girls," rather than directly. Other Prime Worlds have their own agendas that are political and economic in nature, from making covert deals with Earth corporations to criminal enterprises aimed at enriching themselves.

In addition to agents of the various council members, many others visit Earth. Since it is a neutral ground it is also a haven for many criminals and exiles in hiding. A street person could be a burned-out angel from Aradia, or a hunted arch-mage from Ikaris, for example. Others attempt to use their otherworldly abilities to obtain positions of power and it is these individuals that often cause trouble.

OMPHALOS

Omphalos is the true name of Earth, and also the name of the secret chamber where the Prime Council meets. This is the centre of the Multiverse, connected by its own hidden wayline to Earth, the location of whose gates are known only to the gatekeepers who make up the council. Consequently, Prime Council members must first travel to Earth before meeting in Omphalos.

Somewhere on Earth — or perhaps in a pocket dimension next to it — is a small, dark chamber with seven doorways. Inside the chamber are seven thrones, one for each of the six Prime Worlds and for Earth. Each of these thrones is unique in shape, design, and aesthetics. Omphalos is the centre of all things, and is where the seven gatekeepers of the Prime Worlds meet, make policy, and settle their differences.

Or at least, they used to. Now there are only six gatekeepers. For centuries, the gatekeeper of Earth, the traditional leader of the Council of Omphalos, has been missing and with his or her is the knowledge of the location of many of the Keys to Earth's gates, and the deciding vote on the Council. As a result, the Council of Omphalos has often been deadlocked, and unable to act on critical issues. This has increased the power of some rogue members, such as Bazaroth.

The seven gatekeepers are the self-proclaimed masters of the Multiverse. Their power comes from their knowledge of Omphalos and their knowledge of the gates and Keys. Often this information is incomplete, though, and agents (or rivals) of the gatekeepers will do their best to find and control these vital resources.

ARADIA

Aradia is sometimes called the "Living Heaven." It is an Earth-like world, with two-thirds of it ocean and six continents, most of which are covered with dense sylvan forests. The land is unspoiled by sprawling cities or mines, and breathtaking in its natural beauty. The air is clear, and a billion stars glitter in the night sky. Surrounding the planet is a ring, which is visible as a great arch from much of the surface (except in high winter, where it is a dark band that partially eclipses the sun, leading to a long twilight), or as a shimmering halo from space. This is the Tiara of Aradia, a shattered moon of ice and rock. Four tiny "shepherd moons" also orbit the planet, and are visible from the surface as moving sparks of light.

The flora and fauna resemble those of Earth, but Aradia is also home to many exalted mythical creatures. There are unicorns, winged horses, griffins, and sea serpents, for example. Some are fierce beasts that will think little of snacking on an unwary native or traveller, but none are innately evil.



NEKOJIN
Page 117
Yisha Tanara has travelled from an Outer World to Earth in search of the legendary cat-goddess, Sekhmet.



Aradia is not just a beautiful planet, though — it is a living being. The natives of Aradia believe it is a manifestation of the Weaver and call it the Womb of Life. In turn, the planet communicates its desires and wishes — the Wisdom of Aradia — through the movement of clouds and storms upon its surface. These patterns form a unique language of symbols that its priests, the Oracle of the Wind, interpret.

The dominant species on Aradia are the Asrai. They resemble humans, except for their small feathered wings that can expand out to full size as necessary. The Asrai are highly magical, but some are more talented than others. They are born "from the dreams of Aradia." When two Asrai mate, the female does not become pregnant; instead, their passion triggers a lightning storms in the clouds, and eventually an egg forms in the sky. The egg will fall into the ocean, wash ashore, and eventually hatch.

Asrai civilisation is largely pastoral. Guided by the Oracle of the Wind, the Asrai farm, build, herd, hunt, and so on, but do not do much mining! Most Asrai live in small villages or isolated houses scattered across the world. There is no economy as such, just exchanges of goods for mutual benefit.

Other sapient beings also live on Aradia. The Elarad is a collective term for animals that can speak (Elarad means "wild companions"). About one in 10,000 animals on Aradia are Elarad. They protect their own interests, but some go to live with the Asrai, and study in their schools or even work as emissaries.

Fairies are not native to Aradia, but there are now as many living there as there are Asrai. Fairies are tiny 20-30 cm tall insect-winged pixies. They were rescued from Arcadia, an Outer World which was being transformed and corrupted by the Bane, a demonic power that sucked away its life. The surviving fairy are now allied with the Asrai. There are about half a million fairies on Aradia, most of them living in the woods. They are typically good folk, though somewhat mischievous, but a few of these were tainted by the Bane and turned to evil. The Asrai and the fairy's own Bane Hunters deal with these problems as they occur.

Directing the Asrai are two powerful institutions. The Council of Aeons is the ruling body. It meets in the Chamber of Aeons in the Vale of Thorns. Its 101 members are elected at the Festival of the Arch, which is held on the first day of spring each year. The College of Emissaries is another major body. Part of the Wisdom of Aradia is the knowledge that there are many worlds, some of them not "awakened' like Aradia is. This, according to their belief, is because the world-spirits are frightened by the evil that exists in those worlds, and are sleeping, trapped in nightmares, and afraid to awaken. In order to fix this, it is the responsibility of the Asrai to help overcome evil in those worlds. Here, specially selected Asrai go to school, where they are carefully trained in the role of Emissary. There they will be sent to other worlds to further the cause of good. Often an Emissary will be sent to act as a mentor, partner, or guardian to a particularly promising individual on Earth or Ikaris.

The Sabaoth was constituted recently, about 600 years ago, after the world of Aradia was faced by a demonic incursion known as the Bane. It is the armed Host of the Asrai, a fighting order of "warrior angels" that have undergone extensive military training. They report directly to the Council of Aeons, but also instruct other Emissaries in fighting and self defence. Asrai of the Sabaoth are also Emissaries, and are trusted with difficult and dangerous missions such as fighting demons.

The unique "living planet" nature of Aradia means there are dozens of unusual places on the world. Here are two examples:

The Whirl is a natural dimensional gate that leads to Earth. It is a whirlpool that sometimes appears in the ocean. Every so often an Asrai egg will fall into the Whirl instead of landing in open sea. When this occurs, the egg will be carried through the gate and reappear somewhere on Earth, washing ashore. Often the egg will drift for some time before being found. Once touched, it usually dissolves into nothing, leaving a baby who can easily be mistaken for a human, since away from Aradia it takes the wings a long time to form (usually not manifesting until adolescence). One of the jobs of Emissaries visiting Earth is to search for the occasional "lost angel" but often they do not find them until years or even decades later.

Wormwood Blight is part of the price that Aradia paid to rescue the fairies. It is a cosmic cancer that inadvertently "crossed over," an entire forested mountain valley that has become infected and corrupted by the evil Bane. The area is small, and the energies of Aradia have been able to contain it. Evil forces do exist within it — terrible illusions, dark fairies, cannibal unicorns, wyverns, and other creatures of evil. The Asrai and others have only managed to contain it, not destroy. Seeds of Wormword Blight have occasionally sprung up elsewhere, but the Asrai have always managed to destroy these.

Aradia and the Cosmic Web

Aradia has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Bazaroth.

Emissaries of Aradia often visit Earth and Ikaris (although usually in stealthy fashion). In addition to direct intervention by the Asrai, those Elaran who have attended the College of Emissaries are sometimes sent to Earth, often with items of power, to act as familiars and mentors for "magical girls" who fight for love and justice against those the minions of Bazaroth, exiled evil sorcerers, or other malign powers.

BAZAROTH

Bazaroth is a dying world in a close orbit around a dim red dwarf star — the Demon Sun. It is a planet like the other Prime Worlds, but it does not rotate. Instead, one side is in perpetual daylight called the bloodlight by its denizens. The other is locked in eternal darkness and cold. The proximity to its star also causes tidal effects that shake the world: the land ripples with massive quakes, chasms regularly open with geysers of hot steam or molten lava, and chains of volcanoes spew molten lava that runs in rivers and stream across the land. On the Darkside the fitful glow of the volcanoes and lava pools are all that supports life.

The denizens of this hellish land are the hellspawn, often called demons by those who encounter them. Hellspawn come in many tribes, which, thanks to the hellish environment of Bazaroth, have diverged greatly. Most are humanoid or centauroid, and of monstrous appearance, although many more powerful demons can also change their shape or size. All are predators, and most are psychic vampires to one degree or another, gaining nourishment not merely from eating things, but also from the extinguishing of life force itself. The more sophisticated demons can feed on other negative emotions as well, and some powerful entities among them have learned to create artefacts (or places) that can tap energy from large groups, even transferring it across the dimensional waylines. Many hellspawn also possess the ability to transform and interbreed with other species, and this has led to many hybrids. Over the last thousand years, such breeding programs have been deliberately sustained by the demon lords. Some of these programs are aimed at creating and nurturing especially powerful entities ("dark lords" or "harbingers of the apocalypse") on other worlds, and nourishing them with evil. One such entity was the Bane that destroyed the fairy world of Arcadia.

The Dark Side of Bazaroth forever hides its face from the sun. In the centre of the Dark Side is Moloch, an icy, half-frozen continent that thrusts itself out of the ice … a wasteland of fire and ice with endless plains of ice and rock, and enormous volcanoes belching clouds of soot and rivers of lava. Only the most hardy hellspawn dwell on the surface, but the continent is riddled with ancient lava tubes, great subterranean vaults, and tunnel complexes heated by pools of lava and geysers of steam. All manner of strange fungi, slimes, and oozes grow there — some naturally, others cultivated by slaves in bubbling vats.

Much of the Dark Side is an ocean called the Sea of Tears, whose surface is largely frozen, and whose depths conceal



great leviathans (island-sized horrors of teeth and writhing tentacles), their smaller spawn, beautiful flesh-eating mermaids, and similar terrors. Some of these monsters are amphibious and crawl ashore or break through the ice to hunt, or seek mates on the surface. The frozen sea is thawed in places by occasional volcanic islands that erupt from the ocean, both active and extinct. The larger islands are often shrouded by steam as rivers of lava flow into the icy waters. The islands, warmed by the fires of the deep, are also home to demonic citadels, built of black obsidian or from the shells and bones of the creatures of the deep.

The majority of hellspawn live on the Dark Side, in citadels in the Sea of Tears and in the Underworld of Moloch. The ruler of the Dark Side is known as the Infernal King, and rules from the Citadel of Fire — a black glass city carved from obsidian that resembles a hellish Venice with canals of molten lava and bridges of red hot iron. In the chilly centre of Moloch is the Palace of Frozen Screams, where dwells the medusa-like Faceless Queen of the tribe of snow-demons. She is one of the 12 demon princes or princesses who owe fealty to the Infernal King, along with countless lesser demon lords, each of whom rules their own slice of hell (usually an island or a subterranean vault). All of the infernal aristocracy will usually visit the Citadel of Fire to pay court or bring tribute. The Infernal King's subjects constantly scheme and backstab to sabotage one another in the hopes of winning the favour of their overlord. Each of the demon lords has his or her own legion composed of powerful aristocratic warriors. Hellspawn vie for positions in the most powerful and notorious legions as warriors, sergeants, knights, or centurions, captains, etc. Promotions are earned by blood; when a leader dies, is executed or exiled for failure, or assassinated for perceived weaknesses by his underlings, duels are fought between all those who feel strong enough to rise in ranks. The winner is promoted.

The Shadowlands lie on the borders between the Day and the Night Sides, or as the hellspawn say, between Blood and Ice. They are a narrow (a few



YUREI
Page 120
Spurned and then murdered by her lover, Mireille the Rejected hunts down men who are abusive and cruel.

hundred kilometres) band of perpetual cool twilight. These lands are feared, for they are filled with wraiths — energy draining ghosts, banshees, and cannibal spirits. Some of the demon lords know rituals that can bind these creatures and bring them back as servants.

Dayside lies across the Shadowlands. The blood-red sun hangs overhead, and the sky is purple and orange. The omnipresent volcanoes are still there, the smoke rising. Most of Dayside is also ocean; the Sea of Tears breaks up into drifting icebergs, which melt as they cross the Shadowland and drift to Dayside. There are many large and small islands in the vast ocean, some volcanic and others barren rock. In the centre of dayside is the continent of Typhon, directly facing the eye of the sun. Here the temperature gradually increases from about 30 degrees Celsius each morning to a sweltering 50 degrees.

It is here that vegetation grows on the surface, although their leaves are not the bright green of earthly plants but rather black, crimson, or the sickly purple of a fresh bruise. The islands of Dayside and the continent of Typhon are dominated by the Bloom — endless jungles and swamp, teeming with life and death. The unstable, flaring radiation from the red star causes rapid mutations, and species are constantly changing, evolving, and becoming more deadly. The Bloom is alive with monstrous and occasionally gargantuan hellbeasts. There are enormous three-headed worms the size of subway trains, carnivorous trees, herds of armoured and spiked behemoths, and floating air-jellyfish. Thanks to the radiation of the Demon Sun and the active geology, evolution is out of control and beasts are locked into a constant cycle of mutation. Even the most comely hellbeasts can be deadly, including swarms of flesh-eating butterflies, clouds of tiny vampire pixies … or the cute floppy-eared and horned hell-bunny whose mouth may suddenly open wide to reveal flesh-rending tentacles or needle-sharp fangs! Even the demons fear the Bloom, but some desperate exiles, escaped slaves, and rebels against the Infernal King dwell here.

Toward the centre of Typhon, the temperature increases. There lies a massive ring of volcanic mountains called the Knives of the Sun, and beyond them looms the Plain of Despair. This red desert stretches hundreds of leagues across the land, and is said to be a place where the hellspawn of Bazaroth defeated an army of invaders from Beyond. Scattered about the Plain of Despair are the remains of these entities: the dismembered corpses of weirdly beautiful giants, some a hundred metres or more tall, decaying with preternatural slowness. The half-insectoid barbaric maggot-brood of Typhon dwell within the corpses; these hellspawn are said to practice strange magics, feared even by the darksiders. In the centre of the Plain is the Cauldron of Bazaroth, the hottest place on the world — a sea of bubbling blood that feeds the rivers that run through the Pain Forest. Rising from the sea are the Trees of Death, 13 gigantic trees, hundreds of metres high, whose roots drink the blood and upon whose thorns are traditionally impaled the worst enemies of the demon lords (captured Asrai, for example). Death Tree fruit is said to have powerful necromantic and alchemical properties. Nesting in the tree branches are hell drakes — fearsome hybrids of insect, vampire, and dragon, who often take wing to hunt the maggot-brood (and anyone else) venturing across the Cauldron or upon the Plain of Despair.

In some Darkside tribes, it is the custom to send young hellspawn into the Day Side to perform a quest, such as retrieving one of the Fruits of the Trees of Death, or the skulls of 13 other demons. This is the Pilgrimage of Bloods, and a is a common right of passage and required to enter one of the greater Legions.

Bazaroth and the Cosmic Web

Bazaroth has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Aradia. One of the gates on the wayline to Earth is in the Citadel of Fire. The Infernal King sits on the Council of Omphalos, although he sometimes sends a trusted demon lord as an ambassador in his stead

Unlike the residents of most worlds, the hellspawn of Bazaroth are perfectly aware of the existence of other dimensions. They also claim that it is their destiny to strive to conquer them. Long ago, they say, before the Weaver vanished, a great threat came from the Beyond — an army of invaders, creatures neither man nor demon nor angel, that terrified all who came against them. The other Prime Worlds were weak, afraid to face them, and sealed their gates. But the demons of Bazaroth were not afraid. The hellspawn lured the Invaders to their world, and there they trapped and destroyed them, albeit at fearful cost. The Weaver was grateful for their sacrifice and he rewarded the faithful spawn of Bazaroth by granting them the right to hunt freely upon all the worlds of the Cosmic Web, that they might through terror keep the other worlds from ever falling into complacency again.

This tradition is somewhat disputed by other members of the Council. For example, the Asrai of Aradia agree that their was an invasion in the past, but say that the spawn of Bazaroth were those who had opened the Cosmic Web to the invaders in the first place, and only discovered their folly when the Beyonders were upon their world. The present policy of the Infernal King is not to openly challenge those worlds that are strong (including most of the Prime Worlds) but to probe at any weakness. Individual demon lords have their own ideas and their own schemes, though … and some of them have their own gates.


RATBAT 03

CATHEDRAL

In this universe, humans are a starfaring species that have spread across thousands of systems. Faster-than-light travel is possible using two types of FTL drive — the slower subspace drive and the swifter hyperspace engine. The centre of human expansion is the Interstellar Diaspora, some 12,000 human-settled worlds and many smaller outposts. There are two great human interstellar powers:

The Galactic Trade Authority (GTA) oversees thousands of worlds and their relationships. Most worlds in the GTA are semi-independent, supporting democracies, dictatorships, and even monarchies. All recognise the primacy of the GTA in certain areas that cross interstellar boundaries, such as trade, defence, and law. The GTA do not have much of a space navy, but there is a large space militia of armed trading ships that can act in time of need. They do have an elite top secret covert ops division, known as the Galactic Sanitation Department, whose "cleaners" are trained troubleshooters. There are even some alien worlds who have joined the GTA, although they are very much in the minority.

The Fusion is a very different power from the GTA. It is an attempt to create a galactic superstate with a homogenous government, culture, and religion. The Fusion's leaders believe that only by creating a single monolithic culture with one set of values can peace and harmony be preserved through the galaxy. The fusion covers almost as many worlds as the GTA, but its authority is much greater, and it has a powerful space military, the Star Force, to enforce the government's dictates.

Conflicts between the GTA, the Fusion, and various alien races have continued for centuries, but open war has so far been avoided. Instead, struggles have occurred through proxies, mercenaries, client states, and corporations in neutral space. Each side fears that war may be inevitable but neither is ready for it.

One of the recent flashpoints is the Orb Radiant, a globular cluster located between GTA and Fusion space. A dense sphere of 100,000 stars packed into a region only 50 light years across, the Orb Radiant had at first been largely ignored by humans. The lack of heavy elements in the ancient Population II stars that form it combined with gravitational interactions of so many stars in such a small region mean Earth-size or larger planets don't usually form in globular clusters. The only non-stars are a few thousand mostly airless Moon-sized "rogue planets" in eccentric orbits around individual stars or even floating free in space.

The lack of habitable planets does not mean that there is no life in the Orb Radiant, though. Some 30 years ago, Fusion explorers discovered it was a "nesting ground" of the mysterious plasma birds, hyperspatial energy beings that occasionally enter realspace to mate and spawn. The plasma bird adults had laid tens of thousands of "singularity eggs" in and around the central suns of the globular cluster. Over the next hundred years, they would be hatching, with hundreds born each and every year. This would have been a simple scientific curiosity but since they are natural hyperspace engines, plasma birds are usable as catalysts for the new Chariot-class hypercore reactors ... if they can be captured alive.

Humans were not the first to discover the plasma birds. An alien race called the Xyd had long followed their migration paths, which are occasionally disrupted by major events such as supernova. The Xyd did not harvest plasma birds for commercial purposes but rather worshipped them as sacred beings and only trapped a few for ritual purposes. Xyd pilgrims regularly journeyed to the Orb Radiant to witness the hatchings and matings. In the process, the Xyd discovered something unique: the one Earth-like planet out of a 100,000 suns that that had managed to form within the globular cluster. They named it "Xyd 'Vastaru", the sacred planet, which humans translate as "Cathedral."

Then the Fusion harvest ships arrived, seeking the plasma birds for their own purposes. The Fusion established harvest outposts on the small, airless worlds they named Black Rose and Jessamime. The Xyd initially welcomed the Fusion as fellow pilgrims, but soon regarded the harvesters as desecrators. As word of the plasma bird spawning ground spread, freelance adventures from the more distant GTA systems also began to arrive. Competition between the small, sleek starhunter ships from the GTA and the larger Fusion combines sometimes turned violent, as each strove to control bases near the best spawning grounds. Both sides ignored the protests of the Xyd .

Then everything changed. The Xyd pilgrims sent word back to the Taj Kehal, their mother church, that sacred sites were being defiled. The Taj Kehal broke with tradition and sent its small number of armed "solar templar" vessels to the Orb Radiant to protect both their pilgrims and the hatching grounds. Xyd vessels began to escort plasma birds from their hatching grounds into deep space, where they could enter hyperspace and leave. Naturally some Fusion and GTA hunters attacked the Xyd ships. Fighting broke out, at first a three-way struggle between Xyd templars, GTA huntership, and Fusion megacorps. The Fusion's own government also sent a few cruisers but with orders to only take defensive action. The Fusion's government did not want to directly confront the GTA (and vice versa), so these vessels mainly protected the Fusion bases and escorted those Fusion ships leaving and entering the Orb Radiant.

Even so, the arrival of the Star Force cruisers triggered a change of heart in the GTA, whose central government officially took notice of the struggle. Worrying that direct conflict between GTA vessels and the Fusion would provoke a diplomatic incident, they decided to reign in their own citizenry. The GTA signed a treaty with the Taj Kehal, agreeing to outlaw plasma bird harvesting in exchange for trade concessions elsewhere in the galaxy. With no hunting





permitted, the GTA believed that its own people would pull out, or risk loosing their licenses. They were wrong.

This Treaty of Cathedral did indeed leave many GTA starhunters out of work, but rather than leave or break the new law and become outlaws, many chose to stay and accept an offer from the Xyd. Thus began the saga of the Privateers of the Orb Radiant. Although the GTA did not officially send military forces, GTA ex-hunters found legitimate work as mercenaries to help the outnumbered Xyd escort plasma bird fledglings on their flights out of the cluster. Others became privateers, preying upon the Fusion's own hunterships and harvest stations, for the Xyd Templars paid a lucrative bounty for every harvest ship or station destroyed and every plasma bird that was liberated. Some GTA privateers and mercenaries settled on the world of Cathedral. The Xyd welcomed this for it helped protect the planet.

Consequently, more or less by accident, Cathedral became a wild and wooly open port planet, home to Xyd pilgrims and Solar Templars, to the human and alien GTA mercenaries and privateers, and to various GTA merchants who saw an opportunity to make a buck by servicing their needs. The planet was a thorn in the side to the Fusion, but the combined Xyd and GTA forces made it too difficult to eliminate. Of course, not all GTA starhunters agreed with the new law. Some chose to simply turn star poacher and pirate by defying the laws of the GTA, for there was a large black market for captured plasma birds.

Cathedral and the Cosmic Web

Cathedral has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Imago.

The enigmatic planet Cathedral is the location of the wayline to Earth, with a number of gates primarily hidden in Xyd temples. The Xyd priests are aware of the gates, as are a few human mystics and pirates on the planet who have discovered other gates by accident. Very few in this universe understands the true significance of the Cosmic Web, though. Another gate to Earth is located in low orbit around the planet itself inside a "haunted" space station. Some Xyd ships and plasma birds accidentally visit Earth on occasion and are usually mistaken for UFOs!

Enid

Enid was once an vibrant, industrialised planet, much like Earth at the start of the 21st century. There was one major difference, though. An organisation calling itself Neo-Logos developed a reliable test for psychic powers, and began researching their application. Soon it had established a psychic academy, which discovered and trained several powerful psychics, with abilities ranging from ESP to telekinesis. Some of them also had limited precognitive powers, and they uniformly predicted a major environmental disaster was coming that would arrive much more rapidly and be of a magnitude far greater than anyone had expected. Attempts to get the world to do something about it met with scepticism, so the leaders of Neo-Logos and those who believed them decided to prepare for the disaster by constructing the underground city, Noa Enid.

The disaster that was foretold came to pass. Pollution-induced global warming created a category seven "hyper storm." Its raging fury laid waste to entire cities, leaving millions homeless. It was only the first of hundreds of hurricanes of similar power. Under the assault of relentless "heavy weather" the planetary environment began to collapse. As the storms grew in strength, millions fled from the worse-hit regions. Crops failed, and famine and disease stalked the planet. When it became apparent that no place was safe, Noa Enid's own example was followed by surviving governments. Arcology cities were constructed underground, behind great domes, or on the ocean floor. Even so, resources grew scarce, and the nations of the world blamed one another for the catastrophe, and war broke out across the globe.

Today, it is 70 years AES — After the Eternal Storm. There are two great powers left on Enid.

The League of Arcologies (LOA) is led by Noa Enid, the arcology first founded by the organisation Neo-Logos. The councils of Noa Enid and its allies in LOA are dominated by psychics and the scientists that studied them in the secretive Neo Logos organisation. It has developed "psychotronic" cyber-machines that enhance psychic powers, including the "psycho-frame" mecha. In addition to developing psychotronic technology, LOA is actively working to find, recruit, and increase the numbers of psychics. In this world, psychic gifts are not genetic, but Neo-Logos believe they can be stimulated through early exposure of infants (even in the womb) to telepathic contact. LOA believes that a sufficient mass of psychics — a hyper-psychic gestalt — will be able to exert power to calm the storms and restore the planet.

Many ordinary people on Enid fear the growing power of LOA and their psychics, however. Some believe that Noa Enid's psychics were themselves responsible for the Eternal Storm. This belief is strongest in the citizens of the other super power, the Global Alliance. The Alliance is a military pact that was formed from the remnants of nations whose governments survived intact. Led by the Chairman General, the Global Alliance nations — whose strongest power is the Republic of Akronia — claim to stand for the rights of normal humans and against the sinister psiocracy of LOA. Some demagogues in the Global Alliance have striven to blame the Eternal Storm on experiments performed by Neo-Logos, and have fanned the flames of anti-psychic prejudice, accusing them of reading minds and sapping wills.

The Global Alliance is not just built around prejudice and nationalism. It also has its own plan to fix Enid's catastrophe. Its leaders reject the idea of creating a hyper-psychic gestalt as too dangerous, for who knows what monstrous power would evolve? Instead, they wish to build and launch huge fusion-powered weather control satellites into orbit. These are intended to use laser beams to heat and move air masses to repair the ecosystem. This plan is codenamed Project Butterfly,

the name coming from the analogy that major global weather effects are so chaotic that a tiny cause — such as the flapping of a single butterfly's wings — could create a hurricane. Global Alliance scientists believe that incredibly precise use of very powerful orbital laser beams on certain storms can calm the global weather system. This effort requires both a massive concentration of resources (to build the launchers and satellites) and an almost supernatural ability to predict the nature of the storms (through understanding of chaos theory). Computers in the Global Alliance have not proven up to the task yet, so some of their researchers are exploring a secret alternative project: the use of cybernetically enhanced psychics to use precognition to guide the lasers. There are not enough psychics in the Alliance, thus necessitating their creation … or their capture.

There are several other nations or arcology city-states around the world that are not part of LOA or the Global Alliance. Some are determined to stay neutral while others are shifting one way or the other. These nations have proven flashpoints for conflict. Two years ago, a war broke out between the Global Alliance and LOA over control of the unaligned nation of Tavarre, which was in a geographic position ideally suited to perform satellite launches, but which also had a large population of psychics.

LOA and the Global Alliance both courted Tavarre's politicians, and the decision became the pivotal issue in Tavarre's last presidential election. When the pro-LOA party won by a slim margin, the opposition claimed Neo-Logos agents had used psychic powers to influenced voters. This led to street riots and an attempted coup that fractured the country. When LOA refused to recognise the legitimacy of the coup and sent its own forces to restore democracy the Global Alliance also sent troops to support its own side. Within a few months, Global Alliance and LOA forces were fighting directly for control of Tavarre, and the war soon spread to other parts of Enid. It is a conflict that has lasted for over three years now, despite sporadic ceasefires, and been fought with increasingly terrible weapons.

The appalling weather conditions of the Eternal Storm make any military campaigning difficult on Enid. Helicopters and aircraft are almost useless. Infantry forces must travel in heavy armoured vehicles, and are only really useful in the few periods of calm or when a city is actually being attacked. The primary weapon during the early stages of the war were conventional armoured fighting vehicles: tanks and heavy APCs, for example. The larger Global Alliance had an advantage here, with greater numbers and more modern designs. LOA's armoured forces are older and smaller in number.

However, countering the Global Alliance's advantage in battle tanks is LOA's pioneering of the humanoid psycho-frames — giant robots that were deployed in the second year of the war. The basic armoured exoskeletal technology was developed using spin-off technology from the construction machines that built the first underground arcologies. They are much more than that, though. The psycho-frames use built-in psychotronic generators to amplify the psychic aura of their pilots increasing it up to 10-fold in size and power. This aura is still human-shaped, so the psycho-frame is housed in a humanoid machine some 50 to 60 feet tall. Even a moderately talented psychic can use the amplifier to create a force field that produces various effects. For example, it can neutralise gravity (allowing limited flight) or generate a powerful protective "psycho-dynamic" defence field. Some psychics can also use it to draw energy from the Eternal Storm, creating focused lightning bolts or wind blasts.

LOA's initial use of psycho-frame weapons came as a shock to the Global Alliance, who had expected their tank superiority and greater numbers would quickly win battlefield supremacy. Instead, the war turned into a bloody stalemate. The Global Alliance had already begun studying psychotronic technology initially to create ways of shielding against telepathic spies. Despite its own fears, the Alliance began to employ it. The Alliance dismantled captured LOA machines and its own psychotronic laboratories duplicated some of them elements. Alliance psychics — most of who were living in hiding or imprisoned — were rounded up and used to power, not pilot, the Alliance's own psycho-frames. The Global Alliance's own version of the psycho-frame is known as the psycho-slave, and has a two-person crew: a non-psionic command pilot, and a "psycho-pod" in which a psi is locked and his or her power drained by cybernetic link. Some of the Global Alliance psychics are patriotic volunteers … but most are not.

Enid and the Cosmic Web

Enid has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Ikaris. Some of the old gates are buried in the ruins of cities that were flattened by the storms, but others are "safe" in arcologies or domed cities. One of the permanent hurricanes on Enid is actually a gate. Mecha who have penetrated into its centre during military operations have sometimes disappeared (if their crews accidentally triggered the storm) and found themselves elsewhere on Bazaroth.

The general citizens of Enid are unaware of the existence of the Cosmic Web. One of the chief scientists in LOA's Neo-Logos movement is the hereditary gatekeeper of Enid. She had been working to enhance psychic powers as part of a long-term breeding program. She was unable to avert the Eternal Storm, but has been using some of her knowledge to aid in the development of psychotronic drugs and machines. Occasionally, she uses her influence to direct LOA military policy to capture gates. Thus, a military force might be sent to secure an otherwise unimportant ruin or town. Some trusted psycho-frame and psychic agents have been inducted into the secret, and sent through the gates to other worlds on special missions aimed at securing resources to support her efforts.

The demons of Bazaroth have only a limited presence on Enid, since the world's advanced technology (and now, its psychics) make it less vulnerable to demonic infiltration. The creation of the Eternal Storm has made more and more

people desperate, though, and strange cults are popping up, some demonically inspired. A few ambitious demon lords have seen an opportunity to establish a toe-hold here. After all, if demons ravage an entire town, it can be blamed on the chaos of war or psychic combat.

IKARIS

Ikaris is a world of swords and sorcery. The land is dominated by an immense supercontinent, also called Ikaris. This is bisected by an immense mountain range, the Dragon's Spine, that runs roughly east to west. Due to the size of the supercontinent, conditions in the interior are very harsh, with arctic-level winters and blazing hot summers. As a result, most civilisation is along the east, south, and west coasts.

The Shards of Azar

On the west coast are the Shards of Azar. These are successor states of the once-great Empire of Azar, which long ago ruled the entire coast … only to break up 300 years ago during a great civil war. The Shards are divided into nine squabbling principalities, each one is ruled by a powerful Legate. Once these were provinces of Imperial Azar, and the Imperial Legates were bound by oath to serve and advise the Emperor. Now they are absolute rulers, equivalent to kings. The empire has never been reunified, although every so often an Archmagi tries to conquer one or more neighbours, leading to war. At various times the Nine Shards have dwindled to seven or eight, although it is more common for a single border province located within one of the shards to be conquered than for an entire Shard to fall.

The Shards of Azar's society mirrors the medieval European feudal system with one big difference. Magic works on Ikaris, and a mage's fireball, not the mounted knight in shining armour, is the ultimate weapon. Thus, each Legate is served by several archmagi, each of them a mighty wizard. In exchange for a grant of land, the archmagi agree to provide the Legate with a force of powerful sorcerers (for up to 40 days) and also "hold, protect, and bless" their lands. Each archmage's province is divided into a few dozen mage-holds, each controlled by a sorcerer who has sworn allegiance, and who also owes 40 days service to the archmage. Most of the time the sorcerers and archmagi loyally follow their respective vows, but treachery and rebellions are also not uncommon, and are often fomented by rival Legates.

Each sorcerer has a tower or other fastness that protects a village or town, which in turn supports him or her. In addition, every sorcerer usually has an apprentice adept or two — a mageborn boy or girl who is studying the magical arts, and who will become his or her heir after death or retirement. Sometimes a Legate or archmage will grant the title of sorcerer to an apprentice adept, usually giving him or her land of a follower who was killed (or turned traitor), or in other cases, permission to carve new territory from the wilderness or a conquered land and take that as his or her holding.

Not every mage is part of the feudal aristocracy. "Wizards" and "witches" are terms used for any mage who does not have a grant of land. Some are mercenaries; others never received formal training, or specialised in something other than the battle magic that is the stock-in-trade of the sorcerer, archmage, and Legates. They are usually regarded as dangerous troublemakers by the establishment.

Warlocks ("oath breakers") are ex-sorcerers who have been expelled by their feudal lord, or forsaken their vows. Their staff is broken, and they are reviled as without honour, and often accused of all manner of evil deeds, sometimes wrongly (much like Japanese ronin). Many become leaders of bandit or goblin gangs; others leave the province and travel to another province, or even a different Shard, where they serve as wandering mercenaries, monster-killers, or bounty-hunters. Some archmagi hire warlocks to swell their forces in time of war or rebellion, but this is considered rather sinister. Some sorcerers become warlocks for good reasons (for example, their archmage is evil and their Legate won't listen, and so they foreswear their vows) and may lead a band of "good" outlaws, as a kind of magical Robin Hood. Occasionally a situation will arise where a warlock can swear a new allegiance if any archmage or Legate will pardon them, but this is rare and would require a great deed.

Magic in Ikaris is not something anyone can learn; it requires a gift, said to come from the Weaver. Some people are mageborn while others are not. The gift is not heredity and mage parents usually have normal children. The gift of magic can usually be detected in infancy, however, as mageborn children instinctively perform simple spells or otherwise release their powers. For this reason, sorcerers adopt a gifted child, whether born of peasant or noble blood, as their heir-apprentice. Ultimately, the heir-apprentice will "win his or her staff" and be dubbed a sorcerer. Similarly, the titles of archmage or Legate are also not hereditary. An archmage will have one of his or her sorcerers chosen as heir-apparent; a Legate will select an archmage. If the archmage dies without specifying one, a vote, acclamation, duel, or force of arms may be used to choose a new lord.

The ancient Vows of Azar are a magical code to which all true sorcerers, archmagi, and Legates are expected to adhere. It forbids use of magic to harm the innocent, and encourages mages to protect the weak and mundane. However, mages are also proud, and they will not brook challenge to their authority and dignity by mere mundanes. A sorcerer holds the power of life and death over all serfs within his or her holding.

Archmagi and Legates hold regular tournaments for all the sorcerers of the area (and sometimes these are open to warlocks, wizards, and witches, as well). The prize is usually a valuable artefact in the archmage's possession that is lent to the winner until the next tourney. Most tournament battles are single duels, although in some the sorcerer is aided by the apprentice. There are matches between apprentices alone, and often a grand duel of powers. Tourneys also include games for the wizard's spearmen, monster-baiting contests, summoning competitions, music, etc.





In war, or while policing their domains, sorcerers do not work alone. There are warriors as well as mages. Most sorcerers have some skill with a blade or staff (although they mainly use them for rituals). Sorcerers usually have a personal guard of spearman, archers, or swordsmen. In the Shards of Azar, the arts of the warrior are not highly developed; it's mostly "stick him with the pointy end." True swordsmen, like the blademasters of the Seven Stars, are regarded with almost supernatural awe and their fighting prowess is seen as magical.

The majority of the population are farmers (or fisherfolk on the coasts, and sheep or goat herders in hilly areas) and those craftsfolk that support them, such as carpenters and blacksmiths. Most are bound to the land, though a few Shards in the north have freeholders. Their lives are more prosperous than in Earth's middle ages since the mages are good at curing disease and controlling weather to prevent killing frost or lengthy droughts. Conversely, wars tend to be more devastating, and some sorcerers think nothing of turning an offending peasant into a draft horse or pig. Perhaps worse is the scourge of monsters that plague the border areas: dragons, ogres, trolls, undead, goblins, and other horrors. It is the sorcerer's sworn duty to put his or her life on the line to ward against them.

There are no large cities in the Shards, although each of them has at least one major town with a population of 5,000-15,000. The towns are also home to several craft guilds and merchant houses. Notable among the many guilds are the Alchemist's Guild and the College of Harpers, who traditionally appoint a learned harper to advise each Legate. The Alchemist's Guild, a relatively young organisation, is the leading "scientific" community on Ikaris, and possess knowledge of arcane potions of many sorts. Alchemical potions are magical but the sorcerers disdain them because they require only skill, not the Gift of Power. Even so, all of Legates have an court alchemist at their disposal.

The Anvil of God

A vast steppe and desert lies in the centre of Ikaris known as the Anvil of God. Parts of it are inhabited by tribes of beast nomads who migrate around the edges, and also raid the more settled nations. The Dragon's Spine acts as a barrier to the nomads, limiting their ability to attack into the west (where the soul passes are guarded). Nomad raids are fairly common against the Land of the Seven Stars, though. The major nomad tribes are the Wyvern, Griffin, and Manticore.

The Dragon Spine Mountains are a borderland between the North and the South. They get their name, obviously enough, from the winged firedrakes that dwell there. The dragons prey on the various migratory herds that cross the steppes, and also sometimes travel into the Shards or the Seven Stars.

Tophet is a massive underground labyrinth and ruined city near the eastern spur of the Dragonspine Mountains. It is mostly underground as it was designed as shelter to protect the population from dragon raids. It was once the capital of the Magerealm of Tophet, a rival to the Empire of Azar, but is now is a ruin. The Archmage of Tophet had taken control of many monsters. When he was slain during a magical duel the monsters escaped and overran the city. Most of the population were killed or fled.

The Land of Seven Stars

Across on the eastern side of the continent from the Shards of Azar is the Land of Seven Stars, also called the Heavenly Coast. The name comes from the legend that the land was blessed by seven celestial angels who founded the seven villages that grew into the seven coastal cities. There is also a legend of parallel shadowy demon clans that counterbalance them, and seven secret "undercities" beneath each city.

The land is temperate, more so than the Shards thanks to a warm ocean current. Fishing is good, and there are hundreds of fishing villages along the coast and the offshore islands. Four of the Seven Stars are port cities on the coast or on islands (three more are located on inland rivers), and they have large fleets of galleys and much sea trade. The culture is somewhat reminiscent of a cross between Ancient Greece and medieval Japan. There are four main castes: the "heaven-born" lords, their warriors, the priests, and commoners (farmers, artisans, and merchants).

Mages are relatively rare in the Seven Stars. This is because the practice of magic is forbidden by the teachings of the great prophet Achmed as corrupting the soul. It is said that those who perform magic will be reincarnated as rats or insects, for they have burned up all their spiritual energy. There are several orders of fighting monks and nuns, who possess exotic powers, however, primarily having to do with spirits, exorcism, and personal perfection. Some also have potent martial arts abilities from focusing spiritual energy. All must swear vows of poverty and obedience to their orders. A few western mages (mostly wandering warlocks) and some nomad witches and wizards do set up shop in the Seven Stars, where they have little competition, but they are often feared and distrusted.

Each of the cities has a tradition that in each generation, the spirit of their founding angel will manifest again with divine powers as that city's protector. Six of the Seven Celestial Angels manifested most recently during the Ghoul Invasions, but they were all killed while preventing the Ghouls from resurrecting the great Kraken of the Deep. It is likely their spirits have been reborn again.

Until recently, all seven cities were independent, occasionally feuding with one another or fighting seasonal wars. They would sometimes combine together to fight off nomads or reavers, but often by the time a combined force could be mustered, the raiders had retreated, carrying off prisoners into slavery and leaving burned and looted villagers. After a particularly strong raid by the Wyvern Riders terrorised the northern borders, three cities joined to form the Northern League. Their strength was enough to

force a peace treaty on the Wyvern Riders, and an exchange of hostages. The plans of its founding father, Tezra the Just, to expand the league met with suspicion and jealousy, and he was assassinated. The League collapsed into chaos and successive raids of the Ghoul Pirates, and Manticore People ravaged the land. It become obvious that the situation could not endure.

Unification came from Tenrai the Conqueror, the half-blooded son of Tezra the Just and a hostage-princess of the Wyvern Riders. When he came of age — after spending some time fostered with the nomads learning their ways — the combined alliance of his city and his mother's tribe allowed him to dominate the other cities. He reformed and expanded the old Northern League, and with the aid of the Wyvern Riders, won the bloody Battle of Fallingstar Mountain against the combined forces of three holdout cities. He then showed magnanimity in pardoning those who had stood against him, provided they swore allegiance to him, not as head of his city, but as the Celestial Warlord of the Seven Stars.

While the Seven Stars was established under one ruler, it is by no means secure. Not all of the country has been fully unified and there are still provinces that are rebellious. There are also border regions that were lost to the Ghoul Pirates or the Manticore Nomads during the fighting, and there are tensions between the barbarian Wyvern Riders and the more civilised city-folk. A rash of mysterious disappearances in one city is rumoured to be connected to the legendary undercities. One of the biggest disputes is over the succession. Tenrai has yet to marry, and some are advising him to choose a bride from one of the defeated cities (to help reunify them) while the Wyvern Riders expect him to take one of their own as his queen.

Despite the magnanimity of the Celestial Warlord, the fighting has also created a large class of exiles, including one order of fighting monks that that refused to support the new regime and several hundred warriors who would not take the Warlord's pardon and instead chose to become outlaws. Some of these have travelled as far as the Shards of Azar, where they are welcomed for their near-magical martial skills, often serving as merchant caravan guards, master-at-arms for an archmage, or bodyguards of a guildmaster.

Nonhuman Races

Elves are a race of beautiful pointy-eared wanderers with powerful magic. They travel in the wilderness and create temporary dwellings there, or live in abandoned fairs or old ruins. They have their own customs and culture, which tends to be matriarchal. Unlike humans, all elves are mages. In the Shards, elves are said to descend from an ancient arch-mage who married a demon. The elves have their own traditions, which say they are exiles from another world. Regardless, most common people distrust them, but sometimes go to them for cures, curses, etc. because they are an alternative source of magic to the stuck-up mage-born sorcerers. They are treated much like the gypsies of Earth's middle ages. Elves consider themselves to all be nobles, though human mageborn sorcerers sometimes call them "hellspawn."

Goblin origins are very well known. They were created by a legendary alchemist named Sarish Orc some 1,200 years ago. Sarish Orc was the servant of a Legate who rebelled against the Empire, and they were bred from his blood as warriors. They have since spread through the lands, especially the southern part of the Dragonspine mountains, and are often known as the "maggot brood' for their propensity for tunnelling underground.



DARK ELF
Page 112
Leylia of Anandriel is a warrior princess of her underdark caste and is as deadly as she is beautiful.

Ikaris and the Cosmic Web

Ikaris has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Enid.

The Empire of Azar knew of the Cosmic Web, and the Emperor was the gatekeeper of Ikaris. This tradition has faded with the emperor's death. The position of gatekeeper was passed on in secret by the dying emperor to his harpist, and today the gatekeeper of Ikaris is the Master Harper. The College of Harpers are thus also responsible for keeping track of the status of the gates.

Ikaris's gates are scattered about the world. The gatekeeper of Ikaris often struggles to locate the Keys to the gates that lead to Bazaroth to ensure they can be safely sealed, for the demons are often making mischief and sealing diabolical pacts with various evil warlocks. Similarly, Aradia's involvement with Ikaris is also active. It was from Aradia that the legendary angels arrived to join with the founders of the Seven Stars, and there are still gates to Aradia in each of the cities. The Seraphic Knights are emissaries from Aradia sent to the protect their descendents.

IMAGO

Imago is a world much like Earth but somewhat more advanced, where globalisation has led to a unified basic standard of living (though there are still richer or poorer regions). Technology is similar to the early 21st century Earth in some areas, and more advanced in others. Examples of highly advanced technology are breakthroughs in robotics, powered exoskeletons, genetic engineering, and virtual reality.

National divisions have largely been abolished. Major urban mega-cities include Kwalur, Meridian, Newport, Neo Edo, and several others, each with populations of several million. There is a world government, Global Economic Oversight (GEO), that co-ordinates relations between regions and corporations. The World Police, the investigative intelligence and security arm of GEO, deal with international crime and conspiracy, hunt down data pirates, smugglers, and criminals, and investigate corporate wrongdoing such as corruption, espionage, pollution, forbidden technology, etc.

The major powers besides GEO are giant multinational conglomerates such as Hydra and Aeon, which possess incomes vaster than any nation. With war abolished and a basic level of prosperity provided across the world, the big profits are largely geared toward consumer and entertainment sectors. Many of the cities where people live are quite crowded, with all but the wealthy living in small apartments. Fearing crime and unemployment, the megacorps and GEO channel aggressiveness toward competition, as various rival factions and groups challenge one another through energetic (and sometimes violent) sports and games.

Most of the nations on the planet have fallen under the regime of GEO, but there are some trouble spots. There are several nations and regions that GEO calls "Fault Zones." These are areas where there economic disparities, crime, ecological disasters, major government corruption, etc. GEO assigns "corporate oversight" to particular fault zones to major corporations, offering them clean-up contracts where they take over all major services including law enforcement. In exchange, the corporations get big tax breaks. Corporate Police are security forces operated by corporations. They are often well equipped, but there are legal limits on the classes of weapons they can have. For example, tanks, fighter jets, and heavy vehicles are banned, but the police can operate personal exo-suits, armoured cars and vans, or patrol helicopters. Some examples of the enormous mega-corporations on Imago are outlines below.

Hydra made its name as the leading provider of genetically modified crops and farm animals, but its breakthrough came when it used fast-growth clone tanks to produce neomorphs — artificially-grown mini-monsters produced through genetic engineering and gene reconstruction. Their first series were pint-sized replicas of long-extinct dinosaurs, but lately their have been rumours of even stranger creatures appearing, such as mythical beasts, demons, and angels. Neomorphs have been adopted by children and teens, who buy neogenesis eggs and incubate their own. Many neomorph owners participate in sponsored organised play battles which the company refers to as Neo-Evolution Grand Prix at neighbourhood, city, continental, and world level. Prizes also include limited edition neomorphs and trips to special training areas.

Monad is a major computer and software company. It pioneered development of the Nexus, a vast computer network, and the virtual reality operation systems that run on it. One of the most popular activities on the Nexus is Ikarion, a massively multiplayer virtual reality fantasy world with over 12 million players. Using Monad's special Brainscape gear, Monad users can interact with the Nexus much as if they were in reality, creating avatar bodies. Some schools, for example, spend much of their time in the Nexus. A recent problem (which GEO and corporate police are investigating) is the sale and manufacture by organised crime of cheap pirate Brainscape gear accessing the Nexus. These items are normally fairly expensive, but everyone wants them, and so some companies and criminal organisations provide illegal knockoffs. Some of these are defective and people using them can become trapped in virtual reality.

Omniversal Nexus Entertainment (ONE) is the world's major "content provider" manufacturing everything from 3-D movies and computer games to pop stars and investigative news programs. ONE's latest creation is near-sapient "virtuoid" entities for use as virtual idols, actors, etc. that will exist in the Nexus, which it is developing in partnership with Monad. In a cut-throat business, ONE is especially ruthless.

Exodynamics is a major manufacturer of robots and powered exoskeletons of all sorts. Exodynamics has long made industrial robots, but is now branching into humanoid androids and gynoids for the domestic market (for example, as maids, companions, etc.). The basic models are not very intelligent, but it's possible that the self-aware virtuoids developed by Monad

and ONE could upload into them. Its major line, however is exoskeletons, including form-fitting powered suits (exo-mechs) that are used by GEO Storm police and for various types of heavy labour. The suits are also used in Meteor Ball.

Brainsponge is the major "alternative" news, music, and media source that is a rival to ONE, and which also challenges the other mega-corporations and the GEO party line. Its young go-getter reporters are always seeking to break stories in order to boost ratings among the linking public. Its music division sponsors numerous themed pop-idol groups.

Spectrum Heavy Industries (SHI) is the leading manufacturer of automobiles, aircraft, power plants, engines, and other heavy industrial equipment. It is also a major robotics manufacturer, and has its own exo-mech line that competes with Exodynamics. SHI exo-mechs are usually heavier but somewhat slower.

Many children only attend school through the Nexus, but special "mega-academies" (high school to college) are sponsored by most of the big mega corporations. Examples include the ONE Academy, specialising in music, media, etc., and the Monad School of Technology. Students usually wear distinctive uniforms, and there is rivalry between different mega-academies. Fees are high, but students can transfer into them via scholarships (often won through various competitions and promotions, as well as through merit). There are also places reserved for senior corporate executives and scientists, creating something of an "elite."

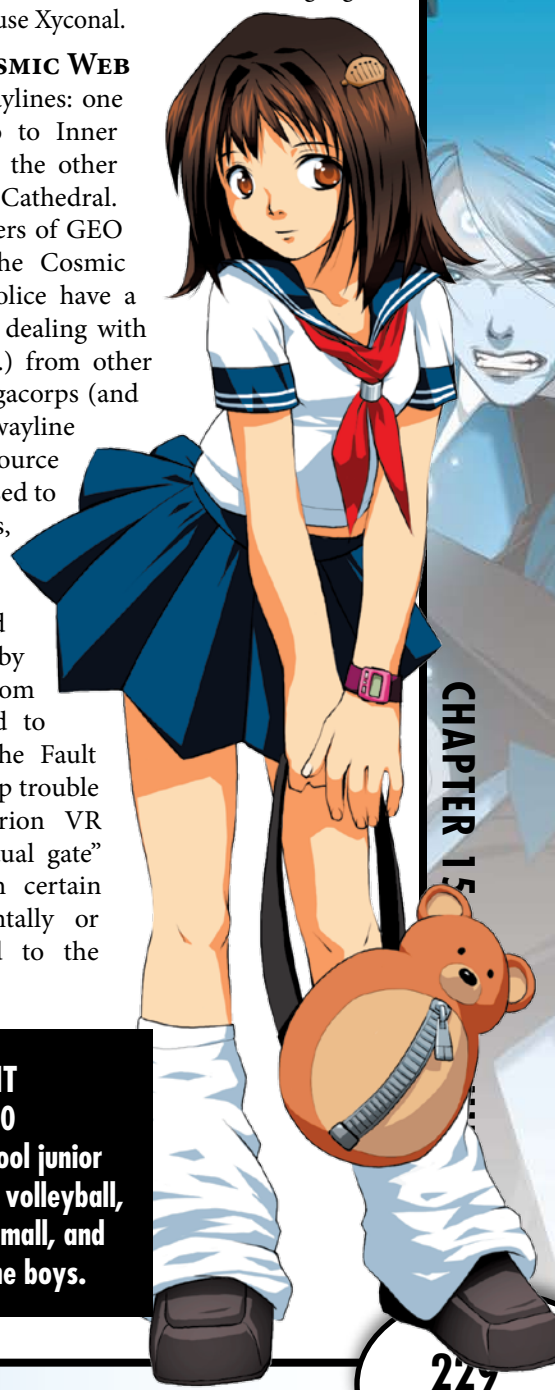
The most popular sport on the planet for teens and adults is presently Meteor Ball, a hybrid of tag team pro-wrestling and full-contact basketball performed by four- or five-person teams in formfitting powered exo-mech suits using an iron cannonball. Both men and women (especially older teens) participate in various divisions, and Meteor has eclipsed most other sports in terms of advertising dollars earned. In some divisions, Meteor stars are so popular that they are expected to engage in various subsidiary marketing schemes such as pop idol albums, beauty pageants, etc. In addition to the big-bucks Professional League there is also a popular Academy League sponsored by the various corporate mega-academies.

Second-hand exo-mechs are also available for the price of a used car, and some teenagers enjoy training or playing with them in "street leagues," often played in all abandoned housing projects scheduled for demolition. Availability of exo-mechs has also spread to various gangs and violent running tribes, and there are street gangs that use them as well, often upgrading them with them various add-ons that are powered by the suit's power pack, such as power skates or drills for high-speed thrashing and street fighting.

The World Police try its best to stamp out organised crime, but there remain various powerful crime families. Some of these have secretly purchased front corporations, as well as street level and Fault Zone gangs. One of the activities of the gangs is dealing in high-tech designer drugs. Xyconal is a mutagenic drug that was developed by a small and now bankrupt corporation. It was developed to increase growth rates in neomorphs, making them develop more quickly and cheaply, and become stronger — sort of a super-steroid for genemod pets. It has a bad side effect, though — it can cause their growth rate to go out of control, resulting in sudden mutations and aggressive behaviour. For example, a well-trained kitten-sized neomorph of a tyrannosaurus may transform into a towering monster! Xyconal is sometimes stolen or synthesised illegally and sold on the black market to unscrupulous vendors. Neomorphs that are Xyconal-enhanced may appear stronger for a time, but will eventually "monster out." Xyconal is also quite dangerous if injected into a human, sometimes with steroid-like effects, but often eventually leading to mood swings and mutations. If a father or mother have taken Xyconal before a child is conceived, a neomorph may be born instead. There are also "mutant gangs" in the Fault Zones that abuse Xyconal.

Imago and the Cosmic Web

Imago has seven waylines: one connects to Earth, two to Inner Worlds, and four to all the other Prime Worlds save Cathedral. Some of the senior leaders of GEO are indeed aware of the Cosmic Web, and the World Police have a special team devoted to dealing with intrusions (demons, etc.) from other worlds. Some of the megacorps (and gangs) also have private wayline contacts, which is the source of the genetic material used to clone the dragons, angels, and other mythical figures recently released as "limited edition" neomorphs by Hydra. Some demons from Bazaroth have managed to make their way into the Fault Zones, and are stirring up trouble there. Finally, the Ikarion VR game is actually a "virtual gate" and players who reach certain levels may be accidentally or deliberately transported to the real world of Ikaris.



STUDENT
Page 130
Jun is a highschool junior who likes playing volleyball, shopping at the mall, and flirting with the boys.


JD
03

INDEX

20th Century War Skills 90
360 Vision (see Features) 33

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

A.I. (see Features) 33
Acceleration, Fast (see Features) 33
Accurate, Custom Variable (Weapon) 61
Achilles Heel 94
Acrobatics 83
Actiions, Free 145
Action 197
Action 204
Action Adventure, Modern Day Skills 89
Action, Character 141
Action, Familiar 137
Action, General 142
Action, Offensive 141
Action, Tactical 142
Action, Taking 135
Action, Types of 141
Action, Unfamiliar 138
Action, Vehicle 152
Actions, Extra 32
Actions, General 144
Actions, Offensive, Attack 142
Actions, Tactical 144
Activation, Standard Restriction 76
Adding Standard Variables 71
Adjusting Attribute Costs 81
Adjusting Skill Costs 90
Administration 83
Advancement 8
Advancement, Character 208
Advancement, Speed 209
Adventurer 121
Adventures, Designing 199
Adventuring Gear 176
Advice for the GM 211
Advice for the Player 191
Affecting Groups 159
Age of Pirates Skills 90
Ageism (see Ism) 98
Agility (see Less Capable Defect) 98
Aim 144
Air-Tight, Custom Variable 34
Alarm, Burglar (see Features) 33
Alien (see Grey 114
Alien Visitors 193
Alternate Attacks 61
Alternate Form 18
Alternate History 195
Alternate Identity 19
Amber (see Dimension Walk) 28
Ambidexterity (see Features) 33
Ammo, Custom Restriction (Weapon) 67
Ancient China/Japan Skills 90
Ancient Egypt Skills 90
Ancient Rome/Greece Skills 90
Android Battle-Maid 111
Animal Adventure, Modern Day Skills 89
Animal Armour 168
Animal Empathy (see Features) 33
Animal Forms 18
Animal Training 83
Anime and Manga 5
Anime Battleground (see Earth) 214
Anime Game, Game Mastering, Chapter 14 193
Anime Game, Playing, Chapter 13 180
Anime Multiverse, Chapter 15 213
Another Universe: Science Fiction 197
Another World: Fantasy 197
Apocalypse, Post (see Enid) 222
Apocalypse, Post Skills 91
Appearance (see Features) 33
Appropirate Defects 93
Aradia 215
Archaic Armour 168
Archaic Melee Weapons 163
Archaic Ranged Weapons 164
Archaic Seige Weapons 164
Archaic Vehicles 172
Architecture 83
Area Knowledge 83
Area, Standard Variable 70
Armour 19
Armour 168
Armour Ratings and Damage 146
Armour Ratings of Buildings, Table 12-6 179
Armour Ratings of Items, Table 12-5 178
Armour Ratings of Planetoids, Table 12-7 179
Armour Ratings, Item 178
Armour, Animal 168
Armour, Archaic 168
Armour, Called Shot to Bypass 150
Armour, Called Shot to Reduce 150
Armour, Futuristic 169
Armour, Ligh (see Features) 33
Armour, Modern 169
Armour, Portable 23
Armour, Table 12-2 168
Armour, Toughness 20
Artefacts (see Item) 37
Artificer 121
Artificial Intelligence (see Features) 33
Artisan 83
Artist, Martial 126
Arts, Cultural 85
Arts, Domestic 85
Arts, Performing 87
Arts, Visual 88
Aspect, Major, Less Capable Defect 98
Aspect, Minor, Less Capable Defect 98
Assign Stats 11
Assigning Size 110
Assisted, Standard Restriction 77
Atack Roll (Modifying Damage) 156
Attack Combat Mastery 20
Attack Combat Value 105
Attack Penalties, Movement 153
Attack Phrases 180
Attack Roll 138
Attack Roll Modifiers 153
Attack Rolls, Unopposed 138
Attack Situation Modifiers, Table 11-2 154
Attack, Inept 98
Attack, Melee 40
Attack, Multiple Targets With One 151
Attack, Ranged 48
Attack, Total 151
Attacking Moving Targets 153
Attacks — Offensive Actions 142
Attacks With Two Weapons 150
Attacks, Alternate 61
Attacks, Defending Against Multiple 145
Attacks, Melee vs. Ranged 143
Attacks, No Injury (Weapon Level 0) 147
Attacks, Ranged 143
Attempts, Unskilled 137
Attribute Awards 210
Attribute Cost 14
Attribute Progression 15
Attribute Progressions, Table 4-1 15
Attribute Sources 14
Attribute, Defending with an Offensive Non-Weapon 156
Attribute-Based Difficulty Modifiers 139
Attributes and Defects, Modifying 211
Attributes, Adding Standard Variables 71
Attributes, Adjusting Costs 81
Attributes, Chapter 4 14
Attributes, Human 16
Attributes, Modifying 81
Attributes, Multiple 74
Attributes, Offensive Use of Non-Weapon 159
Attributes, Pushing 210
Attributes, Reducing (Alternate Form) 18
Attributes, Selecting 14
Attributes, Special, Using Defensively 156
Attributes, Table 4-2 17
Attributes, Useful (Mecha) 172
Attributes, Using 139
Attributes, Using in Combat 159
Aura of Inspiration 20
Aura, Custom Variable (Weapon) 61
Autofire, Custom Variable (Weapon) 62
Awards, Attribute 210
Awareness, Depth (see Features) 33
Awareness, Heightened 35
Awkward Size 94
Awkward Size Table, Table 7-2 95

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Backblast, Custom Restriction (Weapon) 67
Backlash, Standard Restriction 77
Backup, Data (see Features) 33
Bad Dreams (see Recurring Nightmares) 100
Balance (see Special Movement) 53
Bane 95
Banishing Demons (see Exorcism) 30
Base of Operations (see Item) 37
Basic A.I. (see Features) 33
Battleground, Anime (see Earth) 214
Battle-Maid, Android 111
Bazaroth 217
Benchmarks 9
Berserker (see Blind Fury) 95
BESM, Official Setting 213
BESM, Playing 6
Beyonders 214
Binocular Zoom (see Features) 33
Biological Sciences 85
Biopunk Skills 91
Bishonen 180
Biting 152
Blight, Custom Variable (Weapon) 62

Blind Fighting 22
Blind Fury 95
Blind Shooting 22
Block Power 21
Blocks Incorporeal, Custom Variable 34
Blocks Teleport, Custom Variable 34
Boating 85
Body Stat 11
Bososoku 180
Both Directions, Custom Restriction 35
Boyfriend/Girlfriend (see Significant Other) 101
Breaking Items 178
Breaking Mind Control 42
Breaking Mind Control (see Exorcism) 30
Brutal 22
Buddhism 190
Building Armour Ratings, Table 12-6 179
Building, World 198
Buildings, Destroying 178
Burglar Alarm (see Features) 33
Burglary 85
Bypass Armour, Called Shot to 150

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Calculate Derived Values, Step 9 105
Calculator, Lightning (see Features) 33
Called Shot to Bypass Armour 150
Called Shot to Disarm 150
Called Shot to Reduce Armour 150
Called Shot to Vital Spot 150
Called Shot to Weak Point 151
Called Shots 150
Camera (see Features) 33
Camouflage (see Features) 33
Campaign, Example (Shojo) 208
Campaigns 193
Carrying Capacity (see Features) 33
Cartoon, Loony Skills 89
Cast, Supporting 198
Cat Girls 180
Catastrophic Damage 147
Category: Action, Drama, Comedy, Romance 197
Catgirl (see Nekojin) 117
Cathedral 221
Cat-Like (see Special Movement) 53
Celebrity (see Idol) 125
Cell Phone (see Features) 33
Chain of Command (see Organisational Ties) 44
Change, Character 210
Change, Involuntary 98
Changes to Third Edition 6
Changing Size 51
Changing the Plot 148
Chapter 1: Introduction 5
Chapter 2: Character Creation 7
Chapter 3: Stats 11
Chapter 4: Attributes 14
Chapter 5: Customisation 70
Chapter 6: Skills 82
Chapter 7: Defects 93
Chapter 8: Finishing Touches 105
Chapter 9: Templates 108
Chapter 10: Game Mechanics 134
Chapter 11: Expanded Game Mechanics 150
Chapter 12: Items 162
Chapter 13: Playing an Anime Game 180
Chapter 14: Game Mastering an Anime Game 193
Chapter 15: Anime Multiverse 213
Character Action 141
Character Advancement 208
Character Backgrounds 204
Character Change 210
Character Creation, Chapter 2 7
Character Death 147
Character Example: Tabitha Yamamoto 106
Character Goals 200
Character Maximums 9
Character Minimums 9
Character Outline, Step 2 9
Character Point Costs for Skill, Table 6-1 89
Character Point Shortage 15
Character Points, Using Advancement 209
Character Power Levels, Table 2-1 8
Character Roles in Shojo 203
Character, Effects of Damage to 147
Characters, Larger 109
Characters, Smaller 109
Charges, Standard Restriction 77
Charisma (see Less Capable Defect) 98
Chemical Forms 18
China, Ancient Skills 90
Choice of Genre Elements 193
Choosing a Power Level 8
Choosing Not to Defend 145
Claws, Retractable (see Features) 33
Cleric (see Divine Power Template) 130
Climbing 85
Coincidence 205
Collateral Damage 180
Colossal (see Size Templates) 109
Combat Flowchart 140
Combat Introduction 141
Combat Manoeuvres 150
Combat Mastery, Attack 20
Combat Mastery, Defence 27
Combat Modifiers, Expanded 153
Combat Technique 22
Combat Value 105
Combat, Movement in 142
Combat, Size and Melee 109
Combat, Using Attributes in 159
Combination Metamorphosis 42
Combined Restoration 26
Combining Skill Rolls 137
Comedy 197
Comedy, Romantic Skills 89
Common Sense (see Less Capable Defect) 98
Communication, Ultrasonic (see Features) 33
Companion 25
Composure (see Less Capable Defect) 98
Computer Scanning 26
Computer, Personal (see Features) 33
Computers 85
Concealment 22
Concentration, Standard Restriction 77
Conditional Ownership 95
Confined Movement 95
Conflict 203
Connected (see Organisational Ties) 44
Consequences, of Reading Initiative 150
Consider Skill Specialisations, Step 7 82
Consider Templates, Step 4 108
Conspiracy, Modern Day Skills 89
Consumable, Standard Restriction 78
Contact, Custom Variable (Weapon) 62
Contacts (see Organisational Ties) 44
Contagious, Custom Variable (Weapon) 63
Continuing, Custom Variable (Weapon) 63
Control, Sphere of 159
Controlled Breathing 85
Controlling Minds 42
Cosmic Web and Waylines 213
Cosplay Clothes (see Alternate Identity) 19
Cost of Items 38
Cost, Attribute 14
Cost, Custom Variables 72
Courts of Chaos (see Dimension Walk) 28
Crashing 157
Crashing and Falling, Table 11-4 157
Creating a Character 7
Creating a Game Setting 195
Creating Items 162
Creating Items with Power Flux 46
Creativity (see Less Capable Defect) 98
Critical Hits 146
Critical Strike 22
Cultural Arts 85
Cultural Details 190
Culture, Foreign 85
Currency (see Wealth) 60
Cursed 96
Custom Restriction: Ammo (Weapon) 67
Custom Restriction: Backblast (Weapon) 67
Custom Restriction: Both Directions 35
Custom Restriction: Emphasised 20
Custom Restriction: Exclusive (Weapon) 68
Custom Restriction: Glide 33
Custom Restriction: Group 45
Custom Restriction: Hands (Weapon) 68
Custom Restriction: Inaccurate (Weapon) 68
Custom Restriction: Ingest (Weapon) 68

Custom Restriction: Internal 35
Custom Restriction: Limited 35
Custom Restriction: Maintain 33
Custom Restriction: Non-Penetrating (Weapon) 68
Custom Restriction: Optimised 20
Custom Restriction: Shieldless (Weapon) 68
Custom Restriction: Skim 34
Custom Restriction: Spread 34
Custom Restriction: Static 35
Custom Restriction: Stoppable (Weapon) 68
Custom Restriction: Toxic (Weapon) 68
Custom Restriction: Unique (Weapon) 68
Custom Restriction: Unreliable (Weapon) 68
Custom Restrictions, Weapon 67
Custom Variable: Accurate (Weapon) 61
Custom Variable: Air-Tight 34
Custom Variable: Aura (Weapon) 61
Custom Variable: Autofire (Weapon) 62
Custom Variable: Blight (Weapon) 62
Custom Variable: Blocks Incorporeal 34
Custom Variable: Blocks Teleport 34
Custom Variable: Contact (Weapon) 62
Custom Variable: Contagious (Weapon) 63
Custom Variable: Continuing (Weapon) 63
Custom Variable: Drain (Weapon) 63
Custom Variable: Durable 47
Custom Variable: Enervation (Weapon) 63
Custom Variable: Extra Sense 36
Custom Variable: Field-Penetrating 34
Custom Variable: Flare (Weapon) 63
Custom Variable: Flexible (Weapon) 63
Custom Variable: Growth 45
Custom Variable: Helper (Weapon) 63
Custom Variable: Homing (Weapon) 63
Custom Variable: Homogenous 20
Custom Variable: Incapacitating (Weapon) 64
Custom Variable: Incurable (Weapon) 64
Custom Variable: Indirect (Weapon) 64
Custom Variable: Insidious (Weapon) 65
Custom Variable: Irritant (Weapon) 64
Custom Variable: Linked (Weapon) 65
Custom Variable: Multidimensional (Weapon) 65
Custom Variable: Multiple Illusions 36
Custom Variable: Muscle (Weapon) 65
Custom Variable: Offensive 34
Custom Variable: Penetrating (Weapon) 65
Custom Variable: Piercing (Weapon) 65
Custom Variable: Protection 50
Custom Variable: Psychic (Weapon) 65
Custom Variable: Quake (Weapon) 65
Custom Variable: Reach (Weapon) 65
Custom Variable: Regenerating 35
Custom Variable: Selective (Weapon) 66
Custom Variable: Spreading (Weapon) 66
Custom Variable: Stun (Weapon) 66
Custom Variable: Tangle (Weapon) 66
Custom Variable: Targeted (Weapon) 66
Custom Variable: Trap (Weapon) 67
Custom Variable: Undetectable (Weapon) 67
Custom Variable: Unique (Weapon) 67
Custom Variable: Unknown 57
Custom Variable: Vampiric (Weapon) 67
Custom Variables 72
Custom Variables Cost 72
Custom Variables, Weapon 61
Custom Weapon Restrictions, Table 4-8 67
Custom Weapon Variables, Table 4-7 62
Customisation, Chapter 5 70
Customise Attributes, Step 6 70
Cute Androids 180
Cute Pets 180
Cyberpunk Skills 91

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Damage 146
Damage Absorption 26
Damage and Health Points 146
Damage Conversiion 26
Damage Modifiers, Size 146
Damage Multiplier 105
Damage Multiplier, Modifying the 156
Damage Roll, Second (Modifying Damage) 156
Damage, Armour Ratings and 146
Damage, Catastrophic 147
Damage, Collateral 180
Damage, Effects of Damage to 147
Damage, Impact 157
Damage, Item 178
Damage, Massive 40
Damage, Massive and Superstrength 147
Damage, Modifying the Total 156
Damage, Non-Combat 157
Damage, Recovering Stun 147
Damage, Reduced 101
Damage, Variable Options 156
Damage, Weapon 60
Damage, Weapon 146
Damage, Weapon Default 146
Dark Elf 112
Data Backup (see Features) 33
Day, Modern 196
Dead Eye 22
Death, Character 147
DÇcor, Luxurious (see Features) 33
Default, Weapon Damage 146
Defect Ranks 93
Defects and Attributes, Modifying 211
Defects and Dual Identities 94
Defects, Appropriate 93
Defects, Chapter 7 93
Defects, Gaining by Misadventure 210
Defects, Item 162
Defects, Replacement 210
Defects, Table 7-1 94
Defects, Useful (Mecha) 172
Defence 145
Defence Combat Mastery 27
Defence Combat Value 105
Defence in Non-Combat Situations 145
Defence Roll 139
Defence Rules, Expanded 154
Defence Situation Modifiers, Table 11-3 154
Defence, Inability to 145
Defence, Inept 98
Defence, Melee 40
Defence, No Need to 145
Defence, Ranged 48
Defence, Total 144
Defences, Extra 32
Defend, Choosing Not to 145
Defending Against Multiple Attacks 145
Defending Others 154
Defending With a Shield 154
Defending With an Offensive Non-Weapon Attribute 156
Deflection 22
Delay, Standard Restriction 78
Demolitions 85
Demon Hunter 122
Demon, Spider 118
Dependent, Standard Restriction 78
Deplete, Standard Restriction 78
Deprivation 157
Deprivation, Table 11-5 157
Depth Awareness (see Features) 33
Descriptive Progression 15
Designing Adventures 199
Designing Mecha: Simplicity 172
Designing New Skills 83
Destroying Buildings 178
Details Count 205
Details, Cultural 190
Detectable, Standard Restriction 78
Detection (see Sixth Sense) 50
Detective 122
Detector, Radar (see Features) 33
Dexterity, Manual (see Less Capable Defect) 98
Dice Rolls 135
Dicipline, Self (see Less Capable Defect) 98
Difficulty Modifiers 139
Difficulty Modifiers, Attribute-Based 139
Difficulty Modifiers, Table 10-2 139
Difficulty Penalties, Wound 158
Dimensional Pocket 45
Dimensional Portal 27
Dimensional Walk 28
Diminutive (see Size Templates) 109
Direction Sense (see Features) 33
Disarming via Grappling 152
Disarming, Called Shot 150
Discrimination (see Ism) 98
Disease Immunity (see Special Defence) 52
Disguise 85
Distracted, Easily 96
Divination (see Sixth Sense) 50
Divine (Power Template) 130
Divine Relationship 29
Diving Attack 23
Domestic Arts 85
Double Damage 146
Dragon, Half 114
Drain, Custom Variable (Weapon) 63
Drained Stats, Recovering 147
Drama 197
Dramatic Feats 148
Drink and Food 190
Driving 85
Dual Identities and Defects 94
Duplicate Companions 26
Durable, Custom Variable 47
Duration, Standard Variable 70
DVD Player (see Features) 33
Dwarf 112
Dying Speeches 180
Dynamic Powers 29

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Earth 214
Easily Distracted 96
Effects of Damage to a Character 147
Effects, Magical 132
Egypt, Ancient Skills 90
Eidetic Memory (see Features) 33
Ejection Seat (see Features) 33
Elasticity 29
Electronics 85
Elemental Forms 18
Elements of Shojo 202
Elements, Plot 200
Elf, Dark 112
Elitism (see Ism) 98
Elves 181
Emergency Lights/Siren (see Features) 33
Emotional, Standard Restriction 78
Empathy (see Less Capable Defect) 98
Empathy, Animal (see Features) 33





Emphasised, Custom Restriction 20
Endurance (see Less Capable Defect) 98
Enemies, Complex 205
Enemies, Turn into Friends 207
Energy Bonus 30
Energy Points 105
Energy Points 148
Energy Points, Recovering 148
Energy, Out of 148
Enervation, Custom Variable (Weapon) 63
Enhanced [Stat] 30
Enid 222
Enormous (see Size Templates) 109
Environmental Influence 30
Environmental, Standard Restriction 79
Epic Fantasy (see Ikaris) 224
Equipment, Repairing 147
Equipment, Standard Restriction 79
Escaping 152
ESP (see Sixth Sense) 50
Etiquette 85
Events, Other Grappling 152
Example Campaigns (Shojo) 208
Example Character: Tabitha Yamamoto 106
Example Features, Table 4-3 33
Exclusive, Custom Restriction (Weapon) 68
Executions 158
Exorcism 30
Exotic Girlfriend 193
Expanded Combat Modifiers 153
Expanded Defence Rules 154
Expanded Game Mechanics, Chapter 11 150
Expanded Injury Rules 157
Expansions 81
Extended Range 22
Extra Actions 32
Extra Arms 32
Extra Capacity (see Features) 33
Extra Defences 32
Extra Sense, Custom Variable 36
Eyelids, Secondary (see Features) 33

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Face Cuts 181
Failure or Success 136
Fairy 113
Falling 157
Falling and Crashing, Table 11-4 157
Familiar (see Companion) 25
Familiar Action 137
Famous (see Features) 33
Fan Service 180
Fantasy, Another World 197
Fantasy, Epic (see Ikaris) 224
Fantasy, High Skills 91
Fantasy, Low Skills 91
Fantasy, Romantic (see Aradia) 215
Fantasy, Urban Skills 90
Far Future 196
Far Shot 22
Fast (see Special Movement) 53
Fast Acceleration (see Features) 33
Faster-than-Light Travel (see Spaceflight) 52
Fatigue 148
Feats, Dramatic 148
Features 32
Feet, Webbed (see Features) 33
Field-Penetrating, Custom Variable 34
Fiendish Horror (see Bazaroth) 217
Fighting From the Ground 152
Fine (see Size Templates) 109
Finishing Touches, Chapter 8 105
Firing Weapons from Moving Vehicles 153
Firing Weapons While Mounted 153
First Aid (See Medical Skill) 86
Flame Form 19
Flare, Custom Variable (Weapon) 63
Flexible, Custom Variable (Weapon) 63
Flight 33
Flowchart, Combat 140
Flunkies (see Companion) 25
Flux Points 45
Focused Massive Damage 40
Food and Drink 190
Force Field 34
Foreign Culture 85
Forgery 86
Form, Alternate 18
Fraction Power Use 37
Free Actions 145
Friends, Turn into Enemies 207
FTL (see Spaceflight) 52
Future, Far 196
Future, Near 196
Futuristic Armour 169
Futuristic Melee Weapons 165
Futuristic Ranged Weapons 166
Futuristic Skills 91
Futuristic Vehicles 175

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Gaining Defects by Misadventure 210
Game Concept and Theme 197
Game Mastering and Anime Game, Chapter 14 193
Game Mechanics, Chapter 10 134
Game Mechanics, Expanding, Chapter 11 150
Game Setting, Creating a 195
Gaming 86
Gargantuan (see Size Templates) 109
Gaseous Form 19
Gate Guardian 124
Gates, World 177
Gates, World 213
Gear, Adventuring 176
Geek (see Tech Genius) 130
General 124
General Action 142
General Actions 144
Genius Skills 82
Genius, Tech 130
Genre Elements, Choice of 193
Genre, Varying Skill Costs By 89
Ghost (see Yurei) 120
Ghostly (see Insubstantial) 36
Ghosts 181
Giant Living Robot 114
Giant Powered Robots 181
Gills (see Features) 33
Girl, Magical 125
Girl/Guy Magnet 96
Girlfriend/Boyfriend (see Significant Other) 101
Girls Next Door vs. Exotic Girl Friends 181
Glands, Scent (see Features) 33
Glide, Custom Restriction 33
Global Positioning System (see Features) 33
GM Discussion, Step 1 8
GM, Advice for the 211
Goals, Character 200
Godlike Power Level 8
Governments 189
GPS (see Features) 33
Grappling 151
Grappling Events, Other 152
Grappling Manoeuvres 151
Grappling, Disarming via 152
Great Tokyo Earthquake 181
Greater Defect 93
Greater Restriction 74
Greece, Ancient Skills 90
Grey (Alien) 114
Ground, Fighting From the 152
Group, Custom Restriction 45
Groups, Affecting 159
Growing (see Size Change) 51
Growth, Custom Variable 45
Gryphon, Guardian (see Gate Guardian) 124
Guardian Gryphon (see Gate Guardian) 124
Guardian, Gate 124
Gun Bunnies 194
Guy/Girl Magnet 96
Gyrocompass (see Features) 33

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Half-Dragon 114
Half-Oni 114
Half-Orc 115
Hands, Custom Restriction (Weapon) 68
Hands, Webbed (see Features) 33
Hard SF Skills 91
Hardboiled 22
Haud 115
Healing 35
Health Points 105
Health Points and Damage 146
Health Points, Items 162
Health Points, Items 178
Health Points, Recovering 147
Heightened Awareness 35
Heightened Senses 35
Helper, Custom Variable (Weapon) 63
Hero Teams or Magical Girls 194
Heroic Fantasy 194
Heroic Power Level 8
Hierarchies of Companions 25
High Fantasy Skills 91
High Technology 198
Highly Manoeuvrable (see Features) 33
Historical Skills 90
History, Alternate 195
History, Recent 195
Hits, Critical 146
Hitting Modifiers (for Size) 108
Holding Actions (Ready) 150
Homing Instinct (see Features) 33
Homing, Custom Variable (Weapon) 63
Homo Psyche 116
Homogenous, Custom Variable 20
Homophobia (see Ism) 98
Horror, Fiendish (see Bazaroth) 217
Horror/Occult Skills 89
Hot Rod 124
Hot Rods 194
Hot Springs and Public Baths 183
Hounded 96
Huge (see Size Templates) 109
Human Attributes 16
Human Power Level 8
Hunter, Demon 122
Hyper-Dimensional Hammer 181
Hyperflight (see Spaceflight) 52

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Identities, Defects and Dual 94

Identity Verifier (see Features) 33
Identity, Alternate 19
Idol 125
Idol Singers 181
Idols or Sports 194
Ignoring Size Modifiers 146
Ignoring the Rules 134
Ikaris 224
Illusion 36
Imago 228
Imbue, Standard Restriction 79
Immune System (see Less Capable Defect) 98
Immunity (see Dynamic Powers) 29
Impact Damage 157
Impaired Manipulation 96
Impaired Speech 96
Impairment, Physical 100
Impairment, Sensory 101
Important NPCs 200
Inability to Defend 145
Inaccurate, Custom Restriction (Weapon) 68
Inanimate Object Modifiers (for Size) 111
Incapacitating, Custom Variable (Weapon) 64
Incorporeal (see Insubstantial) 36
Incorporeal Form 19
Increased Shock Value (see Features) 33
Incurable, Custom Variable (Weapon) 64
Indirect, Custom Variable (Weapon) 64
Inept Attack 98
Inept Defence 98
Influencing the Environment 30
Ingest, Custom Restriction (Weapon) 68
Initiative 141
Initiative Consequences of Readying 150
Initiative Roll 138
Initiative, Round, and Scene 134
Injury Rules, Expanded 157
Inner Worlds 214
Insidious, Custom Variable (Weapon) 65
Inspiration Aura 20
Instinct, Homing (see Features) 33
Institutions, Japanese 189
Insubstantial 36
Insubstantial, Table 4-4 37
Intelligence, Artificial (see Features) 33
Interdimensional Exiles 194
Internal, Custom Restriction 35
Interrogation 86
Introduction, Chapter 1 5
Introduction, Combat 141
Intuition (see Less Capable Defect) 98
Invisibility 37
Involuntary Change 98
iPod (see Features) 33
Irreversible, Standard Restriction 79
Irritant, Custom Variable (Weapon) 64
Ism 98
Item 37
Item Armour Ratings 178
Item Armour Ratings, Table 12-5 178
Item Cost 38
Item Damage 178
Item Defects 162
Item Health Points 162
Item Health Points 178
Item's Normal Use 39
Items of Power 177
Items vs. Penetrating 178
Items, Breaking 178
Items, Chapter 12 162
Items, Creating 162
Items, Mundane 162
Items, Mundane 176
Items, Shared 162
Items, Swapping 210
Items, Temporary 162

A B C D E F G H I **J** K L M N O P Q R S T U V W Z Y Z

Japan 184
Japan Map 185
Japan, Ancient Skills 90
Japanese Institutions 189
Judge Opponent 22
Jumping 39
Jumping 142
Justice and Police 189

A B C D E F G H I J **K** L M N O P Q R S T U V W Z Y Z

Karmic Bonds 181
Kendo 181
Key, Skeleton 116
Keys 213
Keys, Skeleton 213
Ki Powers 180
Kills, One-Shot (see Executions) 158
Kitsune 181
Knockout 158
Kyudo 181

A B C D E F G H I J K **L** M N O P Q R S T U V W Z Y Z

Land Speed 39
Languages 86
Large (see Size Templates) 109
Larger Characters 109
Late for School 181
Law 86
Law and Order 189
Law Skills 89
Leap Atack 23
Legendary Sects 191
Less Capable 98
Less Capable [Stat] Defect 12
Lesser Defect 93
Lesser Restriction 74
Lethal Blow 23
Level 0 Weapon 60
Level, Max 16
Level, Power 8
Levels, Skills 82
License Plate, Revolving (see Features) 33
Lifting Capacity (see Size Templates) 109
Light Armour (see Features) 33
Light Sleeper (see Features) 33
Light-Footed (see Special Movement) 53
Lightning Calculator (see Features) 33
Lightning Reflexes 23
Lights, Emergency (see Features) 33
Lights, Search (see Features) 33
Limited, Custom Restriction 35
Linear Progression 15
Linked, Custom Variable (Weapon) 65
Living Robot, Giant 114
Lizardmen (see Haud) 115
Locations 176
Lock 151
Long Tongue (see Features) 33
Longevity (see Features) 33
Looks (see Features) 33
Loony Cartoons Skills 89
Low Fantasy Skills 91
Low-Light Vision (see Features) 33
Luck (see Less Capable Defect) 98
Luxurious DÇcor (see Features) 33

A B C D E F G H I J K L **M** N O P Q R S T U V W Z Y Z

Macintosh Computer (see Features) 33
Mage (see Wizardry Power Template) 131
Magic (see Dynamic Powers) 29
Magic User (see Power Templates) 130
Magical Effects 132
Magical Form 19
Magical Girl 125
Magical Girls and Hero Teams 194
Magical Weapons (see Item) 37
Magnet, Girl/Guy 96
Maid, Android Battle 111
Maiden, Snow 118
Main Gun 181
Maintain, Custom Restriction 33
Major Aspect, Less Capable Defect 98
Manga and Anime 5
Manipulation, Impaired 96
Manoeuvrable, Highly (see Features) 33
Manoeuvres, Combat 150
Manoeuvres, Grappling 151
Manual Dexterity (see Less Capable Defect) 98
Map of Downtown Shinjuku 188
Map of Japan 185
Map of Shinjuku 187
Map of Tokyo 186
Margin of Success (Modifying Damage) 156
Marked 99
Marked Defect in Racial Templates 111
Martial Artist 126
Martial Arts 194
Martial Arts (see Weapon, Unarmed) 61
Mascots 181
Mass Decrease 19
Mass Increase 19
Massive Damage 40
Massive Damage and Superstrength 147
Master Thief 126
Materials, Shield 170
Max Level 16
Maximum, Standard Restriction 79
Maximums for Character 9
Mecha 194
Mecha and Vehicles 171
Mecha Bases 183
Mecha Children 183
Mecha Inventors 183
Mecha Pilot 127
Mecha Skills 91
Mecha, Designing: Simplicity 172
Mecha, Using 171
Mechanics 86
Mechanics, Expanding Game, Chapter 11 150
Mechanics, Game, Chapter 10 134
Medical 86
Medical Kit (see Features) 33
Medieval Skills 90
Medium (see Size Templates) 109
Melding Form 19
Melee Attack 40
Melee Attacks — No Range 143
Melee Combat and Size 109
Melee Defence 40
Melee Massive Damage 40
Melee vs. Ranged Attacks 143
Melee Weapons, Archaic 163
Melee Weapons, Futuristic 165





Melee Weapons, Modern 165
Melee Weapons, Throwing 143
Member, Sentai 129
Memory (see Less Capable Defect) 98
Memory, Eidetic (see Features) 33
Mercenary 127
Metamorphosis 40
Metric Scale 15
Middle Ages Skills 90
Military 189
Military Sciences 86
Mimic Powers 42
Mimic Sound (see Features) 33
Mind Control 42
Mind Probe (see Telepathy) 56
Mind Shield 43
Mind Stat 11
Mini-Campaigns 193
Minimum Attribute Cost 74
Minimum Cost, Attribute 74
Minimums for Character 9
Minor Aspect, Less Capable Defect 98
Minute (see Size Templates) 109
Mixed 197
Modern Armour 169
Modern Day 196
Modern Day Skills 89
Modern Melee Weapons 165
Modern Ordnance 165
Modern Ranged Weapons 165
Modern Vehicles 172
Modifers, Expanded Combat 153
Modifiers for Size, Table 9-1 109
Modifiers, Attack Roll 153
Modifiers, Attack Situation, Table 11-2 154
Modifiers, Defence Situation, Table 11-3 154
Modifiers, Difficulty 139
Modifiers, Difficulty, Attribute-Based 139
Modifiers, Difficulty, Table 10-2 139
Modifiers, Hitting (for Size) 108
Modifiers, Ignoring Size 146
Modifiers, Size Damage 146
Modifying Attributes 81
Modifying Attributes and Defects 211
Modifying the Damage Multiplier 156
Modifying the Total Damage 156
Money (see Wealth) 60
Monster, Pet Trainer 128
Monstrous (see Size Templates) 109
Monumental (see Size Templates) 109
More Capable [Stat] 12
Mounted, Firing Weapons While 153
Movement Attack Penalties 153
Movement Attack Penalties, Table 11-1 153
Movement in Combat 142
Movement Speed 142
Movement, Confined 95
Moving Targets, Attacking 153
Moving Vehicles, Firing Weapons From 153
MP3 Player (see Features) 33
Multidimensional, Custom Variable (Weapon) 65
Multi-Form Metamorphosis 41
Multi-Genre Skill Point Costs, Table 4-5 52
Multiple Attacks, Defending Against 145
Multiple Attributes 74
Multiple Illusions, Custom Variable 36
Multiple Targets 23
Multiple Targets With One Attack 151
Multiplier, Damage 105
Multiplier, Modifying the Damage 156
Multiverse, Anime, Chapter 15 213
Mundane Items 162
Mundane Items 176
Murder (see Executions) 158
Muscle, Custom Variable (Weapon) 65
Mythical Power Level 8

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Naked Variables 162
Naughty Tentacles 183
Navigation 86
Near Future 196
Negative Size Category (see Features) 33
Nekojin 117
Nemesis 100
New Skills, Designing 83
Nightmares, Recurring 100
Ninja 128
No Injury Attacks (Weapon Level 0) 147
No Need to Defend 145
Non-Combat Damage 157
Non-Combat Situations, Defence In 145
Non-Human Races 198
Non-Penetrating, Custom Restriction (Weapon) 68
Non-Weapon Attributes, Offensive Use of 159
Normal Use for Item 39
Nose Bleeds 183
Not So Tough 100
NPCs, Important 200
NPCs, Stable of Well-Rounded 205
Nullify 43
Numbers, Target 135

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Object Modifiers (for Size) 111
Object, Standard Restriction 79
Occult 86
Occult/Horror Skills 89
Occupational Templates 121
Occupational Templates, Table 9-3 121
Offensive Action 141
Offensive Actions — Attack 142
Offensive Non-Weapon Attribute, Defending With 156
Offensive Use on Non-Weapon Attributes 159
Offensive, Custom Variable 34
Official BESM Setting 213
Ofuda 183
Old West Skills 90
Omphalos 215
One-Shot Adventures 193
One-Shot Kills (see Executions) 158
Oni 183
Oni, Half 114
Opening, Wait for an 144
Opposed Rolls 136
Optimised, Custom Restriction 20
Options, Variable Damage 156
Orc, Half 115
Order and Law 189
Ordnance 165
Organisational Ties 44
Organisations 198
Other Grappling Events 152
Other Pre-Industrial Periods 195
Other Progression 15
Other Protective Devices 171
Others, Defending 154
Out of Energy 148
Outer Worlds 214
Owned 100
Ownership, Conditional 95

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Paranormal Powers 198
Partial Power Use 37
Partial, Standard Restriction 80
Passage of Time 134
Paws, Webbed (see Features) 33
Penalties, Movement Attack 153
Penalties, Wound Difficulty 158
Penetrating vs. Items 178
Penetrating, Custom Variable (Weapon) 65
Perception (see Less Capable Defect) 98
Perfect Pitch (see Features) 33
Performing Arts 87
Period 195
Period Piece 194
Permanent Creation (see Power Flux) 46
Permanent, Standard Restriction 80
Personal Computer (see Features) 33
Personal Features 32
Pet (see Companion) 25
Pet Monster 194
Pet Monster Trainer 128
Pets, Cute 180
Phobia 100
Phone, Cell (see Features) 33
Photographic Memory (see Features) 33
Physical Impairment 100
Physical Sciences 87
Pick Pocketing (see Sleight of Hand Skill) 88
Piercing, Custom Variable (Weapon) 65
Pilot, Mecha 127
Piloting 87
Pin 152
Pirates, Age of Skills 90
Pitch, Perfect (see Features) 33
Planetoid Armour Ratings, Table 12-7 179
Plant Control 45
Player, Advice for the 191
Players, Should They Roll Dice 139
Playing and Anime Game, Chapter 13 180
Playing BESM 6
Playing it Safe (Taking 6) 135
Plot Elements 200
Plot, Changing the 148
Pocket Dimension 45
Point Costs for Items 162
Points in Skills, Reallocating 91
Points, Unused 93
Poison Immunity (see Special Defence) 52
Poisons 87
Police and Justice 189
Police Sciences 87
Politics 189
Portable Armoury 23
Possession 42
Post-Apocalypic War (see Enid) 222
Post-Apocalyptic Skills 91
Postcognition 51
Pouch (see Features) 33
Power Block 21
Power Flux 45
Power Level, Choosing a 8
Power Levels, Character, Table 2-1 8
Power Templates 130
Power Variation 47
Power, Items of 177
Powerlifting 87
Powers, Mimic 42
Powers, Unknown 59
Precise Aim 23
Precognition 51

Presenting the Villians 201
Priest (see Divine Power Template) 130
Prime Worlds 214
Progression, Attribute 15
Projection 47
Protection, Custom Variable 50
Protective Devices, Other 171
Psi (Power Template) 130
Psionics (see Psi Power Template) 130
Psyche, Homo 116
Psychic, Custom Variable (Weapon) 65
Public Baths and Hot Springs 183
Pulp Skills 89
Pushing Attributes 210

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Quake, Custom Variable (Weapon) 65

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Race vs. Species 111
Races, Non-Human 198
Racial Features 32
Racial Templates 111
Racial Templates, Marked Defect in 111
Racial Templates, Skills in 111
Racial Templates, Table 9-2 111
Racism (see Ism) 98
Radar Detector (see Features) 33
Radical Defect 93
Range, No — Melee Attacks 143
Range, Standard Variable 70
Ranged Attack 48
Ranged Attacks 143
Ranged Defence 48
Ranged vs. Melee Attacks 143
Ranged Weapons, Archaic 164
Ranged Weapons, Futuristic 166
Ranged Weapons, Modern 165
Ranges, Table 10-3 144
Ranks, Defects 93
Ranks, Restrictions 74
Ratings, Armour and Damage 146
Reach, Custom Variable (Weapon) 65
Reading Templates 108
Reading, Speed (see Features) 33
Ready (Holding Actions) 150
Reality Punk (see Imago) 228
Reallocating Points in Skills 91
Realty TV Skills 89
Reason (see Less Capable Defect) 98
Recent History 195
Recovering Drained Stats 147
Recovering Energy Points 148
Recovering Health Points 147
Recovering Stun Damage 147
Recovery 147
Recovery, Standard Restriction 80
Recurring Nightmares 100
Red Tape 101
Reduce Armour, Called Shot to 150
Reduced Damage 101
Reducing Attributes (Alternate Form) 18
Reductions 81
Refining Attribute Applications 15
Reflection 23
Regenerating, Custom Variable 35
Regeneration 48
Reincarnation 49
Relationships 205
Relevant Stat 16
Religion 190
Repairing Equipment 147
Replacement Defects 210
Required Skill 138
Requirement, Special 102
Resistance 50
Resolution 204
Ressurection (see Reincarnation) 49
Restriction Ranks 74
Restrictions 74
Retractable Claws (see Features) 33
Reversed Progression 15
Revolving License Plate (see Features) 33
Rewarding Good Play 210
Riding 88
Ritualist (Power Template) 131
Robot, Giant Living 114
Robots, Giant Powered 181
Roll, Attack 138
Roll, Defence 139
Roll, Initiative 138
Roll, Skill 137
Roll, Stat 136
Rolling Dice, Players 139
Rolls, Attack Unopposed 138
Rolls, Dice 135
Rolls, Opposed 136
Rolls, Success 135
Rolls, Types of 136
Romance 197
Romance Forcing 208
Romantic Comedy Skills 89
Romantic Fantasy (see Aradia) 215
Rome, Ancient Skills 90
Round, Scene, and Initiative 134
RPG, What is a 6
Rules, Expanded Defence 154
Rules, Expanded Injury 157
Rules, Ignoring them 134
Running Shojo Games 204
Running Speed (see Less Capable Defect) 98

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Sample Alternate Forms 18
Sample Character: Tabitha Yamamoto 106
Samurai 129
Samurai Japan 195
Scene, Round, and Initiative 134
Scent Glands (see Features) 33
Scentless (see Features) 33
School Days 194
School Uniforms 184
Science Fiction 194
Science Fiction, Another Universe 197
Sciences, Biological 85
Sciences, Military 86
Sciences, Physical 87
Sciences, Police 87
Sciences, Social 88
Seat, Ejection (see Features) 33
Second Damage Roll (Modifying Damage) 156
Secondary Eyelids (see Features) 33
Secret (see Skeleton in the Closet) 101
Sects, Legendary 191
Seduction 88
Seige Weapons, Archaic 164
Select Attributes, Step 5: 14
Select Defects, Step 8 93
Selective, Custom Variable (Weapon) 66
Self Defence Force (SDF) 183
Self-Dicipline (see Less Capable Defect) 98
Semi-Permanent, Standard Restriction 80
Sense, Common (see Less Capable Defect) 98
Sense, Direction (see Features) 33
Sense, Spacial (see Features) 33
Sense, Time (see Features) 33
Sense, Weather (see Features) 33
Senses, Heightened 35
Sensory Bock 50
Sensory Impairment 101
Sentai Member 129
Sentencing 189
Serach Lights (see Features) 33
Serious Defect 93
Serious Injury 158
Serious Restriction 74
Setting, Official BESM 213
Sexism (see Ism) 98
SF, Hard Skills 91
SF, Soft Skills 91
Shadow Warrior 129
Shamanist (Power Template) 131
Shapechanger 117
Shared Items 162
Shield 50
Shield Materials 170
Shield Sizes 170
Shield, Defending With a 154
Shieldless, Custom Restriction (Weapon) 68
Shields 170
Shields, Table 12-3 170
Shifting Shadow (see Dimensional Walk) 28
Shinjuku 187
Shinjuku Map 187
Shinjuku, Map of Downtown 188
Shintoism 190
Shock 158
Shock Value 106
Shock Value, Increased (see Features) 33
Shojo Games, Running 204
Shojo Role-Playing 201
Short of Character Points 15
Shots, Called 150
Shrinking (see Size Change) 51
Sidekick (see Companion) 25
Significant Other 101
Silent (see Invisibility) 37
Single Form Metamorphosis 41
Siren, Emergency (see Features) 33
Situations, Defence in Non-Combat 145
Sixth Sense 50
Size and Melee Combat 109
Size Change 51
Size Damage Modifiers 146
Size Hitting Modifiers 108
Size Modifiers for Inanimate Objects 111
Size Modifiers, Ignoring 146
Size Modifiers, Table 9-1 109
Size Templates 108
Size, Assigning 110
Size, Awkward 94
Sizes, Shield 170
Skeleton in the Closet 101
Skeleton Key 116
Skeleton Keys 213
Skill Costs 83
Skill Costs, Adjusting 90
Skill Costs, Varying by Genre 89
Skill Descriptions 83
Skill Flux 47
Skill Levels 82
Skill Roll 137
Skill Rolls, Combining 137





Skill Specialisations 82
Skill Synergy 137
Skill, Required 138
Skills Attribute 52
Skills in Racial Templates 111
Skills, Chapter 6 82
Skills, Designing New 83
Skills, Genius 82
Skills, Reallocating Points in 91
Skim, Custom Restriction 34
Sleeper, Light (see Features) 33
Sleight of Hand 88
Slime 117
Slithering (see Special Movement) 53
Small (see Size Templates) 109
Smaller Characters 109
Snow Maiden 118
Soap Opera Skills 90
Social Benefits (see Organisational Ties) 44
Social Sciences 88
Soft SF Skills 91
Soul Stat 11
Sound, Mimic (see Features) 33
Source: How an Attribute Works 14
Space Opera 194
Space Opera (see Cathedral) 221
Space Opera Skills 91
Spaceflight 52
Spacial Sense (see Features) 33
Special Attributes, Using Defensively 156
Special Defence 52
Special Defence, Table 4-6 53
Special Movement 53
Special Requirement 102
Specialisations, Skill 82
Species Templates (see Racial Templates) 111
Species vs. Race 111
Speck (see Size Templates) 109
Speech, Impaired 96
Speed of Advancement 209
Speed Reading (see Features) 33
Speed, Land 39
Speed, Movement 142
Speed, Running (see Less Capable Defect) 98
Speed, Super 54
Speed, Water 60
Spells (see Magical Effects) 132
Sphere of Control 159
Sphere of Influence (see Dynamic Powers) 29
Spider Demon 118
Sports 88
Spread, Custom Restriction 34
Spreading out Extra Actions 32
Spreading, Custom Variable (Weapon) 66
Standard Restriction: Activation 76
Standard Restriction: Assisted 77
Standard Restriction: Backlash 77
Standard Restriction: Charges 77
Standard Restriction: Concentration 77
Standard Restriction: Consumable 78
Standard Restriction: Delay 78
Standard Restriction: Dependent 78
Standard Restriction: Deplete 78
Standard Restriction: Detectable 78
Standard Restriction: Emotional 78
Standard Restriction: Environmental 79
Standard Restriction: Equipment 79
Standard Restriction: Imbue 79
Standard Restriction: Irreversible 79
Standard Restriction: Maximum 79
Standard Restriction: Object 79
Standard Restriction: Partial 80
Standard Restriction: Permanent 80
Standard Restriction: Recovery 80
Standard Restriction: Semi-Permanent 80
Standard Restriction: Unique 80
Standard Restriction: Unpredictable 81
Standard Restrictions, Table 5-3 74
Standard Variable: Area 70
Standard Variable: Duration 70
Standard Variable: Range 70
Standard Variable: Targets 71
Standard Variables 70
Standard Variables, Table 5-1 73
Starting Variable Ranks, Table 5-2 73
Stat Block Example (see Tabitha Yamamoto) 106
Stat Roll 136
Stat Value Descriptions, Table 3-1 11
Stat Values 11
Stat, Relevant 16
Static, Custom Restriction 35
Stats Above 12 12
Stats, Assigning 11
Stats, Chapter 3 11
Stats, Recovering Drained 147
Steady Hand 23
Stealth 88
Steampunk Skils 91
Step 1: GM Discussion 8
Step 2: Character Outline 9
Step 3: Assign Stats 11
Step 4: Consider Templates 108
Step 5: Select Attributes 14
Step 6: Customise Attributes 70
Step 7: Consider Skill Specialisations 82
Step 8: Select Defects 93
Step 9: Calculate Derived Values 105
Stereo System (see Features) 33
Stone Age Skills 91
Stoppable, Custom Restriction (Weapon) 68
Story Line 199
Street Sense 88
Strength (see Less Capable Defect) 98
Striking to Wound 151
Strong, Super 54
Student 130
Stun Damage, Recovering 147
Stun, Custom Variable (Weapon) 66
Stunts, Wild 153
Success or Failure 136
Success Rolls 135
Success, Margin of (Modifying Damage) 156
Summoning Companions 26
Superhero Skills 90
Superhuman Form 19
Superhuman Power Level 8
Supernatural 194
Superpowered Power Level 8
Supersense 54
Superspeed 54
Superstrength 54
Superstrength and Massive Damage 147
Supporting Cast 198
Survival, Wilderness 88
Swapping Items 210
Swarm 54
Swimming 88
Swinging (see Special Movement) 53
Synergy, Skill 137

Tabitha Yamamoto (Example Character) 106
Table 2-1: Character Power Levels 8
Table 2-2: Character Benchmarks 9
Table 3-1: Stat Value Descriptions 11
Table 4-1: Attribute Progressions 15
Table 4-2: Attributes 17
Table 4-3: Example Features 33
Table 4-4: Insubstantial 37
Table 4-5: Multi-Genre Skill Point Costs 52
Table 4-6: Special Defence 53
Table 4-7: Custom Weapon Variables 62
Table 4-8: Custom Weapon Restrictions 67
Table 5-1: Standard Variables 73
Table 5-2: Starting Variable Ranks 73
Table 5-3: Standard Restrictions 74
Table 6-1: Character Point Costs for Skills 89
Table 7-1: Defects 94
Table 7-2: Awkward Size Table 95
Table 9-1: Size Modifiers 109
Table 9-2: Racial Templates 111
Table 9-3: Occupational Templates 121
Table 10-1: Target Numbers 136
Table 10-2: Difficulty Modifiers 139
Table 10-3: Ranges 144
Table 11-1: Movement Attack Penalties 153
Table 11-2: Attack Situation Modifiers 154
Table 11-3: Defence Situation Modifiers 154
Table 11-4: Crashing and Falling 157
Table 11-5: Deprivation 157
Table 12-1: Weapons 166
Table 12-2: Armour 168
Table 12-3: Shields 170
Table 12-4: Vehicles 176
Table 12-5: Item Armour Ratings 178
Table 12-6: Building Armour Ratings 179
Table 12-7: Planetoid Armour Ratings 179
Tactial Actions 144
Tactical Action 142
Taking 6 (Playing it Safe) 135
Taking Action 135
Tangle, Custom Variable (Weapon) 66
Target Numbers 135
Target Numbers, Table 10-1 136
Target Numbers, Understanding 136
Target, Touching a 151
Targeted Massive Damage 40
Targeted Melee Attack 40
Targeted Melee Defence 40
Targeted, Custom Variable (Weapon) 66
Targets, Attacking Moving 153
Targets, Multiple, With One Attack 151
Targets, Standard Variable 71
Tech Genius 130
Technological Features 32
Technology, High 198
Teeny (see Size Templates) 109
Telekinesis 55
Telepathy 56
Teleport 57
Templates, Chapter 9 108
Templates, Occupational 121
Templates, Occupational, Table 9-3 121
Templates, Power 130
Templates, Racial 111
Templates, Racial, Table 9-2 111
Templates, Reading 108
Templates, Size 108
Temporary Items 162
Tentacles, Naughty 183
Terrible Cooks 184

Theif, Master 126
Theme, Game Concept and 197
Third Edition Changes 6
Throw 151
Throwing Melee Weapons 143
Time Sense (see Features) 33
Time, Passage of 134
Tiny (see Size Templates) 109
Tokyo 184
Tokyo Map 186
Tokyo Tower 184
Tongue, Long (see Features) 33
Tool Kit (see Features) 33
Tools (see Item) 37
Total Attack 151
Total Defence 144
Touching a Target 151
Tough 57
Tough, Not So 100
Tournament Encyclopaedia 23
Tow Cable (see Features) 33
Towering (see Size Templates) 109
Toxic, Custom Restriction (Weapon) 68
Tracking, Urban 88
Tracking, Wilderness 88
Trainer, Pet Monster 128
Training, Animal 83
Transfer 57
Transformation Sequences 184
Transforming Mecha 184
Transmutation 57
Trap, Custom Variable (Weapon) 67
Triple Damage 146
Tunnelling 59
TV, Realty Skills 89
Two Weapons 23
Two Weapons, Attack With 150
Two-Dimensional Form 19
Types of Action 141
Types of Rolls 136

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Uknown, Custom Variable 57
Ultrasonic Communication (see Features) 33
Unappealing 103
Unarmed: The Free Weapon 61
Understanding Target Numbers 136
Undetectable, Custom Variable (Weapon) 67
Unfamiliar Action 138
Unique Attribute 59
Unique Defect 103
Unique, Custom Restriction (Weapon) 68
Unique, Custom Variable (Weapon) 67
Unique, Standard Restriction 80
Unknown Power 59
Unlimited Combinations 194
Unlimited Massive Damage 40
Unlimited Metamorphosis 41
Unopposed Attack Rolls 138
Unpredictable, Standard Restriction 81
Unreliable, Custom Restriction (Weapon) 68
Unskilled Attempts 137
Untrackable (see Special Movement) 53
Unused Points 93
Urban Fantasy Skills 90
Urban Tracking 88
Useful Attributes (Mecha) 172
Useful Defects (Mecha) 172
Usiing Attributes in Combat 159
Using Advancement Character Points 209
Using Attributes 139
Using Mecha 171
Using Special Attributes Defensively 156

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Vampire 118
Vampiric, Custom Variable (Weapon) 67
Variable Damage Options 156
Variable Intensity Regeneration 48
Variable Ranks, How They Work 74
Variables, Naked 162
Variables, Standard 70
Varying Powers 47
Varying Skill Costs by Genre 89
Vehicle Action 152
Vehicles (see Item) 37
Vehicles and Mecha 171
Vehicles, Archaic 172
Vehicles, Firing Weapons From Moving 153
Vehicles, Futuristic 175
Vehicles, Modern 172
Vehicles, Table 12-4 176
Verifier, Identity (see Features) 33
Villians, Presenting the 201
Vision, 360˚ (see Features) 33
Vision, Low-Light (see Features) 33
Visual Arts 88
Vital Spot, Called Shot to 150
Vulnerability 103

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Wait for an Opening 144
Wall-Bouncing (see Special Movement) 53
Wall-Crawling (see Special Movement) 53
Wanted 103
War, 20th Century Skills 90
War, Post Apocalyptic (see Enid) 222
Warp Drive (see Spaceflight) 52
Warrior, Shadow 129
Water Speed 60
Water-Walkking (see Special Movement) 53
Way-Bound 214
Waylines and the Cosmic Web 213
Weak Point 103
Weak Point, Called Shot to 151
Wealth 60
Weapon Attribute 60
Weapon Custom Restrictions 67
Weapon Custom Variables 61
Weapon Damage 60
Weapon Damage 146
Weapon Damage Default 146
Weapon Level 0, No Injury Attacks 147
Weapons 163
Weapons Encyclopaedia 25
Weapons, Archaic Melee 163
Weapons, Archaic Ranged 164
Weapons, Archaic Seige 164
Weapons, Attack With Two 150
Weapons, Firing from Moving Vehicles 153
Weapons, Firing While Mounted 153
Weapons, Futuristic Melee 165
Weapons, Futuristic Ranged 166
Weapons, Level 0 60
Weapons, Modern Melee 165
Weapons, Modern Ranged 165
Weapons, Table 12-1 166
Weapons, Throwing Melee 143
Weather Sense (see Features) 33
Weatherproofing (see Features) 33
Webbed Feet/Hands/Paws (see Features) 33
Webbing (see Features) 33
Wee (see Size Templates) 109
West, Old Skills 90
Wild Stunts 153
Wilderness Survival 88
Wilderness Tracking 88
Willpower (see Less Capable Defect) 98
Wizardry (Power Template) 131
Woolie 120
World Building 198
World Gates 177
World Gates 213
Worlds, Inner 214
Worlds, Outer 214
Worlds, Prime 214
Wormholes (see Spaceflight) 52
Wound Difficulty Penalties 158
Wound, Striking to 151
Writing 88

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Yakuza 190
Yamamoto, Tabitha (Example Character) 106
Yurei 120

A B C D E F G H I J K L M N O P Q R S T U V W Z Y Z

Zen Directiion (see Special Movement) 53
Zoom Eyes (see Features) 33



BESM 3 Character Sheet

CHARACTER NAME

PLAYER NAME

AGE

HEIGHT

WEIGHT

SEX

DESCRIPTION

POINT COST

TEMPLATES USED

SIZE

BODY STAT

VALUE POINTS

MIND STAT

VALUE POINTS

SOUL STAT

VALUE POINTS

ATTACK COMBAT VALUE

ATTACK COMBAT VALUE = B + M + S / 3
+ 1/LEVEL OF ATTACK COMBAT MASTERY

DEFENCE COMBAT VALUE

DEFENCE COMBAT VALUE = B + M + S / 3
+ 1/LEVEL OF DEFENCE COMBAT MASTERY

DAMAGE MULTIPLIER

DM = 5 +1/LEVEL OF MASSIVE DAMAGE ATTRIBUTE
(+1/LEVEL OF SUPERSTRENGTH WHEN USING MUSCLE POWER)

HEALTH POINTS

HEALTH POINTS = [B + S] x 5
(ALSO CONSIDER TOUGH ATTRIBUTE AND NOT SO TOUGH DEFECT)

ENERGY POINTS

HEALTH POINTS = [M + S] x 5
(ALSO CONSIDER ENERGY BONUS ATTRIBUTE)

SHOCK VALUE

SHOCK VALUE = MAX HEALTH POINTS ÷ 5
(ALSO CONSIDER COMBAT TECHNIQUE [HARDBOILED] ATTRIBUTE)

ATTRIBUTES

NAME	LEVEL	POINTS

ATTRIBUTES/SKILLS

NAME	LEVEL	POINTS

DEFECTS

NAME	LEVEL

CHARACTER INFO | GAME STATISTICS | DERIVED VALUES

Permission granted to make copies of this page for personal use only.