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GUARDIANS OF ORDER PO Box 25016 370 Stone Road Guelph, Ontario CANADA N1G 4T4 info@guardiansorder.on.ca http://www.guardiansorder.com **BESM** This Diary Belongs To

Illustration of Character

Character's Name

Player's Name

BIG EYES, SMALL MOUTH — CHARACTER DIARY

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

The BESM Character Diary features:

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

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

BESM CHARACTER IDENTITY

Character Name:			
Player Name:			
CHARACTER POINTS:	Skill Points:	Bonus Points:	С С
Race:			CHARACTER
OCCUPATION:			ACT
Age:	Sex:		
Height:	Weight:		IDENTITY
Game Master:			
Campaign Name:			<u> </u>
DATE CHARACTER CREATED:			
DATE CHARACTER RETIRED:			

Body	M	N D	Soul	CHARACTI
				CHARACTER STATS & DERIVED VALUES
HEALTH POINTS [(Body + Soul) x 5]	ENERGY POINTS [(Mind + Soul) x 5]	SHOCK VALUE (Health Points ÷ 5)	COMBAT VALUE [(Body + Mind + Soul) ÷ 3] Attack Combat	S DERIVED
			Value Defense Combat Value	VALUES

Unused Advancement Points:	Total Advancement Points Earned:	
Advancement Point Usage:		HAR
		CHARACTER
		ADVANCEMENT
		EME
		N
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Normal Attributes **BESM**

Normal Attribute	LEVEL	Point Cost	Notes/ Description
Animal Friendship			
Appearance			
Art of Distraction			
Aura of Command			
Combat Mastery			
Damn Healthy!			
Divine Relationship			
Energy Bonus			
Extra Attacks			
Flunkies			
Focused Damage			
Gun Bunny			Dead Eye
			Lightning Draw
			🔲 One Bullet Left
			Portable Armoury
			Steady Hand
			Two Gun
			🔲 Weapons Encyclopedia
Heightened Awareness			
Highly Skilled			
Kensei			Blind Fighting
			🔲 Chanbara Master
			Judge Opponent
			🔲 Katanaspace
			Lightning Draw
			Precise Stroke
			Two Targets
Massive Damage			
Mechanical Genius			
Organizational Ties			
Personal Gear			
Unique Attribute			
Riel	Fuce (Small Mou	TH — CHARACTER DIARY 5
ן סוע	LICJ,	<u>VIIIALL IIIÜÜ</u>	III — UNANAGIEN VIANT U

NORMAL ATTRIBUTES

BESM	S	KILLS		
Skill	LEVEL	Point Cost	Specilizations	
Acrobatics				
Animal Training				
Architecture				
Artisan				
Biological Sciences				
Boating				
Burglary				
Business Management				
Computers				
Controlled Breathing				
Cooking				
Cultural Arts				
Demolitions				
Disguise				
Driving				
Electronics				\approx
Forgery				SKILLS
Gaming				\sim
Interrogation				
Intimidation				
Law				
Linguistics				
Mechanics				
Medical				
Military Sciences				
Navigation				
Performing Arts				
Physical Sciences				
Piloting				
Poisons				
Police Sciences				
	0	m	0 D	-

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Shills BESM

Skill	LEVEL	Point Cost	Specilizations
Riding			
Seduction			
Sleight of Hand			
Social Sciences			
Sports			
Stealth			
Swimming			
Urban Tracking			
Visual Arts			
Wilderness Survival			
Wilderness Tracking			
Writing			
COMBAT SKILLS			
Archery			
Gun Combat			
Heavy Weapons			
Melee Attack			
Melee Defense			
Ranged Defense			
Thrown Weapons			
Unarmed Attack			
Unarmed Defense			
BIG	EVES, S	Small Mou	TH — CHARACTER DIARY 7

SKILLS

BESM Special Attributes

Special Attribute	LEVEL	Point Cost	Notes/ Description	
Astral Projection				
Contamination				
Dimensional Portal				
Dynamic Sorcery				
Elasticity				
Electronic Counter-Measures				
Environmental Control				
Exorcism				
Extra Arms				
Features or Accessories				
Flight				
Force Field				
Ground Speed				
Healing			Y	
Heavy Armour)F(
Heightened Senses			AL	\geq
Illusion				
Insubstantial				B I R
Invisibility				ITF
Item of Power			~	
Jumping				
Life Support				
Light Armour				
Magic (or Psionics)				
Meld				
Metamorphosis				
Mind Control				
Mind Shield				
Natural Weapons			Claws or Spikes	
			🔲 Fangs, Beak or Mandibles	
			Horns Spines	
			Tail Striker Tentacles	
Own a Big Mecha				
0 D E	0	<u>m</u>	0 D	

Special Attributes **BESM**

Special Attribute	LEVEL	Point Cost	NOTES/ DESCRIPTION	
Place of Power				
Precognition				
Regeneration				
Reincarnation				
Sensors				
Servant				
Shape Change				
Shield				
Sixth Sense			Detect Evil	Detect Magic
			Detect Virtue	Empathy
			Sense Spirits	Gense Truth
Size Change				
Space Flight				
Special Defense				
Special Movement			Balance	Cat-Like
			Light Footed	Untrackable
			Wall-Crawling	Water-Walking
Speed				
Spirit Ward				
Star Flight				
Stealth				
Super Strength				
Swarm				
Telekinesis				
Telepathy				
Teleport				
Transmutation				
Tunnelling				
Water Speed				
Weapon Attack				
Ric	FYFS	Small Mau	th — Characti	ER DIARY 9

SPECIAL ATTRIBUTES

BESM Normal Defects/ Description

Defect	Bonus Points	Notes/ Description	Ì
Ageism			
Attack Restriction			
Awkward			
Easily Distracted			
Girl/Guy Magnet			
Inept Combat			
Marked			
Nemesis			
Not So Fast			
Not So Strong			
Not So Tough			N
One Arm/No Arms			D R M
Owned by a Megacorp			NORMAL DEFECTS
Physically Unappealing			DEF
Phobia			ECT
Recurring Nightmares			\sim
Red Tape			
Sensory Impairment			
Significant Other			
Skeleton in the Closet			
Special Requirement			
Unique Character Defect			
Unskilled			
Wanted			
HAIR COLOUR:		EYE COLOUR:	
BLOOD TYPE:		Skin Tone:	ESC
Other Details:			RIP
			DESCRIPTION
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SPECIAL DEFECTS/ DESCRIPTION DESM

	Special Defect	Bonus Points	Notes/ Description
	Awkward Size		
	Bane		
	Cannot Talk		
	Conditional Ownership		
	Cursed		
	Diminutive		
\simeq	Hangar Queen		
FEC	Involuntary Physical Change		
DE	Magical Restrictions		
SPECIAL DEFECTS	One-Way Transformation		
PEC	Restricted Ground Movement		
\sim	Restricted Path		
-	Unique Special Defect		
-	Volatile		
-	Vulnerability		
-			

Distinguishing Marks and Features:

PHYSICAL DESCRIPTION:

DESCRIPTION

BESM MECHA DESCRIPTION

Mecha Name:	Mecha Point Total:	E
Owner(s):		ECHA
Manufacturer:	Model Number:	
DESCRIPTION:		IDEN
		\prec

A.I. Body	A .I.	Mind	A.I. Soul	COMBAT VALUE	~
Health Points	Energy	Points	Armour	ATTACK COMBAT VALUE DEFENSE COMBAT VALUE	MECHA STATS
Mecha Attributes	LEVEL	DOINT COLT	Note	Νεζζαιρτιον	
		POINT COST		DESCRIPTION	
Artificial Intelligence					
Extra Capacity Extra Endurance					
Manoeuvre Bonus					
Marioeuvre Bonus Mecha Regeneration					
Mechanical Transformation					
Merging					
Multiple Mecha Attacks					\sim
Special Equipment					٩ECI
Subordinate Mecha					AL
Summonable					SPECIAL ATTRIBUTES
Super Transformation					RIBU
Toughness					JTE
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MECHA DESCRIPTION BESM

	Mecha Defect	Bonus Points	Notes/ Description
	Crew Requirement		
	Exposed Occupants		
	Limited Endurance		
	Mutual Damage		
	Noisy		
	Poor Manoeuvrability		
\simeq	Reduced Capacity		
FEC	Start-Up Time		
DE	Summoning Object		
SPECIAL DEFECTS	Wind Powered		
PE(
\sim			
	Force Field Name:		STOPS () POINTS OF DAMAGE
_	Possessed by: 🛄 Chara	CTER 🔲 M	
EL I	Blocks Incorporeal Blo		
FORCE FIELD	Both Directions Interr		Shield Only Static Uses Energy
ORC	Description of Force Fie		
Ē			
	Force Field Name:		STOPS () POINTS OF DAMAGE
	Possessed by: 🔲 Chara		ECHA
ELD			Field-Penetrating Offensive
Ē	Both Directions	_	Shield Only Static Uses Energy
Blocks Incorporeal Blocks Teleport Both Directions Internal Lim DESCRIPTION OF FORCE FIELD:			Sheld Only Static See Energy
FO		L V.	
		•	M A P 14
	KIG EY	ES. SMALL	Mouth — Character Diary 13

SPECIAL/ WEAPON ATTACKS

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	Attack/ Weapon Name: Damage:
	Possessed by: 🗖 Character 🗖 Mecha
	🗋 Accurate 🔲 Affects Incorporeal 🔲 Area Effect 🔲 Aura 🔲 Auto-Fire 🔲 Burning
#3	🗖 Concealable 🔲 Contagious 🔲 Drain Body 🔲 Drain Energy 🔲 Drain Mind 🔲 Drain Soul
	🔲 Flare 🔲 Flexible 🔲 Homing 🔲 Incapacitating 🔲 Incurable 🗔 Indirect 🔲 Irritant
ΣK Ξ	🔲 Linked (Attack) 🔲 Linked (Attribute) 🔲 Long Range 🔲 Muscle-Powered (Mecha Only)
<pre>SPECIAL/WEAPON ATTACK #3</pre>	🗋 No Regeneration 🗋 Penetrating (Armour) 🗋 Penetrating (Force Field) 🗋 Quake 🔲 Soul Attack
I AT	Spreading Stun Tangle Trap Unique Ability () Vampiric
PON	
WEA	🔲 Backblast 🔲 Drop Shields 🔲 Exposed (Mecha Only) 🔲 Extra Energy 🔲 Fixed (Mecha Only)
AL/	🔲 Inaccurate 🔲 Internal 🗋 Limited Shots 🔲 Low Penetration 🔲 Melee 🔲 No Damage
ECI,	🗋 Only In (Environment) 🔲 Self-Destruct 🗋 Short Range 🔲 Slow 🔲 Static 🗔 Stoppable
SP	Toxic Unique Weapon Disability () Unreliable Uses Energy
	Description of Attack:

SPECIAL/WEAPON ATTACK #4

Attack/ Weapon Name: Damage:
Possessed by: 🔲 Character 🔲 Mecha
Accurate Affects Incorporeal Area Effect Aura Auro-Fire Burning
🗋 Concealable 🔲 Contagious 🗋 Drain Body 🗋 Drain Energy 🔲 Drain Mind 🔲 Drain Soul
Flare 🔲 Flexible 🗋 Homing 🔲 Incapacitating 🔲 Incurable 🗔 Indirect 🔲 Irritant
🗋 Linked (Attack) 🔲 Linked (Attribute) 🗋 Long Range 🔲 Muscle-Powered (Mecha Only)
 Flare Flare Flexible Homing Incapacitating Incurable Indirect Irritant Linked (Attack) Linked (Attribute) Long Range Muscle-Powered (Mecha Only) No Regeneration Penetrating (Armour) Penetrating (Force Field) Quake Soul Attack Spreading Stun Tangle Trap Unique Ability (Vampiric Backblast Drop Shields Exposed (Mecha Only) Extra Energy Fixed (Mecha Only) Inaccurate Internal Limited Shots Low Penetration Melee No Damage Only In (Environment) Self-Destruct Short Range Slow Static Stoppable
Spreading Stun Tangle Trap Unique Ability () Vampiric
🔲 Backblast 🔲 Drop Shields 🔲 Exposed (Mecha Only) 🔲 Extra Energy 🔲 Fixed (Mecha Only)
Inaccurate 🔲 Internal 🗋 Limited Shots 🗋 Low Penetration 🗋 Melee 🔲 No Damage
🗋 Only In (Environment) 🔲 Self-Destruct 🔲 Short Range 🔲 Slow 🔲 Static 🗔 Stoppable
Toxic Unique Weapon Disability () Unreliable Uses Energy
Description of Attack:

DESM Personality Profile Birthdate: Age: Astrological Sign/ Symbol: Favourite Food:

FAVOURITE COLOUR: FAVOURITE PLACE: FAVOURITE BOOK: FAVOURITE HOBBY: LEAST FAVOURITE FOOD: LEAST FAVOURITE CHORE: LEAST FAVOURITE PLACE:

PERSONALITY TRAITS:

STRENGTHS:

Weaknesses:

ROMANTIC INTERESTS:

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PERSONALITY PROFILE

PHILOSOPHY AND IDEALS BESI



THOUGHTS ON RESPONSIBILITY AND OBLIGATION:

PHILOSOPHY AND IDEALS

THOUGHTS ON LOVE AND ROMANCE:

Other Important Thoughts and Beliefs:

BESM Character's Family	
Mother's Name:	
DESCRIPTION:	
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Father's Name:	ļ
DESCRIPTION:	
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Siblings' Names:	_
DESCRIPTION:	CHAF
	HARACTER'S FAMILY
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FAMILY HISTORY:	ļ
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BESM Character's Team

MY ROLE:

OTHER CHARACTERS	THEIR ROLES	
GROUP DYNAMICS:		
		CHA
Tensions and Rivalries:		CHARACTER'S TEAM
		TER'
		S TE
		Μ
Romances:		
Personal Thoughts on Teammates:		

	HISTORY	
	Events of Note:	
-		
RY		
HOSTORY		
Ξ	Relationships of Note:	

BESM FUTURE PLANS

SHORT- TERM GOALS AND ASPIRATIONS:

Long- Term Goals and Aspirations:

TRAINING GOALS (FOR CHARACTER ADVANCEMENT) :

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FUTURE PLANS

Friends, Allies and Rivals **BCSM**

Friends	Notes

	Friends	Notes
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LIES		
FRIENDS, ALLIES AND RIVALS		
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Rivals	Notes















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<u>50 Big Eyes, Small Mouth — Character Diary</u>





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

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