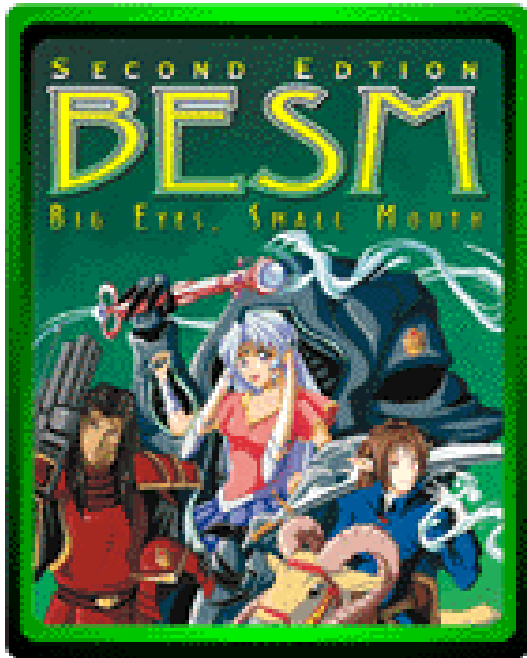


BESM 2nd Edition

Big Eyes Small Mouth



Big Eyes Small Mouth Second Edition RPG
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OCR Edition

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What is Anime?

Anime is the accepted term for animation from Japan. It has garnered much more respect in its native country than North American cartoons have in Canada and the United States. One reason for the popularity of anime is its diverse subject matter, ranging from fantasy and science fiction to romantic comedy and horror. While North American cartoons tend to be written for younger audiences (with a few exceptions), anime includes many shows aimed explicitly at teenagers 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 posed by the high cost of live-action special effects, coupled with a willingness to tackle ideas that appeal to older viewers, many shows bring fantastic visions to vivid life. Alien invasions, world-shaking sorcery, transforming robots, super-powered heroes, demonic masters, obsessively-detailed military hardware, and realistic depictions of life in space are all part of anime. Characters in these shows are often larger than life: angst-ridden, utterly less, burning for revenge, or hopelessly in love.

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 U.S. as *Astro Boy*. From the 1980's through the 1990's, anime has improved in both sophistication and quality, with series like *Space Battleship Yamato* (1975, space opera), *Urusei Yatsura* (1981, alien girlfriend comedy), *Mobile Suit Gundam* (1979, military drama), *Macross* 33, science fiction soap opera), *Sailor Moon* (1992, magical girl drama) and *Ranma 1/2* 4, martial arts comedy) exemplifying particular genres. A major breakthrough came in the early 1980's, when direct-to-video (OAV Original Animation Video) anime releases caught on, allowing production studios to produce shows aimed at smaller niche audiences or older viewers in a much greater diversity of genres. The legacy of this "OAV boom" (and the rise of satellite cable TV) was a renaissance in original television anime in the late 1990's, of which 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 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 story arcs largely intact. The fandom that developed around these shows sustained by various comics, books, and fan activities and helped fuel the first anime-inspired 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 subtitled tapes, as fans became aware of the "OAV boom" taking place in Japan. Successful comic book translations of high quality Japanese manga (such as *Akira*, *Lone Wolf and Cub*, *Icarus* and *Appleseed*) and the theatrical release of the *Akira* motion picture captured new fans.

In the early 1990's, a number of American companies began releasing high quality subtitled and dubbed translations of anime releases, including some of the best of the then-new science fiction anime 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 decade and the start of the new century is seeing an explosion in anime with TV series being translated and released on video within months of their appearance in Japan, and anime returning to mainstream American television. Over the last few years, shows such as *Dragonball Z*, *Gundam Wing*, *Tenchi Muyo!*, *Card Captor Sakura*, *Digimon*, *Monster Rancher*, *Escaflowne*, and *Pokemon* have begun broadcasting on television. It's a good time to be an anime fan!

Chapter 1: Character Creation

STEP 1: GM Discussion

You and the other players should discuss the nature of the upcoming game with the GM. Before the characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. A variety of game genres are discussed in Chapter 6: Role-Playing in an Anime World. As a player, you should listen closely to the GM's descriptions since it will impact directly on the character you wish to create. It is certainly not useful if you decide to create a computer hacker character should the GM set the game in late Seventh Century Japan.

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

One of the most important things that the Game Master should discuss with his or her players is the Character Point total. Character Points are a measure of the relative power and capability of characters. The GM decides how many Character Points will be available to each player. He or she will usually assign the same number of Character Points to each player for the creation of their character while the NPCs may be given widely varying Character Point totals depending on their role in the game. The number of Character Points the GM assigns will depend on the game's intended power level. The GM may run a low-powered game (15, 20, or 25 points), an average-powered game (30 or 35 points), a high-powered game (40 or 45 points), a very high-powered game (50 or 55 points) or an extremely high-powered game (60 or more points).

The GM tells Elizabeth (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 set in an inner-stellar empire in the year 2500. The empire spans many worlds, but some of its culture and fashions are strangely reminiscent of medieval Japan. Elizabeth lets the GM know that she would prefer a swashbuckling adventure with an opportunity, for politics and courtly romance. Based on Elizabeth's and his other players' preferences, the GM decides to center the campaign on the adventures of the Imperial Bodyguard, an elite unit of giant robot and fighter pilots who protect the throne and perform special missions for the Emperor. It will be a high-powered game - the characters will be built with 40 Character Points.

STEP 2: Character Outline

A character outline is a broad concept that provides you with a frame on which the character is built. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills, powers, or background details at this stage. Use established game boundaries from your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign. Here are some issues to consider.

Is the Character human?

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

What are the character's strengths?

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

What is the character like?

You should decide on the character's age and sex, determine a broad archetype for his or her personality, and sketch a rough 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 mecha ace may finally discover a cause in which to believe. As long as these developments proceed naturally from events in the game, they should be a welcome part of the role-playing experience.

What is the character's name?

You have the freedom to name your character whatever you like, but the GM may have some ideas for character names that fit a particular setting. For example, your character should probably have a Japanese name if the campaign is set in Japan. Anime series are often notorious for employing odd, but plausible, fictional names for fantasy or science fiction characters. Sometimes these are actually borrowed from Western or Asian mythology or named after objects

such as cars, motorcycles, or rock stars, making them sound suitably exotic without being totally unfamiliar. Unless your campaign is a comedy, however, try to avoid a silly name since it may ruin the suspension of disbelief for the other players.

Step 3: Assign Stats

Stats (or Statistics) are numerical assignments that reflect your character's base abilities. Higher Stat values indicate an advanced level of accomplishment or achievement. Big Eyes, Small Mouth is part of the Tri-Stat System, game line and uses three stats to represent your character's abilities: Body, Mind, and Soul.

Body Stat

This 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.

Mind Stat

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

Soul Stat

The Soul Stat represents willpower, determination, and spirit and can sometimes represent psychic power, 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 power special abilities.

Each Stat is rated on a scale of 1 to 12. A value of 4 in a Stat is the adult human average with ratings under 4 indicating decreasing competence while numbers over 4 designate increasing superiority. (For more details, see Table 2-1, page 19.) Thus, a person of average mild, high intelligence, and above average determination might have Body 4, Mind 7, Soul 5.

Your starting Character Points (page 15) are used to purchase Stats. You must decide how many of them you will spend on Stats and then divide these points among the character's Body, Mind, and Soul. A Stat's value is the number of Character Points you have assigned. At least 1 and no more than 12 Character Points must be assigned to each Stat, giving it a value between 1 and 12.

You may only give your character one Stat with a rating of 12. Otherwise, it is up to you to decide how many Character Points you will use for Stats and what each Stat's value will be. Any Character Points not spent on Stats will be used to acquire various useful talents and Powers called Character Attributes (page 19). For this reason, it is a good idea to allocate anywhere from 12 to 24 Character Points to Stats (but usually less than two-thirds of your total character points) and to save the remaining points for Attributes. The GM may set an absolute ceiling or floor on the number of Character Points that can be allocated to Stats to insure PCs have a balance between Stats and Attributes.

Stat	Description
0	Useless
1	Inept
2	Significantly Below Average
3	Below Human Average
4	Adult Human Average
5	Above Human Average
6	Significantly Above Average
7	Highly Capable
8	Extremely Capable
9	Best in the Land
10	World-Class Ability
11	Legendary Ability
12	Best in the Universe

STEP 4: Character ATTRIBUTES

Your character's basic abilities are represented by the three Stars, but his or her more specific acquired or innate talents and abilities are known as Character Attributes. Any Character Points remaining after you have purchased Stars are available to acquire Attributes.

There are two categories of Attributes: Normal Attributes (page 21) and Special Attributes (page 42). Character Points may be used to acquire both types, but since Special Attributes represent exotic abilities (like magical or superhuman powers or abilities innate to non-human races), the GM may choose to place certain restrictions on their availability in his or her particular game setting.

Within these two categories, there are many different Character Attributes, each representing a particular talent or special ability. Each Attribute is rated with a Level from 1-6 (or in a few cases, 1-2). 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. The Attribute descriptions indicate the Character Point cost, its game effects and limitations, and the Star most relevant to the Attribute's use should a Star check dice roll be needed (see page 196 of Chapter 4: Game Mechanics).

If one of your Attributes is modified by another to extend beyond Level 6 (such as the Appearance Attribute modifying Art of Distraction), you should discuss the influence and limitations of the new Level with the GM. Attributes at higher Levels may also be assigned deliberately with GM permission or when the GM creates NPCs. For example, high Level Attributes are very appropriate for villains who may need exceptional resources to oppose an entire group of PCs.

ANIMAL FRIENDSHIP

Cost: 1 point/Level
Relevant Stat: soul

A character with this Attribute has an unusual, instinctive empathy- towards animals. On a successful Soul Stat check, the character can befriend an otherwise hostile or even ferocious animal. For example, this would allow a character to get past a police dog or guard dog. Utilizing this ability requires behaving in a calm and friendly manner, a friendship cannot be made if the character or his or her friends have already attacked the animal. An "animal" is defined as a natural creature with Mind Star of 0-2 that lacks the ability to communicate via a structured language (that is, it cannot speak).

The GM can apply difficulty penalties or bonuses to the Soul Stat check based on the character's actions and the situation. For example, the dice roll modifier could be +2 if the animal is especially fierce or very loyal to its current owner, or -2 if the characters just

saved the animal from some nasty fate. When befriendng a pack of animals, a dice roll penalty of +1 is assigned for two animals, +2 for 3-4 animals, +3 for 5-8 animal, +4 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animals) map attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriended, it will let the character and companions approach it, and will not attack or act aggressively unless it or the members of its pack or family are threatened. At the GM's option, it may be affectionate enough to want to follow behind the character or somehow assist him or her.

An animal that has been befriended simply likes the character. Actual training of the animal takes time and requires the application of the Animal Training Skill (page 61). Half the character's Level in this Attribute (round up) is added to his or her Animal Training Skill.

LEVEL 1 No level modifiers are applied to the Soul Stat check. +1 Level to the Animal Training skill.

LEVEL 2 An additional -1 modifier is applied to Soul Stat Check. +1 Level to the animal Training Skill.

LEVEL 3 An additional -2 modifier is applied to Soul Stat Check. +2 Level to the animal Training Skill.

LEVEL 4 An additional -3 modifier is applied to Soul Stat Check. +2 Level to the animal Training Skill.

LEVEL 5 An additional -4 modifier is applied to Soul Stat Check. +3 Level to the animal Training Skill.

LEVEL 6 An additional -5 modifier is applied to Soul Stat Check. +3 Level to the animal Training Skill.

Appearance

Cost: 1pt/Lvl
Relevant Stat: Body

This Attribute reflects physical attractiveness. Players are encouraged to think about giving mar characters the Appearance Attribute, since it is appropriate for anime heroes to be good looking. A character lacking points in this Attribute is considered to be of average appearance. 'clues of 4, 5, or 6 increase the Art of Distraction Attribute by 1, 2, or 3 Levels respectively, but mainly when the character is visible to his or her audience. A character with the Appearance attribute may be defined as "cute" rather than simply attractive. A cute character will usually inspire affection rather than igniting romantic desire. The GM should have a PC's Level of appearance influence the way NPCs initially react to the character. When appropriate, appearance also gives a -1 bonus per Level on any Seduction Skill (page 68) roll.

LEVEL 1 The character is moderately attractive or cute.

LEVEL 2 The character is quite attractive or cute.

LEVEL 3 The character is very attractive or cute.

LEVEL 4 Art of Distraction Attribute at +1 level.

LEVEL 5 Art of Distraction Attribute at +2 levels.

LEVEL 6 Art of Distraction Attribute at +3 levels.

Art of Distraction

Cost: 1 point/Level
Relevant Stat: Body or Soul

Art of Distraction may represent oratorical ability, innate charisma, or even a beautiful or resonant voice. This Attribute allows a character to distract it number of people or animals at I critical

moment, provided he or she has some method of communicating with them (for example, talking, dancing, television broadcast, illusionary image, written word, etc.) If the character is trying to directly distract a potentially hostile group, such as an angry mob or a group of security guards, his or her Level dictates how many people are distracted. If the character has an audience that is already prepared to listen, the Level determines the percentage of that audience that is distracted or moved enough to take action, whether that involves buying the character's next CD, donating money to a charity, or voting for the character in an election.

This Attribute may be modified by the Appearance Attribute, but only if the character is visible to his or her audience (see the Appearance Attribute description). If multiple people with this Attribute work as a team, the total number of people distracted is added together. The Body Stat is used when distracting people physically (for example, with sex appeal) while the Soul Stat is used when distracting someone through emotion, rhetoric, or force of personality.

LVL 1 Character distracts 1 person or animal or 5% of audience moved.

LVL 2 Character distracts 2 people or animals or 10% of audience moved.

LVL 3 Character distracts up to 10 people or animals or 20% of audience moved.

LVL 4 Character distracts up to 50 people or animals or 50% of audience moved.

LVL 5 Character distracts up to 200 people or animals or 75% of audience moved.

LVL 6 Character distracts up to 1000 people or animals or 95% of audience moved.

AURA OF COMMAND

Cost: 1 point/Level

Relevant Stat: Soul

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

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

Level 1: Can inspire one person.

Level 2: Can inspire two people.

Level 3: Can inspire up to 10 people.

Level 4: Can inspire up to 50 people.

Level 5: Can inspire up to 200 people.

Level 6: Can inspire up to 1000 people.

COMBAT MASTERY

Cost: 2 points/Level

Relevant Stat: None (uses Combat Value)

Combat Mastery denotes either an innate "killer instinct" or the character's intimate knowledge of a wide range of offensive and defensive combat techniques covering all aspects of armed and unarmed encounters (including ranged weapons). Individual Combat Skills (page 70) let a character specialize with particular weapons or specific styles, but Combat Mastery allows a character to pick up any weapon (or use none at all) and still be proficient. See page 71 of Step 7: Derived Values for more information on the Combat Value.

Combat Value +1 per level; +1 at level 1, +2 at level 2, etc. Up to six levels.

DAMN HEALTHY!

Cost: 1 point/Level

Relevant Stat: None

Possessing this Attribute increases the Health Points of the character, allowing him or her to withstand more damage in combat. The Damn Healthy! Attribute, along with the Body Stat, also reflects a character's resistance to sickness, disease, and other physical ailments. See page 71 of Step 7: Derived Values for more information on Health Points. Note that characters with high Body or Soul Attributes may be very healthy even without this Attribute.

Health Points +10 per level; +10 at level 1, +20 at level 2, etc. Up to six levels.

DIVINE RELATIONSHIP

Cost: 1 pt/lvl

Relevant Stat: None

A character possessing a Divine Relationship has powerful forces acting as his or her Guardian, which can beneficially influence the outcome of important events (or maybe the character is just really lucky). This relationship is represented through the re-rolling of undesirable dice rolls.

LEVEL 1 The player may re-roll any 1 dice roll each game session.

LEVEL 2 The player may re-roll any 2 dice rolls each game session.

LEVEL 3 The player may re-roll any 3 dice rolls each game session.

LEVEL 4 The player may re-roll any 4 dice rolls each game session.

LEVEL 5 The player may re-roll any 5 dice rolls each game session.

LEVEL 6 The player may re-roll any 6 dice rolls each game session.

ENERGY BONUS

Cost: 1 point/Level

Relevant Stat: None

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. See page 70 of Step 7: Derived Values for information on Energy Points and their uses.

Character's Energy Points are increased by +10 points per level. Up to 6 levels.

EXTRA ATTACKS

Cost: 4 points/Level

Relevant Stat: None

This Attribute reflects the character's ability to use every combat situation to his or her benefit. Each round, the character may make one or more additional offensive actions (and ignore penalties for performing more than one defensive action) provided that the attacks are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person. The attacks are usually carried out at the same time during the same Initiative (see page 203 of *Chapter 4: Game Mechanics*).

Character gains +1 extra attack or defense per round per level. Up to 6 levels.

Flunkies

Cost: 1 point/Level

Relevant Stat: Soul

Flunkies can give a character the ultimate ego trip. They hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time ("Got some more homework for you, my faithful friend"), can keep the character safe from danger ("Quickly! Interpose yourself between me and that rabid wolf..."), or can simply make the character's life easier ("My shoe is untied. Fix it!") Flunkies *aim* to please, even at their own expense. They are also known as groupies, stooges, or toadies. They are tart warriors - see Servant (page 134) for that Attribute. A Flunky may get in the way of an enemy, or fight in self-defense, but will not attack.

Individual Flunkies are NPCs. A character's Flunkies normally have identical Stars and Attributes, although Skills may vary. A character may have Flunkies with varied Stars or Attributes, but each one with a different set of Stats or Attributes counts as two Flunkies. A Flunky should be built on 10 Character Points (plus any Defects). They should not normally possess Combat Mastery, Focused Damage, or Massive Damage, nor should they have Combat Skills. Flunkies should not normally possess Special Attributes either, although the GM may consider allowing 1-3 points in Special Attributes to represent the racial characteristics of Flunkies of non-human origin such as a wizard's goblin servants, or a butler robot. Players should use the Servant Attribute (page 134) if they wish to create combat-capable or exotic companions for their PCs.

Level 1: Character controls 1 flunky.

Level 2: Character controls 2 flunkies.

Level 3: Character controls 3-4 flunkies.

Level 4: Character controls 5-7 flunkies.

Level 5: Character controls 8-12 flunkies.

Level 6: Character controls 12-20 flunkies.

Focused Damage

Cost: 1 point/Level

Relevant Stat: None

A character with the Focused Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage while using one specific weapon type or method of attack (this attack is defined during character creation). For example, it might represent a special talent with a weapon (such

as the *katana*), knowledge of a particular martial arts technique, or ability with a natural weapon of some sort. For more information on physical combat and damage, see page 210 of *Chapter 4: Game Mechanics*.

Damage from a specific attack is increased by +5 points per level. Level 1 +5 points, Level 2 +10, etc. Up to 6 levels.

Gun BUNNY

Cost: 1 point/Level

Relevant Stat: None (Combat Value)

The Gun Bunny Attribute allows a character to perform over-the-top feats involving firearms, bows, throwing weapons, cannons, or other ranged weapons. Each Level gives the character one Gun Bunny ability. Players can rename this ability to reflect their own particular specialization or preference ("Bow Bunny", "Gun Master", etc).

• Dead Eye

The dice-roll penalties that the character suffers are greatly reduced when firing at pinpoint targets such as partial armor, weak points, or vital spots, or when shooting at longer than-usual ranges. This ability is useful for snipers and assassins. Each penalty is reduced by 3 (to a minimum of 0). Thus, attacking a vital spot (+4 penalty) would become +1, while firing at double range (+1 penalty) would be +0.

• Lightning Draw

The character can draw a gun from a holster, pocket, or jacket and fire in the same round without penalty. Otherwise, it requires one combat round to ready his or her weapon.

• One Bullet Left

The character will always have a single bullet in his or her gun, even after an extended fire fight. In games using "dramatic ammunition" rules, with this Attribute a single bullet is left in the gun when the GM declares that it is out of ammunition, which may be used as he or she chooses.

• Portable Armory

The character always has easy access to any weapon required for a particular task, including those not available to the general public. The actual weapons and accessories must still be required via the Personal Gear 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 Personal Armory may also make field modifications on their weapons, switching gun modifications such as laser sights or scopes as needed anytime, instead of having to bring them to a workshop or gun shop as usual.

• Steady Hand

This is the ability to use the Gun Combat, Heavy Weapons, or other ranged attack Combat Skills with ease while the character is on a moving vehicle or otherwise engaged in complex stunts. This greatly reduces the penalties a character normally suffers for firing from a moving vehicle, performing acrobatics, or otherwise attacking while in motion. Each penalty is reduced by 3 (to a minimum of 0). A character with this Skill may also use weapons in conjunction with the Acrobatics Skill, and may aim while they are moving.

- Two Gun

The character can effectively shoot two pistols (or throw two knives, or use any other one-handed ranged weapon attack) at once against the same or different targets. The character uses the normal Two Weapons rules (page 223), but the penalty for doing so is reduced by 3 (to a minimum of 0).

- Weapons Encyclopedia

A character has the ability to recall the vital statistics and important quirks of practically all known ranged weapons. This includes, but is not limited to, its general level of reliability, as well as all vital statistics like ammunition capacity, caliber, 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 check to recall important details. In addition, Weapons Encyclopedia also includes knowledge on acquiring weapons, so characters will have a -3 bonus on any Urban Tracking or Business Management Skill checks needed to locate or buy legal or illegal weapons.

Players who wish to use Gun Bunny abilities should refer to *Chapter 5: Expanded Combat* for more detailed rules for called shots, two weapon attacks, and similar maneuvers.

Character gains one Gun Bunny ability per level. Up to 6 levels.

Heightened Awareness

Cost: 1 pt/lvl

Relevant Stat: Body or Mind

The Character possesses a high degree of situational awareness. He or she is usually very alert and receives a bonus on Stat checks relevant to noticing otherwise hidden things, such as concealed objects or ambushes. The bonuses of Heightened Awareness arc cumulative with those of Heightened Senses (page 103).

LEVEL 1 The character gets a -2 bonus on all Star checks relevant to sensory awareness.

LEVEL 2 The character gets a -4 bonus on all Star checks relevant to sensory awareness.

HIGHLY SKILLED

Cost: 1 point/Level

Relevant Stat: varies

A character with this Attribute is more experienced or better trained than an ordinary person, and as a result has more Skill Points (see page 57) than an average adult. Skill Points are used to acquire individual Skills such as Gun Combat or Driving. Extending this Attribute beyond Level 6 provides 10 additional Skill Points per Level (for example, Level 11 would provide a total of 110 Skill Points). Acquiring several Levels of the Highly Skilled Attribute is the ideal method for creating a versatile character.

LEVEL 1 The character gains an additional 10 Skill Points.

LEVEL 2 The character gains an additional 20 Skill Points.

LEVEL 3 The character gains an additional 30 Skill Points.

LEVEL 4 The character gains an additional 40 Skill Points.

LEVEL 5 The character gains an additional 50 Skill Points.

LEVEL 6 The character gains an additional 60 Skill Points.

Kensei

Cost: 1 point/Level

Relevant Stat: None (Combat Value)

The *Kensei* Attribute allows a character to perform over the top feats involving melee weapons. Each Level gives the character one Kensei ability. "Kensei" is Japanese for "swordsaint," but the ability can be used to cover any type of melee weapon.

- Blind Fighting

The character suffers no penalties when attacking or defending with melee weapons in poor light, absolute darkness, or against an invisible opponent.

- Chanbara Master

The Character can make leaping attacks with his or her weapon, delivering additional damage due to momentum. Any time the character has a higher Initiative than his or her opponent, then he or she may attempt a leaping attack. If the strike is successful (it hits and the target fails his or her defense) the character gets an extra +5 bonus to damage and may additionally add him or her Acrobatics Skill level (if any) to the damage. However, if the character fails to hit, or the opponent succeeds with his or her defense, the character is off balance and receives a +2 penalty to all further Defense rolls until his or her turn to act in the following round.

- Judge Opponent

The character can judge his or her opponent's approximate Combat Value and weapon Skill Level from the foe's attitude and posture even without actually seeing him or her fight.

- Katanaspace

The character has an unearthly ability to conceal swords (or other melee weapons) about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an Actual physical search, and such a search is at a +3 penalty.

- Lightning Draw

The character can draw a sheathed weapon and attack in the same round with no penalty. It otherwise takes a round to ready his or her weapon.

- Precise Stroke

The character suffers reduced dice penalties when attempting a precise attack, such as striking at partial armor, weak points, or vital spots, or when attempting a swashbuckling (cut such as carving an initial on someone's body. Each penalty is reduced by 3 (to a minimum of 0).

- Two Weapons

The character can effectively fight with two melee weapons at once against the same or different targets, provided both weapons are designed for one-handed use. When using two weapons, the character can attack twice using the normal Two Weapons rules (page 223), but the penalty for doing so is reduced by 3 (to a minimum of 0). Alternatively, the character can attack with one weapon and defend with another receiving a +1 penalty to attack rolls he or she makes but adding a -1 bonus to his or her Defense rolls vs. melee or unarmed attacks. This bonus lasts until the character's turn in the following round.

Character gets one Kensei ability per level. Up to six levels. Players who wish to use *Kensei* abilities should refer to *Chapter 5: Expanded Combat* for more detailed rules for called shots, two weapon attacks, and similar maneuvers.

Mechanical Genius

Cost: 2 points/Level

Relevant Stat: Mind

The character has an innate knack for creating, modifying, and working with complex machines. Unlike someone who is merely well trained in a particular technical skill, the character with Mechanical Genius is a natural, and is able to flip through a tech manual for an advanced-technology mecha in 30 seconds and figure out a way to repair the machine in an hour or so. Every two Levels of Mechanical Genius (round up) also adds +1 Level to the Electronics and Mechanics Skills.

LEVEL 1 The character can repair damage to machines or build things at 2 times normal speed; +1 to Mechanics/Electronics Skill.

LEVEL 2 The character can repair damage to machines or build things at 5 times normal speed; +1 to Mechanics/Electronics Skill.

LEVEL 3 The character can repair damage to machines or build things at 10 times normal speed; +2 to Mechanics/Electronics Skill.

LEVEL 4 The character can repair damage to machines or build things at 20 times normal speed; +2 to Mechanics/Electronics Skill.

LEVEL 5 The character can repair damage to machines or build things at 50 times normal speed; +3 to Mechanics/Electronics Skill.

LEVEL 6 The character can repair damage to machines or build things at 100 times normal speed; +3 to Mechanics/Electronics Skill.

MASSIVE DAMAGE

Cost: 2 points/Level

Relevant Stat: none

A character with the Massive Damage Attribute knows precisely how and where to hit any opponent in order to inflict incredible amounts of damage. This knowledge can be applied to any form of physical combat including armed, unarmed, martial arts, and ranged weapons as well as special attacks such as energy blasts, magical spell that inflict damage, or mecha weapons. Naturally, the character's attack must be successful to inflict any damage. Physical strength is not the key to delivering massive damage in an attack; the ability to sense a weakness is far more important. The capacity of Massive Damage to augment any kind of attack makes it a very useful Attribute for a character.

The damage modifier only applies to attacks in which the attacker has direct influence. For example, a character throwing a punch or firing a pistol is in direct control of the attack, but the same character has no control over a bomb with a delayed timer. For more information on physical combat and damage, see page 210 of *Chapter 4: Game Mechanics*.

All damage in combat is increased by 5 points per level. Up to 6 levels.

Organizational Ties

Cost: 1-3 points/Level

Relevant Stat: soul

Organizational Ties represents a character's close relationship with a hierarchy of some sort that grants him or her access to wealth,

respect, and privileges. Examples include a feudal system, a corporation, organized crime, Medieval guilds, secret societies, governments, and some religions.

The majority of law enforcement or military agencies do not generally require a character to take Organizational Ties unless the agency grants the character an unusual amount of wealth or respect, or the character's position is such that he or she has a higher degree of independence than normal. The access to special equipment or resources gained from being in a military or police agency is often better represented by taking the Personal Gear (page 37) or Own a Big Mecha (page 123) Attributes.

The value of Organizational Ties depends on its importance in the setting. An organization that exerts moderate power within the setting is worth 1 point/Level, one that has significant power costs 2 points/Level, and one that has great power in the setting costs 3 points/Level. This is defined by the GM. In a high school comedy game, the school's autocratic Student Council might wield "significant power," while in most other settings it would be completely trivial and not worth any points. Similarly, a criminal organization like the Mafia or Yakuza might count as "great power" (3 points/Level) in a cops-and-robbers game set in modern times, but merely as "moderate power" (1 point/Level) in a game that was about globe-trotting archeologists. Organizational Ties is an optional Attribute.

Level 1: Connection with organization. Level 2: Respected status. Level 3: Middle rank. Level 4: Senior rank. Level 5: Controlling rank. Level 6: Boss of Bosses.

Personal Gear

Cost: 1 point/Level

Relevant Stat: None

The Personal Gear Attribute represents a character's access to useful equipment. Characters do not need to spend Character Points for items that are utterly mundane in the campaign setting (such as clothing, a backpack, a knife, or consumer goods.) However, GMs *may* require players to allot points to this Attribute if their PCs will begin the game with numerous pieces of equipment to which the average person might not have easy access such as Weapons, body armor, or specialized professional equipment.

Personal Gear cannot include technology more advanced than what is standard in the setting, magic items, or secret prototypes (instead, see Item of Power, page 108). It can include Common civilian vehicles appropriate to the setting (for example, a car, truck, light airplane, or motorbike in the present day). For less common or more expensive vehicles, see Own a Big Vehicle (page 123). The GM always has the final say on whether or not an item is available to the characters. Some examples of Personal Gear can be found in *Chapter 4: Game Mechanics*; the GM can create the statistics of other items.

Each Level in this Attribute permits the character to take one major and four minor items. Alternatively, the character can replace one major item with an extra four minor items. Use the guidelines below to differentiate between major and minor items.

• Minor

The item is somewhat hard to get, or rather expensive. It is something available in a shop or store or from a skilled craftsman, but it costs as much as an average person's monthly wage, or it is cheaper but needs a license or black market contact to acquire. Modern examples of minor items include handguns, premium medical kits, night vision goggles, full camping gear, burglary tools, expensive tool

kits, and personal computers. Ancient or medieval examples include swords, longbows, crossbows, shields, light-weight armor (such as leather or a light mail shirt), lock picks, poisons, or a mule. Note that this assumes they are appropriate to the world setting - a pistol is a Minor item in a modern-day or future setting, but an Item of Power in a medieval fantasy game!

- Major

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

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

The GM may use the mecha design rules (see *Own a Big Mecha*, page 123) to create vehicles and suits of body armor in the minor or major item category. A minor item will normally use up to 2 Mecha Points, while a Major Item will be created with 4-6 Mecha Points. Likewise, weapons may also be designed: a minor item weapon will generally have the equivalent of one Level of the Weapon Attack Attribute (see page 157), while a major item weapon would be designed with two or three Levels of Weapon Attack.

UNIQUE CHARACTER ATTRIBUTE

Cost: 1-4 points/Level

Relevant Stat: Varies

This Attribute covers any and all Character Attributes not detailed in the rules. Often one single point in a Unique Character Attribute is sufficient to give the character "flavor," 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 Character 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. In general, an Attribute that is somewhat useful in the game should cost 1 point/Level, one that is very useful should cost 2-3 points/Level, and one that is extremely useful should cost 4 points or more per Level. Also, decide whether the Attribute works best with two or six Levels.

BESM normally abstracts issues of money, however, the GM decides that he would prefer to add detailed consideration of wealth and finance into the game, and so decides to create a Wealth Attribute. The GM decides the Attribute if going to be fairly important, and is also similar in some ways to Organizational Ties, which costs 3 points/feud. for this reason, the GM assigns a cost of 4 points/level to the Attribute. He then writes up the Attribute's effects as follows.

SPECIAL ATTRIBUTES

Special Attributes are talents or abilities that an ordinary human is not likely to possess. In a "realistic" anime campaign set in the modern world or historical past, it is possible that no one will have Special Attributes with the possible exception of *Own a Big Mecha* (for characters with military-grade hardware). In a horror game, it may be that only the monsters have Special Attributes. In the fantasy or science fiction setting, a wide variety of character concepts such as cyborgs, mages, non-human races, psychics, robots, super-powered martial artists and supernatural beings may have Special Attributes.

You should choose Special Attributes that fit your character concept. The GM's approval is needed before a character can acquire Special Attributes, since the GM may decide that a particular Special Attribute is not appropriate to his or her game. It is a good idea for the GM to make a list of which Special Attributes are appropriate (or inappropriate, if most Special Attributes are reasonable) before players begin character creation.

Table 2-3: Special Attributes summarizes the names, point costs, type, and relevant Stats of all Special Attributes. Special Attributes are not listed in this chapter, but are described in detail on pages 78-180 of *Chapter 3: Special Attributes and Defects*.

STEP 5: CHARACTER DEFECTS

Defects are small 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. Defects only impede your character to a limited extent and are not intended to totally negate his or her many abilities.

By taking a Character Defect you can gain one or two Bonus Points (BP) to use when acquiring Stats or Character Attributes. A small number of Defects offer an increased range of BP, either 1-6 BP, or 3/6 BP. After you have selected your character's Defects, return to the previous steps to use your Bonus Points.

There are two categories of Defects: Normal Defects (page 47 in this chapter) and Special Defects (page 182 in *Chapter 4: Special Attributes and Defects*). A character may take both kinds of Defects. However, Special Defects represent exotic problems or limitations (like species-based restrictions or magical curses), and the GM may choose to place limits on their availability in his or her particular game setting. It is recommended that you assign no more than eight Defects to your character. In most cases 2-5 Defects are appropriate.

NORMAL DEFECTS

Normal Defects are Defects that any normal person may be likely to possess in nearly any setting. The Defect descriptions below indicate the possible effect on role-playing and any adjustments made to Stats or other character values. When in doubt, consult the GM for advice on how he or she plans to implement your character's Defects.

Ageism

Ageism is discrimination based solely on the age (or perceived age) of the character. Ageism only applies to young characters, since in most anime shows (and in Japanese culture), the elderly are treated with respect and reverence. The exact age parameters affected by ageism may be altered by the GM to better suit the game. In a mature role-playing campaign, the GM and players

may also wish to explore other deep social problems that include a number of other discrimination "-isms" as well. This list may include racism, sexism, elitism, or discrimination based on education, sexual preference, occupation, religions, etc.

Attack Restrictions

A character with the Attack Restriction Defect has limitations on whom he or she can attack because of moral reservations, emotional attachments, strict orders from a superior, or actual mental programming (for example, an android might be programmed to follow certain laws). The attack restriction can only be overcome during exceptional circumstances and may result in harsh consequences, including unbearable guilt or punishment by superiors. 1 or 2 BP.

AWKWARD

A character with the Awkward Defect has not yet learned exactly how his or her body works and consequently is very clumsy. This Defect has the nasty tendency of hindering the character at crucial moments: in times of stress, when great concentration is required, and sometimes even in combat. Awkward characters often lack self-confidence because they are afraid of messing up yet again. See *Step 7: Derived Values* (page 71) for more information on the Combat Value.

1 BP The character is generally clumsy and accident-prone.

2 BP The character is very awkward. Combat Value is decreased by 1 point.

EASILY DISTRACTED

Some characters are Easily Distracted by events, objects, people, or ideas, which are collectively known as triggers. Notable examples of triggers include attractive members of the opposite (or same) sex, wealth, food, movie stars, hobbies, gossip, hot cars, music, one's own looks, books or scrolls of ancient lore, and magical items. A character with this Defect will become enthralled with the trigger until it can no longer influence him or her. Many characters have interests in a variety of triggers but do not possess this Defect because their interest is moderated by their sense of judgment.

1 BP The character is distracted by one specific trigger or by a broad trigger that is encountered infrequently.

2 BP The character is distracted by a number of triggers or by one trigger that is encountered frequently.

GIRL/GUY MAGNET

The character attracts susceptible girls (or guys, or even both sexes) like bees to nectar. For some reason they are just drawn to the character, fall helplessly in love (or lust), and will not let go nor give the character a minute's peace. Even worse, they will fight each other over the character to keep one another from consummating the relationship. The Girl/Guy Magnet does not represent some unusual charisma on the part of the character but rather his or her fate to constantly meet obsessed people.

1 BP At my one time, only a couple of girl/- iv characters are actively chasing the character.

2 BP Swarms of Girls/guy may be after the character; a new one appears every adventure or two.

INEPT COMBAT

This Defect reflects a character's poor judgment in combat situations, which can often place him or her in precarious positions. A character with the Inept Combat Defect suffers a penalty to the Combat Value. The penalty cannot lower the Value below 1. See *Step 7: Derived Values* for more information on the Combat Value.

1BP: Combat Value -1.

2BP: Combat Value -2.

Marked

A character is considered Marked if his or her body hosts a permanent and distinguishing design that may be difficult to conceal. The design may be a family symbol, an identifying (birthmark, a permanent scar, or a unique tattoo). If the mark is not considered out of the ordinary (such as freckles or a common tattoo), this Defect does not apply. Characters who are obviously non-human (robotic, demonic, alien, etc.) in a setting where most people are human (or vice versa) would also have the Marked Defect.

For example, a non-human that looks odd but can conceal its inhumanity (such as pointed ears or glowing eyes that can be hidden under hair or sunglasses) has the Marked Defect at Level 1, while one that was totally inhuman, such as having a coat of fur, huge horns, an armored exoskeleton, would possess this Defect at Level 2.

Nemesis

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival competing for the favor of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a romantic rival such as someone chasing the same guy or girl the character is pursuing. The Nemesis should be someone who makes the character's life difficult frequently (and cannot be easily removed), but the Nemesis does not need to be a mortal enemy. It might be someone the character loves very much, but one whom he cannot avoid. An overbearing parent who lives at home with the character or a nosy kid who follows the character no matter where he or she goes are examples of this. If for any the nemesis goes away, the GM should create another Nemesis.

Not So Fast

The character is a bit slower or less agile than his or her Body Star would otherwise suggest. Although Combat Value and Health Points are not affected, the character's Body Star is reduced in any situation where agility or speed is the determining factor.

1 BP +2 penalty on Stat or Skill checks where agility or speed are important.

2 BP +4 penalty to Suit or Skill checks where agility and speed are important.

NOT SO STRONG

The character is much smaller or weaker than his or her Body Star would otherwise suggest. Although Combat Value and Health Points are not affected, the character's Body Star is reduced in any situation where carrying heavy loads, wrestling, or other feats of sheer strength are involved. If combined with an average or low Body Star, it can also represent the reduced strength that small animals (like a cat) possess. Tiny creatures like mice or bugs are best handled by the Diminutive Special Defect, page 184.

1 BP +2 penalty when making Body Star rolls in situations where Physical strength is paramount. He or she inflicts -1 damage point when making any attack that depends on muscular strength.
2 BP +4 penalty when making Body Star rolls in situations where Physical strength is paramount. He or she inflicts -2 damage point when making any attack that depends on muscular strength.

NOT SO TOUGH

The character is not as durable as he or she might otherwise be.
1 BP The character's Health Points are decreased by 10 points.
2 BP The character's Health Points are decreased by 20 points.

One/No Arms

A character with fewer than two arms (or appendages) has limitations in combat, as well as in many everyday situations.
1 BP One arm. Can not hold on to anything while punching or using a weapon.
2 BP No arms. Can not hold on to anything.

Owned By a Megacorp

Free will has little meaning for a character who is Owned By A Megacorp. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, cybertechnology, or just highly effective propaganda. Dire consequences await a character whose actions conflict with the mandate of the owning corporation. Owned by a Megacorp can be adapted to represent a character whose life is effectively controlled by one or more other external organizations. Examples include "Owned by the Mob" or "Owned by the Government" or "Owned by a Demon."
1 BP Megacorp has partial ownership of the character.
2 BP Megacorp has near total ownership of the character.

PHOBIA

A Phobia is a fear (often irrational) of an event, object, or person that can limit a character's choice of actions. Avoiding situations that could trigger the phobia may take a high priority in the character's life. Note that a Phobia that effectively cripples the character with fear does not add constructively to the role-playing experience.
1 BP The character has a minor phobia or one that is encountered infrequently.
1 BP The character has a major phobia or one that is encountered frequently.

Physically Unappealing

A physically unappealing character may find it difficult to blend into a crowd because their 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 may be taken in conjunction with the Marked Defect. A monstrous, ugly demon is usually both Physically Unappealing and Marked. On the other hand, a beautiful, winged angel would be Marked (his or her wings) but not Physically Unappealing.
1 BP The character is mildly unappealing. He or she receives a +2 penalty on any Seduction Skill (page 68) use.
2 BP The character is highly unappealing. He or she receives a +4 penalty on any Seduction Skill (page 68) use.

Recurring Nightmare

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 again and again, but the visions should be related in some way. The details concerning the subject matter of the nightmares and why they occur is the responsibility of the GM and the player to create.

1 BP The nightmare occurs infrequent and has a small effect on the character's lifestyle.
2 BP The nightmare occurs infrequent and has a large effect on the character's lifestyle.

Red Tape

The character has to negotiate his or her way through a complicated bureaucracy in order to accomplish tasks. This Defect is generally associated with characters who are members of law-enforcement organizations or similar government agencies that require paperwork, but large criminal organizations may also require a character to receive permission from several levels of bosses before undertaking certain high-profile jobs such as a "hit." Red Tape also includes Whatever measures the character must take "after the fact" to appease the organization to which he or she belongs. For example, a cop may need to fill out a report every time his or her weapon is fired or may have to follow a complicated series of steps to obtain a search warrant. A criminal may be required to pay a percentage of his take to the local crime boss or face some very strict penalties. The Red Tape Defect is inappropriate for characters created via the Servant or Flunky Attribute.
1 BP The Red Tape only impedes the character before or after a major action
2 BP The Red Tape impedes a character both before and after a major action.

SENSORY IMPAIRMENT

One or more of the character's senses (sight, hearing, taste, touch, smell) are either diminished or lost. An example of a diminished sense is being near-sighted or hard of hearing; the GM should take the impairment into consideration when deciding what the character is able to perceive, and may apply a +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 is deaf without a hearing aid but hard of hearing with one, or he or she has Sensory Impairment (diminished hearing, 1 BP).
1 BP The character has a diminished primary sense.
2 BP The character has completely lost a primary sense, or multiple diminished.

Significant Other (SO)

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 cousin visiting for two weeks or a one-night stand is a plot complication and not an appropriate S.C. The character's sense of obligation towards the S.C. is enough that the character will take great

pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters perhaps very close cousins) and close co-workers (such as a cops partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 2 BP Defect by the GM in terms of the frequency with which it affects the game. The S.O. Defect is inappropriate for most Servant or Flunky characters.

1 BP The S.O. is rarely placed in grave danger or appears only infrequently.

2 BP The S.O. is often placed in grave danger and/or appears Frequently.

SKELETON IN THE CLOSET

The character has a dark secret. Exposure of this secret could cause harm to the character in the form of public humiliation, loss of a job, arrest, injury, or even death. The number of BP gained from this Defect is based on how severe the consequences of having the secret revealed would be. The secret must be important enough that the character will take active steps to keep others from learning of it. If the Skeleton is ever revealed, the character will suffer the associated consequences, and the GM should replace it with an appropriate Defect or Defects worth at least as many BP as Skeleton in the Closet. For example, the average mobster has a 1 BP 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 2 BP Skeleton is usually reserved for characters who face destruction if their secret is discovered such as a vampire or werewolf living among humans or an undercover cop that has infiltrated the mob. The Skeleton in the Closet Defect is inappropriate for most Servant characters.

1 BP The skeleton is very difficult to discover, the consequences of discovery are minor, or the character's reputation will be impacted slightly.

2 BP The skeleton is very easy to discover, the consequences of discovery are major, or the character's reputation will be impacted greatly.

Special Requirement

This Defect forces the character to meet a Special Requirement before an action or task can be completed. The Special Requirement may involve a physical object, an event, an action, an environmental condition, or even a state of mind. Everyday activities, such as eating and sleeping, are not considered to be Special Requirements unless they must be carried out under unusual conditions or more frequently for some reason. This Defect covers a wide range of possibilities, and thus the details should be discussed with the GM.

1 BP The Special Requirement is easy to obtain or rarely needed.

2 BP The Special Requirement is difficult to obtain or is needed often.

UNIQUE CHARACTER DEFECT

This section covers any and all possible Defects that a character might possess but are not detailed in the rules. The boundaries and limitations of the Defect should be discussed with the GM.

1 BP The Defect occurs rarely or has a small effect on the character.

2 BP The Defect occurs frequently or has a big effect on the character.

Unskilled

An Unskilled character starts with less than the usual number of Skill Points. This Defect cannot be combined with the Highly Skilled Attribute.

1 BP Starts with 10 less skill points.

2 BP Starts with 20 less skill points.

WANTED

The character is a wanted man or woman. Either the law or a powerful criminal or private organization has placed a price on his or her head. In contemporary society, a criminal whose face can be found "on the post office wall" or whose appearance is publicized by a national television show would have 2 Levels of Wanted. 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 have to conceal his or her identity or move around regularly to avoid having complete strangers calling the police or pursuing the character depending on the circumstances.

1 BP The incentive for hunting the character is minor.

2 BP The incentive for hunting the character is major.

Special Defects

Special Defects, like Special Attributes, can only be taken with GM permission. They represent problems that a normal person is unlikely to possess but which might be innate to non-humans such as aliens, robots, cyborgs or supernatural beings, or defects that are only available if the character already possesses certain Special Attributes. Table 2-5 provides a quick summary of the available Special Defects. Refer to Special Defects on pages 182-192 of *Chapter 3: Special Attributes and Defects* for detailed descriptions.

Special Defects	BP	PAGE
Awkward Size	1-6	182
Nine	1-2	183
Cannot Talk	1-2	183
Conditional Ownership	1-2	183
Cursed	1-2	184
Diminutive	3 or 4	184
Hangar Queen	1-2	186
Involuntary Physical		
Change	1-2	186
Magical Restrictions	1-2	186
One-Way Transformation	1-2	187
Restricted Ground		
Movement	1-2	188
Restricted Path	1-2	188
Unique Special Defect	1-2	188
Volatile	1-2	189
Vulnerability	1-2	189

MECHA ONLY SPECIAL DEFECTS

SPECIAL DEFECT	BP	PAGE
Crew Requirement	1-6	190
Exposed Occupants	1-2	190
Limited Endurance	1-2	190
Mutual Damage	1-2	191
Noisy	1-2	191
Poor Maneuverability	1-2	191
Reduced Capacity	1-2	192
Start-Up Time	1-2	192
Summoning Object	1-2	192

"Mecha-only" Defects are not applicable for characters; they are only used to create mecha designs as part of the Attribute, Own a Big Mecha (page 123).

Step 6: Skill System

Your character's skills represent his or her extensive training and experience in a particular field. Skill points, not Character Points, are used to acquire them.

Skills are a recommended, but optional, game mechanic. In some campaigns, Skills might be an added complication, or "out-of-genre" and the GM may choose not to allow characters to acquire them. An alternative to forbidding Skills altogether is to allow only General Skills (which cover non-combat talents) or only Combat Skills. This is up to the GM.

If skills are used, a starting character will normally receive 20 Skill Points plus an additional 10 Skill Points for each Level of the Highly Skilled Attribute (page 32) that he or she possesses. A character with the Unskilled Defect (page 55) has 10 or 20 fewer Skill Points. NPCs created by the GM may have any number of Skill Points. Minor characters will usually have only 5-15 Skill Points, for example, while a major, recurring villain may have 50 or more.

The different Skills are divided into Levels 1 through 6. Increasing the value of a Skill by one level requires one or more Skill Points depending on the Skill. The higher the Skill level, the better your character is and the broader his or her knowledge within the field.

Skill POINT COSTS

In the Tri-Stat System, the point cost of a Skill is based on its utility in the genre and not on the difficulty of learning the Skill. Thus, in a typical action-adventure setting, action or combat-oriented Skills are fairly costly at 3-6 Skill Points per Level, while other Skills would only require 1-2 Skill Points per Level. A number of examples of sub-genres and suggested Skill Costs appropriate to them are given on Table 2-6: Skills (page 60).

GENERAL VS. COMBAT SKILLS

Skills are subdivided into General Skills and Combat Skills to help highlight the importance of combat knowledge within the genre. Both use the same basic system. They are separate so that GMs who like the fast and FIRST EDITION BESM combat rules can keep them but still have more detailed rules for investigations and other non-combat activities. Alternately, GMs who want a game with lots of combat and car chases may choose to use Combat Skills but use basic Star rolls for non-combat activities.

Skills AND Specialties

Most general and combat Skills have a number of associated "specialties," which describe the different ways that the Skill may be used. For example, Gun Combat is divided into Auto-fire, Pistol, and Rifle. When you assign a Skill to your character, choose one of the listed specialties or create a new specialty with GM approval. Your character will be significantly hotter in the chosen specialization than he or she will be in the other aspects of the Skill. A specialization is usually recorded in parentheses after the Skill, for example, "Gun Combat Level 3 (Pistol)."

Instead of improving a Skill by one Level, it is possible to take an extra specialization. Each extra specialization costs only one Skill Point regardless of the point cost of the Skill. However, if your

character has Skill Points to spare, you may find it advantageous to add an extra Skill Level rather than take many extra specializations.

Using Skills

Each Skill has its own description, which indicates game effects and the Star which is usually most relevant to the Skill's use should a Skill check dice roll be needed. Game mechanics for using Skills in play are described under Skill checks (page 197), but there is no need to worry about them while designing a character. Simply choose those Skills that most closely fit your concept.

Skills are not necessary for routine tasks that an average person can accomplish. The college student who cooks noodles and tuna for dinner does not need to make a Cooking Skill roll to accomplish this. On the other hand, if he or she wants to impress a date with chicken cordon bleu served with a delectable medley of exotic vegetables, the GM might require a roll. A player does not need to assign his character's Skill Points to a particular Skill to justify some familiarity within the field. Even a Level 1 Skill assignment reflects a significant amount of training and will demonstrate that your character is quite knowledgeable or capable in the chosen area. If a character has only limited capabilities with any Skill, he or she should not possess any Levels in it.

For example, anyone can throw a punch or fire a gun without necessarily having any real talent. A character that knows how to drive a car safely on city streets does not automatically need the Driving (Car) Skill nor does someone with a first year university course in physics necessarily have Physical Sciences (Physics). A character who is a "natural" or "prodigy" in a particular field may have a high Skill Level after only a small amount of formal training.

Acrobatics

Relevant Stat: Body

Specialization: Balace, Flexibility, Jumps, Tumbling

Ability to perform gymnastic feats.

Animal Training

Relevant Stat: Soul

Specialization: Any single animal; dogs, horses, etc.

Ability to train animals. Usually have a mind stat of 0-2.

Architecture

Relevant Stat: Mind

Specialization: Aquatic, Birdges, Small Buildings, Skyscrapers, Fortifications

Knowledge of constructive methods. Can also find weak points and locate old structure plans.

Artisan

Relevant Stat: Average of Body and Soul

Specialization: Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking

Ability to work with a variety of materials to repair or produce goods that are non-electrical and non-mechanical.

BIOLOGICAL Sciences

Relevant Stat: Mind

Specialization: Bacteria/Viruses, Botany, Ecology, Genetic Engineering, Physiology, Zoology

This field covers scientific knowledge of how living things function.

BOATING

Relevant Stat: Average of Body + Mind

Specialization : Hovercraft, Large Ships, Small Boats, Submarines
The ability to safely operate a watercraft.

BURGLARY

Relevant Stat: Body or Mind

Specialization: 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.

BUSINESS MANAGEMENT

Relevant Stat: Mind

Specialization: Accounting, Banking, Fraud, Marketing, Recruitment, Securities, Small Business

The ability to run part or all of a business as well as knowledge of how businesses operate (useful for detectives investigating money laundering or fraud). If characters run their own businesses, the GM can assume they are profitable if they make a successful Skill check every month. If not, they may be losing money and need to accept a special assignment to pay the bills or risk bankruptcy. For mercenary groups or private detectives, this Skill is useful for locating new employees.

COMPUTERS

Relevant Stat: Mind

Specialization: Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming

Practical knowledge of computer use. Computer engineering (hardware) is covered by Electronics.

CONTROLLED BREATHING

Relevant Stat: Body

Specialization: Cyclic Breathing, Holding Breath, Slow Heart Rate

This Skill represents the ability to control respiratory functions in order to maximize breathing efficiency or to perform tricks such as "playing dead."

COOKING

Relevant Stat: Mind or Soul

Specialization: Ethnic, Exotic, Fast Food, Gourmet

The ability to prepare tasty, visually appealing meals and find the best ingredients when shopping,

CULTURAL ARTS

Relevant Stat: Mind

Specialization: Art Appraisal, Archaeology, History, Literature, Occultism, Urban Legends

Knowledge of aspects of human culture (or another species' culture).

DEMOLITIONS

Relevant Stat: Body and Mind

Specialization: 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

Relevant Stat: Varies

Specialization: Costume, Make-up, Prosthetics

The ability to change one's personal appearance in an attempt to deceive others.

Driving

Relevant Stat: Body or Mind

Specialization: Car, Big Rig (large tractor/trailer trucks), Motorcycle, Small Truck (vans, pick-ups, hi-cubes)

The ability to operate a powered ground vehicle. Skill checks are only necessary in difficult situations such as performing vehicular stunts, avoiding hazards, etc. Police officers generally specialize in Car, Motorcycle, or Small Truck.

Electronics

Relevant Stat: Mind

Specialization: Communications, Computers, Consumer, Robotics, Security, Sensors

Ability to build, maintain, modify, and repair electronics.

Forgery

Relevant Stat: Mind

Specialization: Electronic Documents, Handwriting, Paper Documents

The ability to counterfeit documents and papers. This Skill can be used in conjunction with the Computers Skill.

GAMING

Relevant Stat: Mind or Soul (Body for some video games)

Specialization: Board Games, Gambling/Card Games, Computer Games, Military Simulations, Role-Playing Games

The ability to play various games and simulations well.

INTERROGATION

Relevant Stat: Mind or Soul

Specialization: Drugs, Physical, Psychological

The ability to convince someone to provide information against their will. Can also be used to help withhold information when being Interrogated by another.

INTIMIDATION

Relevant Stat: Body, Mind, or Soul

Specialization: Business, Political, Street.

The ability to convincingly project a "tough guy" image. A successful roll 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. The GM should modify any rolls based on the credibility of the threat the character can present compared to the position of the person threatened.

LAW

Relevant Stat: Mind

Specialization: Civil, Criminal, Customs, Family, International, Political

This Skill reflects knowledge of legal procedure and practice. GMs may assume that anyone with Level 3 or more has a license to practice law. In addition to lawyers, many police officers and politicians have the Law Skill at Level 1 or 2. All specializations,

except International, are specific to one country or region only (for example, "Japanese Criminal Law").

LINGUISTICS

Relevant Stat: Mind

Specialization: Anyone language, Code Language, Sign Language, Braille

Reflects an aptitude for languages and their historical usage. Additionally, a character will be able to speak and write one foreign language at Level 1, two at Level 2, three or four at Level 3, five to eight at Level 4, nine to twelve at Level 5, and more than twelve at Level 6. Thus, multiple specializations will be listed for Linguistics - the first is the character's native language, while the others are foreign languages.

MECHANICS

Relevant Stat: Mind (sometimes Body)

Specialization: Aeronautical, Armorer, 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. Armorer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

Medical

Relevant Stat: Mind (sometimes Body)

Specialization: Acupuncture, Dentistry, Diagnosis, Emergency Response, Homeopathy, Pathology, Pharmacy, Surgery, Veterinary
This Skill reflects knowledge of how to heal the human body. A typical general practitioner would specialize in Diagnosis, while most police officers or paramedics specialize in Emergency Response.

MILITARY SCIENCES

Relevant Stat: Mind

Specialization: Hardware Recognition, Intelligence Analysis, Logistics, Strategy, Tactics

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

Relevant Stat: Mind

Specialization: Air, Highway, Sea, Urban, Wilderness

The ability to read maps or use specialized navigation equipment. The Navigation Skill will help a character find the fastest/safest route to a destination.

PERFORMING ARTS

Relevant Stat: Average of Body, Mind and Soul

Specialization: Comedy, Dance, Drama, Public Speaking, Singing, Tea Ceremony

The ability to perform well before an audience. With the GM's approval, a successful Skill check can temporarily increase the character's effective Level in Art of Distraction by one.

PHYSICAL SCIENCES

Relevant Stat: Mind

Specialization: Astronomy, Biochemistry, Chemistry, Physics

Scientific training in the way the universe works including the necessary mathematical background.

PILOTING

Relevant Stat: Average of Body+Mind

Specialization: Heavy Airplane (usually multi-engine), Helicopter, Jet Fighter, Light Airplane (usually single-engine), Lighter than Air Craft, Spacecraft.

The ability to operate air or space vehicles. Skill checks are normally only necessary when performing an unusual manoeuvre, avoiding a hazard, piloting an unfamiliar aircraft, etc.

Poisons

Relevant Stat: Mind

Specialization: Natural, Synthetic

This Skill represents the character's ability to recognize, concoct, apply, and neutralize a variety of poisons and toxins.

Police SCIENCES

Relevant Stat: Mind

Specialization: Ballistics, Forensics, Criminology

This is the science behind detective work. Criminology focuses on studies of criminal behaviour and strategies while forensics covers evidence gathering (including hair-and-fiber, fingerprint and DNA based identification techniques).

Riding

Relevant Stat: Body, Mind or Soul

Specialization: By species (Horse, Camel, 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 maneuvers safely and without balking, and how to best pace it for long distance rides.

Seduction

Relevant Stat: Body or Soul, modified by Appearance

Specialization: Male, Female

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

Relevant Stat: Body

Specialization: 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 Star. This includes the ability to perform "magic" tricks, palm small objects, cheat at cards, plant an item on someone, etc.

SOCIAL SCIENCES

Relevant Stat: Mind

Specialization: Anthropology, Politics, Psychology, Social Work, Sociology, Theology

Understanding of the way people function in society as well as societal behavioral patterns.

SPORTS

Relevant Stat: Body (sometimes Mind or Soul)

Specialization: Baseball, Basketball, Cricket, Hockey, Volleyball, etc.

The ability to play well with others in a team-sporting event with specialized rules.

STEALTH

Relevant Stat: Body (sometimes Mind)

Specialization: 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.

Swimming

Relevant Stat: Body

Specialization: Competition, Deep-sea Diving, free Diving, Scuba, Snorkeling

The character is skilled at swimming or diving. The GM may assume that any character can swim even without this Skill. A swimmer can usually move at a speed of his or her Body stat in kilometers per hour.

Urban Tracking

Relevant Stat: Mind

Specialization: Academic, Corporate, Residential, Underworld

Urban tracking is the ability to "shadow" someone (or follow a vehicle in another) through an industrialized, populated area or to find certain people in a particular environment by asking the right questions.

Visual Arts

Relevant Stat: Varies (often the average of all three Stars)

Specialization: Animation, Drawing, Flower Arranging, Painting, Photography, Sculpting, Video

Ability to produce a work of fine or commercial art in a particular visual field.

WILDERNESS SURVIVAL

Relevant Stat: Mind (sometimes Body)

Specialization: Arctic, Aquatic, Desert, Forest, Jungle, Mountain

The ability to find food and shelter in the outdoors, to avoid natural hazards, and to identify wild plants and animals.

WILDERNESS TRACKING

Relevant Stat: Mind (sometimes Soul)

Specialization: Arctic, Aquatic, Desert, Forest, Jungle, Mountain

The ability to successfully trail or track someone or something while outdoors in a rural wilderness setting.

Writing

Relevant Stat: Average of Mind and Soul

Specialization: Academic, Fiction, Journalistic, Poetic, Technical

The ability to communicate ideas or emotions in a written work.

COMBAT Skills

ARCHERY

Relevant Stat: None (uses Attack Combat Value)

Specialization: Bow, Crossbow

The ability to accurately shoot with a bow or crossbow. This is an Attack Combat Skill.

GUN COMBAT

Relevant Stat: None (uses Attack Combat Value)

Specialization: Auto-fire, Pistol, Rifle

The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Auto-fire applies to firing bursts of

fully automatic fire from any gun, whether it is a small submachine gun, a big assault rifle, or a heavy machine gun. Pistol applies to firing single shots from a handgun. Rifle covers firing single shots from guns with a shoulder stock including rifles and shotguns. This is an Attack Combat Skill.

HEAVY WEAPONS

Relevant Stat: None (uses Attack Combat Value)

Specialization: Artillery (indirect fire weapons such as Howitzers), Gunnery (heavy machine guns, tank guns and other vehicle-mounted direct-fire weapons), Launchers (rocket and missile launchers)

The ability to accurately fire vehicle-mounted or tripod-mounted weapons such as a tank cannon or heavy machine gun and to perform routine maintenance. This is an Attack Combat Skill.

MELEE ATTACK

Relevant Stat: None (uses Attack Combat Value)

Specialization: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Pole-arms (spears, naginata, etc.), Sword, Whips/Chains

The ability to attack effectively with a hand-to-hand weapon. This is an Attack Combat Skill.

MELEE DEFENSE

Relevant Stat: None (uses Defense Combat Value)

Specialization: Axe, Baton/Club, Knife, Improvised Weapons (from the nearby area), Polearms (spears, naginata, etc.), Sword, Whips/Chains

The ability to defend well with a melee weapon. By acquiring different levels of the Melee Attack and Defense Skills, a character's personal style can be simulated. For example, a conservative fighter would have high levels of Melee Defense, while an aggressive attacker would specialize in Melee Attack. This is a Defense Combat Skill.

Ranged Defense

Relevant Stat: None (uses Defense Combat Value)

Specialization: Personal (on foot), Air Vehicle, Ground Vehicle, Water Vehicle, Space Vehicle.

The ability to avoid ranged attacks. This Defense Combat Skill does not enable a character to actually dodge bullets. Rather, it is a combination of situational awareness and tactical movement as well as knowing when to keep moving (to present a more difficult target) and when to drop for cover.

THROWN WEAPONS

Relevant Stat: None (uses Attack Combat Value)

Specialization: Blades, Energy Blasts, Grenade, Rocks

Accurate throwing of weapons or objects to hit a target. This is an Attack Combat Skill. Thrown Weapons can also include magical energy attacks such as fireballs or other exotic manifestations of the Weapon Attack (page 157) Special Attribute. The player should create whatever specializations seem appropriate to the nature of the attack.

UNARMED ATTACK

Relevant Stat: None (uses Attack Combat Value)

Specialization: Strikes, Holds, Throws, Wrestling

The ability to attack without weapons. This is an Attack Combat Skill.

UNARMED DEFENSE

Relevant Stat: None (uses Defense Combat Value)

Specialization: Strikes, Holds, Throws, Wrestling

The ability to block unarmed attacks without using a weapon. This is a Defense Combat Skill.

STEP 7: DERIVED VALUES

Calculate the character's Derived Values. These numbers are based directly on the Body, Mind, and Soul Stars 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 and Defense. Character Attributes and Defects may modify either component separately, but unless otherwise noted, the term Combat Value refers to both Attack and Defense.

Increased skill in combat can only be achieved through harmony of 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 Star for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Star for the winning spirit and good fortune. For example, in anime, 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.

To calculate the base Attack Combat Value, add together all the Stat Values and divide by three, rounding down $(\text{Body} + \text{Mind} + \text{Soul}) / 3$.

The Defense Combat Value is two less than the Attack Combat Value (Attack Combat Value - 2).

HEALTH POINTS

This Derived Value dictates the amount of physical damage your character's body can sustain before it ceases to function (for example, your character dies). Damage points delivered in combat are subtracted from your character's current Health Point total. If the total ever falls below zero, a fatal blow was delivered. The base number of Health Points is equal to the sum of the Body Stat and Soul Stat multiplied by 5 $(\text{Body} + \text{Soul}) \times 5$. Health Points may be further modified by the Attribute, Damn Healthy! (page 26) and by the Not So Tough (page 50) and Diminutive (page 184) Defects.

The GM is encouraged to arbitrarily halve the Health Point totals of minor NPCs (round down) to reflect the ease at which such "extras" can be dispatched in battle, thereby representing their general lack of fortitude and script immunity compared to heroes and major villains. It is up to the GM which characters constitute minor NPCs.

ENERGY POINTS

This Derived Value represents the personal reserves and fortitude your character has at his or her disposal when carrying out difficult tasks. Energy Points are needed to fuel certain Special Attributes such

as Magic, but they can also be used to temporarily increase Stars or Health Points. This advantage usually lasts for a few minutes - the duration of an important task. Any Star can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Star Value can be used during Stat check dice rolls but does not affect your character's ~ Combat Value. Health Points can also be increased by 1 point for every 5 Energy Points sacrificed and may keep a character who has fallen below 0 Health Points alive long enough to receive medical attention. If your character's Energy Point total is ever reduced to 0, he or she will fall unconscious from exhaustion.

To calculate your character's initial Energy Point total, add together the Mind Stat and the Soul Stat and multiply by 5 $(\text{Mind} + \text{Soul}) \times 5$. Energy points may be further modified by the Energy Bonus Attribute (page 28).

STEP 8: BACKGROUND POINTS

Now that the numerical component of your character is complete (Stars, Attributes, Defects, Skills, and Derived Values), you should concentrate on fine-tuning his or her personality, while still leaving room for the character to grow in the future. One of the most effective ways to better visualize your creation is to provide detail through a background history, a character story, or a character drawing. Spending time to develop your character without a rule structure will enhance your role-playing greatly, and can give the GM a window into your character's motivations. As an incentive, the GM will award you 1-3 Background Points for each contribution you complete, which are then distributed among the Character Attributes. If any of your character's Stats are changed after using the Background Points, you must recalculate the three Derived Values.

This final step in character creation also serves as your last chance to answer important character questions before game play begins. Where does he or she live? Work? Earn money? What are your character's likes? Dislikes? What about family? Friends? Romantic interests? Enemies? Details add depth to your character, but you should not become obsessed with them. Leaving room for growth can provide numerous character development opportunities during the course of the adventures.

OPTIONAL RULES FOR Character CREATION

Here are some different ways to create characters. They should only be used if the GM and players agree.

RANDOM STAT POINTS AND FIXED Character POINTS

In BESM First Edition, Star Points were determined randomly and characters then received a number of Attribute Points. The GM may use this method if he or she prefers.

• Stat Point Total

Roll two six-sided dice, add 10, and distribute the total over the three Stats, following the normal limitations (no lower than 1 nor higher than 12, and only one Stat at 12).

• Character Point Total

Start with 10 points for a low-power game, 15 points for an average-power game, or 20 points for a high-power game. Character Points may, at the GM's option, be used to further increase Star Values, within the above limits. However, no more than six Character Points should be added to any single Stat.

SPECIES AND Occupational TEMPLATES

In some settings, characters may play or encounter various non-human species, such as elves, dragons, talking animals, or extraterrestrial aliens. The GM may wish to create "Species

Templates" that consist of a typical range of Special Attributes and Special Defects (and perhaps some Normal Attributes and Defects as well) that are innate to a particular species. For a character to be considered a normal member of one of these species, he or she should conform to the Species Template. A Species Template is merely a guideline, and, with GM permission, characters are free to deviate from it. The GM can also create Occupational Templates, which set out a minimum set of Attributes, Defects, or Skills necessary to be an "ordinary" member of that occupation or group.

Example of Occupational Template

Imperial Star Legion Pilot

Attributes: Own a Big Mecha Level 2+,

Personal Gear Level 1+.

Defects: Conditional Ownership (Mecha).

Skills: Heavy Weapons, Piloting, Gun Combat.

A Special Attribute or defect is one that ordinary humans would not normally possess such as Flight or Involuntary Physical Change. It is otherwise similar to a Normal Attribute or Defect, but the GM's approval is needed for a Character to use it.

A few Special Attributes or Defects are listed as "mecha only."

A mecha is a vehicle, suit, robot, or other construct that a character possesses. The Own a Big Mecha Attribute (page 123) allows players to design mecha for their characters; Mecha only Attributes or Defects are used only as part of this mecha creation process.

TYPES OF Special Attributes

Certain Special Attributes are more likely to fit specific character concepts than others. To help the players and GM select Special Attributes, they have been classed as Paranormal, Racial, Technological, or Universal. Often, an Attribute fits into more than one category.

• Paranormal

These Attributes are often associated with magical, supernatural, or psychic characters. They are recommended for wizards, ki-users, psychics, mystics, spirits, gods, demons, undead, and monsters with supernatural powers. In game worlds where these sorts of characters do not exist, the GM may forbid paranormal powers.

• Racial

These Attributes are often innate to a non-human species due to their physical form. For example, Flight may be natural for a winged race, or Light Armor may be natural for a species with a tough hide. They are recommended for characters who belong to another non-human species and are also useful when designing animals or monsters.

• Technological

These Attributes are normally associated with machines, vehicles, or similar constructs. Mecha will often have these Attributes, as will characters who are partly or wholly machine, such as androids, cyborgs, or intelligent robots.

• Universal

This type of Attribute is broad enough that it can fit into many different concepts.

The above categories are only intended as general guidelines, not as hard line restrictions. For example, although Star Flight is listed as "Technological," one can easily imagine a paranormal form of

interstellar travel. Similarly, although Mind Control and Exorcism are both listed as "Paranormal," there are plenty of anime examples of "mind control machines" or "ghost-busting" blasters. As long as an Attribute can be justified to the GM within the character concept and the campaign setting, it is possible to take it. The GM is the final authority on whether or not to allow a given Special Attribute.

Modifying ATTRIBUTES and ADJUSTING ATTRIBUTE POINT Costs

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

Also, the value of Special 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 GM may opt to hold back a few earned Character Points until the original cost is paid.

Astral PROJECTION

Cost: 3 points / level

Relevant Stat: None

Type: Paranormal

The character can leave his or her real body behind, in a trance or asleep, and travel in the form of a second, ghostly, astral body. According to some psychic theories, everyone has an astral body, but only certain individuals can detach this body from its physical form. In anime, powerful sorcerers or psychics often possess Astral Projection.

The astral body is normally invisible and can only be seen by other astral travelers or individuals with special senses (see Sixth Sense, page 138). The astral body is intangible, and can pass through walls or other solid objects, walk on air or water, or perform similar ghostly feats. A character's astral body cannot affect the material world in any tangible way such as making a physical attack. However, an astral character can interact normally with another astral character.

Most attacks will pass through an astral body without harming it. An astral character is vulnerable to non-physical attacks such as Exorcism, Mind Control, Telepathy, or Weapon Attack with the Affects Incorporeal or Soul Attack Ability. He or she may also use these attacks (except for Affects Incorporeal) on solid individuals, but each such attack costs 5 Energy Points in addition to any Energy Point cost the attack normally has. Any damage or other injury that is somehow inflicted upon an astral body will apply to the original body as well.

An astral body moves at the character's normal speed, although it can also levitate or move through water or space. If the character has other movement related Attributes (such as Ground Speed, Flight, or Space Flight) that grant faster than normal speed, his or her astral body can also utilize them. However, a character with high levels of Astral Projection can make his or her astral body travel faster than his or her normal speed. This also applies to other forms of movement. When an astral body is moving at a multiple of the character's normal speed, the "normal" world blurs and he or she cannot clearly perceive

objects or entities that are not astral. For example, in game teens, this means a character travelling at 10 times normal speed could rapidly move from place to place through the astral plane, but would have to slow down in order to explore a particular area. A character can always choose to use Astral Projection at a lower level (moving slower than the maximum speed), if desired. At the GM's option, an astral body may be able to cross inter-dimensional barriers that would otherwise be impassable such as one-way Dimensional Portals (page 85).

A character's astral body may not carry anything "real" with it, but, if desired, may appear clothed. It may also have a consistent but different appearance than the character's normal body. This may be because the astral body is a reflection of a true, future, or idealized form. If the character wishes to awaken from his or her astral-travelling trance, the astral form reunites instantly with his or her material body.

LEVEL 1	Astral body moves at characters normal speed.
LEVEL 2	Astral body moves at 2 times character's speed.
LEVEL 3	Astral body moves at 10 times character's speed.
LEVEL 4	Astral body moves at 100 times character's speed.
LEVEL 5	Astral body moves at 1000 times character's speed.
LEVEL 6	Astral body moves at 10000 times character's speed.

Contamination

Cost: 1 or 2 points/Level
 Relevant Stat: None
 Type: Paranormal, Racial

This Attribute is sometimes acquired by supernatural creatures, such as vampires or werewolves, flesh-eating zombies who can "pass on their curse" to others, or alien monsters that lay eggs inside their living victims. The character can use this Attribute to voluntarily or involuntarily transform other people into entities like himself or herself. The method should be specified when the character is created. It might be similar to myths behind the vampire legend - the character's blood carries a "plague" that, when ingested, mutates the person over a matter of hours or days. Alternatively, the character might lay an egg or seed (real or metaphorical) in the body of his or her prey, which will later hatch within the victim, killing him or her as a new monster is born. The character might even need to perform some special ritual that alters its victim. Whatever the case, the conditions under which the victim can become "contaminated" must be specified.

For 1 Point/Level, contamination is "difficult" - the victim must be willing, unconscious, or restrained for deliberate contagion to occur or the target must perform an unusual activity (such as deliberately eating a morsel of the character's flesh).

For 2 Points/Level contamination is "easy" - the contagion might be similar to a traditional werewolf attack, where a scratch or bite results in a victim becoming a werewolf. The GM can add special conditions, limitations, or effects to ensure that becoming a monster is a curse and not a blessing.

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

It is up to the GM whether a player character who is turned into a monster remains in the player's control or is reclassified as an NPC.

Any retention (dreams, memories, etc.) of the victim's former existence depends on the nature of the contamination and whether the victim has been "transformed," "devoured," or "reborn" in the process. A person who has been successfully contaminated will usually gain a certain number of Special Attributes "paid for" with the Bonus Points acquired by taking new character Defects (often including Cursed, Involuntary Physical Change, Marked, and Owned by a Megacorp, the last one representing servitude to his or her new master). Usually, though not always, the mutation will result in a monstrous form similar to that of the character responsible. Thus, a spider demon that laid an egg in its victim may produce another spider demon, the victim of a vampire will grow fangs, etc. The GM should be wary of potentially undesirable possibilities such as a werewolf PC infecting the entire group of PCs, thereby creating an entire party of werewolves.

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

DIMENSIONAL PORTAL

Cost: 2, 3 or 4 points/Level
 Relevant Stat: None
 Type: Paranormal, Technological

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

The Level of Dimensional Portal determines the size of the pocket dimension, which may range from suitcase-sized to that of a city (or even larger). The environment and furnishings of the dimension are up to the player within the GM's limitations. Extensive furnishings should be acquired as Personal Gear (page 37) or perhaps even as Mecha (Own a Big Mecha, page 123). A pocket dimension could even be partially unexplored or dangerous territory where characters could adventure.

The cost of Dimensional Portal is 2 points per Level if it is limited to a single fixed portal (such as a house closet), 3 points per Level if the portal is in a mobile location (such as inside a vehicle, an item, or fixed to a living being), or 4 points per Level if the character can use a particular class of objects as a portal (such as "any mirror" or "any pool of water").

A character with this ability cannot create new portals leading out of the pocket dimension; he or she may only leave by the one that was entered. A character can usually only have a single portal opened to his or her dimension at a time, but additional apertures to the same dimension may be possessed for one extra Character Point each.

Once opened, a portal stays open for as long its creator is in the pocket dimension. The creator may also, be able to "leave the door open" if he or she wishes to allow individuals to enter or leave while the creator is not present within the dimensional pocket. In the case of a portal acquired as a Magical Power (see Magic, page 111), opening it burns Energy Points and holding it open also burns Energy Points every minute.

Dimensional Portals may optionally be designated as only one-way, restricting access in or out until the character or machine

maintaining them is destroyed, or some other condition is fulfilled. This Attribute may be taken multiple times to give access to multiple different dimensions. If so, it may be taken at different Levels for each individual dimension.

Some characters may have the exotic ability of being able to suck or warp unwilling targets into their own pocket dimension. To do this, take Dimensional Portal and then acquire a Weapon Attack (page 157) with the Linked (Dimensional Portal) Ability (page 165).

Level 1: The portal can be as large as a suitcase.
Level 2: The portal can be as large as a closet.
Level 3: The portal can be as large as a room.
Level 4: The portal can be as large as a house.
Level 5: The portal can be as large as a city block.
Level 6: The portal can be as large as an entire city.

Dynamic SORCERY

Cost: 4 points/Level
Relevant Stat: Soul
Type: Paranormal

NOT AVAILABLE FOR MECHA

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

Dynamic Sorcery is a very 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 Dynamic Sorcery will not unbalance the game but can provide many opportunities for character innovation.

A character with this Attribute has the potential to cast spells from a vast variety of magical disciplines. However, limiting the character's knowledge to just one discipline reduces the Attribute cost to only 2 Character Points per level. Such specializations can include protection spells, elemental spells, weather spells, charm spells, necromantic spells, spells involving animal spirits, etc. A common variation on Dynamic Sorcery is magic whose effects are restricted to a particular reality different from the main reality of the campaign, such as the world of dreams, a cyberspace, or another pocket dimension. This may only cost 1 Character Point per Level; the effects normally disappear when their subject leaves that reality (jacks out, wakes up, etc.).

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

A spell requires a Soul Star check dice roll (see Chapter 4: Game Mechanics) to successfully manipulate the magical energies. The character gets a -1 bonus for every Level his or her Dynamic Sorcery exceeds the minimum level of the spell he or she is casting. If the dice roll fails, the spell either does not function (but drains Energy Points

anyway) or, just as often, performs in an unpredictable and usually annoying fashion as determined by the GM. If the dice roll succeeds, the spell functions normally.

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

The following descriptions serve only as guidelines. Creativity is encouraged when using the Dynamic Sorcery Attribute.

Level 1: short duration spells of no real power (make noises, tie knots, gentle breeze, etc). Spells are level 1 costing 1 energy point.
Level 2: medium duration spells of no real power (light, protection from the elements, climb walls, etc). Spells are level 2 and cost 4 energy points.
Level 3: short term spells of some power (lightning, X-ray vision, levitate, etc). Spells are level 3 and cost 9 energy points.
Level 4: medium duration spells of some power (flight, wards of protection, limited invisibility, etc). Spells are level 4 and cost 16 energy points.
Level 5: can cast spells of great power of nearly any duration (summon spirits, create matter, teleportation, local weather control, etc). Spells are level 5 and cost 25 energy points.
Level 6: can cast spells of immense power (summon very powerful spirits, regional weather control, etc). Spells are level 6 and cost 36 energy points.

Elasticity

Cost: 1 point/Level
Relevant Stat: Body
Type: Racial, Technological

The character can stretch or contort his or her limbs and/or body to a superhuman degree. In anime this is most appropriate for monsters (especially those with serpentine or octopus-like traits) or giant robots with extendable limbs.

LEVEL 1: The character has great flexibility in one or two body parts; +1 to his or her Combat Value when wrestling.
Level 2: Entire body possesses inhuman flexibility. He or she can stretch limbs and other body parts, transform them into tentacles, and literally tie his or her body in knots. The character receives +2 to his or her Combat Value when wrestling.

Electronic Counter Measures

Cost: 1 point/Level
Relevant Stat: Mind
Type: Technological

This Attribute equips a character with an electronic countermeasures jamming capability. In anime, this is most appropriate for technological combat mecha in a modern or futuristic setting.

The different ECM functions are detailed below:

• Common Jamming

This type of ECM can jam broadcast communications into or out of a particular area. The size of the area is dictated by the Attribute Level.

- **Missile Jamming**

This allows the jamming of an incoming attack made by a Homing weapon (see Weapon Attack Attributes, page 157). Jamming is automatic and adds a +2 penalty per ECM Level to the Homing weapon's Attack roll. If the ECM modifies the attack roll to 13 or higher, the incoming missile not only misses the intended target but can be decoyed to strike another target, within its range, of the jamming character's choice. Under these circumstances, an Attack roll is not required, but the target does have the option of defending against the attack.

- **Sensor Jamming**

This ECM capability blankets an area with static that jams Sensors attempting to "see" into the area. Sensor jams have the same effect as a Stealth Attribute of the same Level but affect everyone in the area - friendly, neutral, or enemy. If anyone also has Stealth, the Attribute with the highest Level will take precedence if someone tries to detect it. The size of the area is dictated by the Attribute Level. A character can always choose to use ECM at a lower level (jamming a smaller area, for example), if desired.

If a character is using Commo or Sensor ECM, characters with the Sensors Attribute can detect the extent and general location of the "static" area, even if their sensors fail to detect the objects within it. ECM is normally technological in nature and only affects technological sensors, communicators, or Homing weapons, however, it can be defined as paranormal in nature, in which case it may affect appropriate paranormal versions of Sensors or Homing. Similarly, psychic Commo jamming may jam Telepathy of equal or lower Level.

Level 1: Jamming Area 0.5 km. Level 2: Jamming Area 5 km. Level 3: Jamming Area 50 km. Level 4: Jamming Area 500 km. Level 5: Jamming Area 5000 km. Level 6: Jamming Area 50000 km.

ENVIRONMENTAL CONTROL

Cost: 1-2 points/Level

Relevant Stat: Mind

Type: Paranormal or Technological

The character can affect environmental conditions such as light, heat, darkness or weather. This is most appropriate for characters with magical abilities to control a particular element or facet of nature such as sorcerers, demons, and spirits, but it could also represent various technological devices. If a character wishes to perform multiple effects (for example, control light and darkness) he or she should either acquire the Attribute multiple times (if the effects are available at different Levels) or add the point costs of all effects together to calculate a combined effect cost per Level.

- **Temperature**

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cool sufficient to start fires or instantly freeze someone solid, acquire the Weapon Attack Attribute (page 157). Temperature control costs 1 point/Level if the character is limited to either increasing or decreasing temperature, or 2 points/Level if he or she can do both.

- **Light**

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

- **Darkness**

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

- **Silence**

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

- **Weather**

The character can alter the weather to create or still weather conditions of various sorts such as breezes, winds, rain, snow, fog, or storms. For weather that is reasonable for the local climate, the area affected depends on the character's Level as shown below. For weather that is abnormal (rain in a desert, snow in a hot summer) or violent (lightning storm, blizzard, hurricane), the character's Level is treated as one less for purposes of area affected or two less if both violent and abnormal. If this would reduce the Level below 1, the effect cannot be produced. For focused attacks, like lightning bolts or tornadoes, use the Weapon Attack Attribute (page 157). To produce precise effects or keep abnormal or violent weather under control, the GM may require a Mind Star roll with a penalty based on the area (thus, +4 if affecting a large area) and a bonus equal to the character's Level (thus, -6 if Level 6). It will often take several rounds for weather to build up or disperse. Abnormal weather effects will return to normal soon after a character ceases to use this Attribute. Weather control costs 2 points/Level if general in nature, or 1 point/Level if very specific (such as, "rain making").

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

Level 1: Effects small area (room). Level 2: Effects modest area (house). Level 3: Effects local area (neighborhood or village). Level 4: Effects regional area (entire city). Level 5: Effects large area (an entire county). Level 6: Effects region (small country).

EXORCISM

Cost: 1 point/Level

Relevant Stat: soul

Type: Paranormal

A character with this Attribute knows how to perform or create rituals, charms or spells capable of driving out, binding, or banishing demons (or possibly other supernatural entities). In anime, this ability is often possessed by Buddhist monks, Shinto priests or priestesses, and wandering mediums. Exactly what entities qualify will depend on the nature of the game world; in some settings, undead, such as zombies or ghosts, may be vulnerable to exorcism.

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

If the attack succeeds (the Exorcist makes his or her Soul Star check and the entity fails his or her own Soul Star check) the entity will be affected. It cannot attack the exorcist (and any companions sheltered behind him or her) for one round. In addition, the entity loses Energy Points (in an amount depending on the Attribute Level). Although prevented from attacking the exorcist for one round, the creature may choose to take other actions, such as taunting or threatening the exorcist, fleeing, or even vanishing.

Exorcism may be repeated each round with successes draining additional Energy from the target, and failures having no effect (and leaving the demon free to attack the character). If the entity is ever reduced to 0 or fewer Energy Points as a result of the spiritual attack, it is either banished to its own dimension (if normally extra-dimensional), turned to dust, or permanently "sealed" in an object or in a mystic location (an Item or Place of Power may be ideal) until a specific action is taken that breaks the seal (GM's option).

LEVEL 1 Exorcist's Soul Stat check made at -1 bonus. Target's Soul Star check made at +1 penalty. Success drains 5 Energy Points from the target.

LEVEL 2 Exorcist's Soul Stat check made at -2 bonus. Target's Soul Star check made at +2 penalty. Success drains 10 Energy Points from the target.

LEVEL 3 Exorcist's Soul Stat check made at -3 bonus. Target's Soul Star check made at +3 penalty. Success drains 15 Energy Points from the target.

LEVEL 4 Exorcist's Soul Stat check made at -4 bonus. Target's Soul Star check made at +4 penalty. Success drains 20 Energy Points from the target.

LEVEL 5 Exorcist's Soul Stat check made at -5 bonus. Target's Soul Star check made at +5 penalty. Success drains 25 Energy Points from the target.

LEVEL 6 Exorcist's Soul Stat check made at -6 bonus. Target's Soul Star check made at +6 penalty. Success drains 30 Energy Points from the target.

EXTRA ARMS

Cost: 1 point/Level

Relevant Stat: None

Type: Racial, Technological

All characters are normally assumed to possess two arms (or similar appendages). By taking this Attribute, the character can acquire more. In anime, robots, tentacled monsters and non-humans with monkey-like tails often have Extra Arms. Some long-haired sorcerers or demons also make their hair "come alive" to work as an Extra Arm.

An "arm" is defined loosely as something that can reach out and manipulate objects. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. Extra arms are useful for holding onto several things at once, but do not give extra attacks (for that ability, see Extra Attacks Attribute on page 28). A tractor beam is a specialized "arm" best simulated by the Telekinesis (page 151) or Special Equipment Attribute (page 178). Possessing only one arm or no arms is a Defect (page 50).

Level 1: possesses 1 extra arm. Level 2: possesses 2-3 extra arms. Level 3: possesses 4-8 extra arms. Level 4: possesses 9-12 extra arms. Level 5: possesses 13-20 extra arms. Level 6: possesses 21-50 extra arms.

Features or Accessories

Cost: 1 point/Level

Relevant Stat: None

Type: Racial, Technological

The character possesses various secondary abilities that grant useful but mundane, non-combat related advantages. Features are typically possessed by non-humans and reflect various, minor biological advantages, while accessories are similar technological capabilities that may be built into androids, cyborgs, or mecha.

Examples of racial features are homing instinct, longevity, night vision, pouch, soft fur (thicker hide or fur should be acquired as Light Armor, page 110), and tolerance of extreme temperatures. Examples of technological features suitable for building into cyborgs, robots or androids include modem, night vision, radio, gyrocompass and computer link.

Examples of technological features suitable as mecha accessories are an airlock, burglar alarm, camera, cell phone, ejection seat, emergency lights and siren, global positioning system, luxurious decor, personal computer, radio, revolving license plate, search light, stereo system, tow cable, wet bar, and many others.

The GM is free to assume that any feature or accessory is too trivial (in the context of the campaign) to require characters to purchase this Attribute to represent it. In particular, a character or mecha need not acquire accessories that are implied by other Attributes (a mecha with Space Flight can be assumed to have appropriate navigational systems) or which are fairly ubiquitous given its size and other functions (like headlights or safety belts in a modem vehicle). The Attribute Level determines the number of features or accessories that a character or mecha can have.

Level 1: 1 minor feature or accessory. Level 2: 2-3 minor features or accessories. Level 3: 4-6 minor features or accessories. Level 4: 7-12 minor features or accessories. Level 5: 13-20 minor features or accessories. Level 6: 21-50 minor features or accessories.

FLIGHT

Cost: 3 or 4 points/Level

Relevant Stat: None

Type: Universal

A character with Flight can fly through an atmosphere. This is a common ability for non-humans, mecha, and people with paranormal powers. Decide how the flight is achieved: wings, fixed wings with jets or propellers, rotors, rockets, anti-gravity, hot air, psionic levitation, magic, or some other technique.

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

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

If a flyer has Level 4, 5, or 6 in the Flight Attribute, and at least 1 Level in the Space Flight Attribute, the flyer can reach orbit after climbing beyond the stratosphere (several kilometers up), or fly around the planet at hypersonic speeds (up to five times the listed speeds)

when beyond the stratosphere. The flyer must stay in the thin air of the upper atmosphere during these journeys, however. Combining Flight with Space Flight requires Level 2 Life Support due to the lack of breathable air at such altitudes. Two options are available for Flight that limit the Attribute's utility in exchange for a reduction in total point cost. They are mutually exclusive.

LEVEL 1 up to 75 kph. LEVEL 2 up to 200 kph. LEVEL 3 up to 600 kph. LEVEL 4 up to 1,200 kph. LEVEL 5 up to 2,500 kph. LEVEL 6 up to 5,000 kph.

FORCE FIELD

Cost: 2, 3 or 4 Points/Level
Relevant Stat: None
Type: Paranormal, Technological

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

A typical anime Force Field is different from Armor, since it can be battered down by a sufficiently powerful attack. A Force Field can be "up" or "down." When down, it does not stop any damage. When up, it is often invisible (GM's option) or faintly glowing, but sensors can usually detect it ("shields up" may be construed as hostile in some quarters). Force Field status must be determined at the start of the character's actions for the round and cannot be changed until his or her turn to act in the next round.

Attack damage is first applied to the Force Field, with any additional penetrating damage applied against armor. Thus, if a weapon hit successfully penetrates a Force Field, the Light or Heavy Armor Attribute can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by armor), the Force Field temporarily loses one Level of effectiveness. The character can only regain Levels if the field is down and regenerating. A Force Field recovers one Level every round it is turned off and not in operation ("down"). A Force Field that is knocked down to zero Levels automatically shuts off to regenerate.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character's longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 10 square meters, while an ordinary Force Field is form-fitting. Either type will also block movement through the field by anyone who is not Incorporeal or Astral. If a character with an extended Force Field also has Flight, Space Flight, or possibly Star Flight (page 146), the GM may allow the character to carry other people who are inside the Force Field with him or her while flying.

A Force Field can be given additional customized Abilities or Disabilities. Each Ability taken reduces the protection provided by the shield by 15 points, but gives it some special capability. Each Disability taken increases the protection of the field by 15 points but adds some sort of weakness.

FORCE FIELD ABILITIES

• Blocks Incorporeal

The field prevents the passage of astral or incorporeal characters through it.

• Blocks Teleport

A character cannot teleport into or out of the field. This is mostly useful only for extendable Force Fields or those that protect mecha.

• 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 can stop more damage than the foe's, the enemy's field is neutralized and offers no protection against the character's attack. In

the case of an extended field or wall, the character can actually move through the field.

• Offensive

The shield delivers a powerful electric or energy shock to anyone who touches it. The damage is 10 points for every Level of the Force Field. This counts as two Abilities.

FORCE FIELD DISABILITIES

• Both Directions

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

• Internal

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

• limited

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

• Shield Only

The field does not entirely surround the character. Instead, it is a small shield that the user must deliberately interpose between an attack. If the user barely failed a Defense Roll against an attack (the roll was missed by one) the character is assumed to have interposed the shield. The attack strikes the character, but the Force Field's armor value is first subtracted from its damage. If the user misses a Defense Roll by two or more, he or she was unable to interpose the Force Field, and it offers no protection. This Disability cannot be used with the Both Directions Disability, or with extendable or wall versions of Force Field. It counts as two Disabilities.

• Static

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

• Uses Energy

The Force Field drains Energy Points from the character (or a mecha's operator, if built into a mecha). The field requires twice as many Energy Points as the Point Cost of the Force

Level 1: Force Field stops 15 damage points. Level 2: Force Field stops 30 damage points. Level 3: Force Field stops 45 damage points. Level 4: Force Field stops 60 damage points. Level 5: Force Field stops 75 damage points. Level 6: Force Field stops 90 damage points.

GROUND SPEED

Cost: 2 points/Level

Relevant Stat: Body

Type: Technological

The Ground Speed Attribute allows the character to move at high speeds over land. Ground Speed is mainly intended for characters such as robots or super-beings (or vehicular mecha) who can move at very swift speeds. The Speed Attribute on page 144 offers an alternative that is more suited to characters who can simply run very quickly. A flyer whose only high-speed ground movement is during its landing or take off does not have to acquire Ground Speed - this capability is subsumed in the Flight Attribute.

The default top speed for a character (or mecha) that does not possess the Ground Speed Attribute (but does not possess any ground mobility Defects) is 20 kph. Ground Speed allows considerably higher velocity.

Level 1: up to 50 kph. Level 2: up to 100 kph. Level 3: up to 200 kph. Level 4: up to 300 kph. Level 5: up to 600 kph. Level 6: up to 1200 kph.

HEALING

Cost: 4 points/Level

Relevant Stat: Body or soul

Type: Paranormal, Technological

Characters with this Attribute can heal another individual's injuries (but not their own) and, at high levels, repair massive trauma such as lost limbs or organs. In anime, characters with healing power include holy individuals, psychic healers, and sorcerers, while mecha may be equipped with high-tech medical bays with similar abilities.

Healing can only be performed on a willing or unconscious subject. It requires total concentration during which time neither the subject nor the healer may perform any other actions. The maximum number of Health Points that a Healer can restore to a particular person in any given day is shown below. This cannot be exceeded, even if multiple healers work on a subject (in which case, the combined Health Points restored cannot exceed the maximum Health Points the highest Level healer could restore). The subject must have at least a full day's rest before he or she can benefit from any additional healing over and above this.

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

A subject must normally be alive to benefit from Healing. A character with Healing Level 3+ may, however, revive someone who is "clinically" dead (serious injury, heart stopped) but not actually brain dead. A character is considered "dead" if his or her Health Points are reduced to -20 or less. However, a healer can revive a mortally wounded character if he or she can bring the subject's Health

Points back up from beneath -20 to a positive value within five minutes. This grace period can be extended indefinitely if the subject's remains have been somehow placed in suspended animation.

LEVEL 1: Up to 20 Health Points can be restored, at a rate of 2 points/minute.

LEVEL 2: Up to 40 Health Points can be restored, at a rate of 4 points/minute.

LEVEL 3: Up to 60 Health Points can be restored, at a rate of 6 points/minute.

LEVEL 4: Up to 80 Health Points can be restored, at a rate of 8 points/minute.

LEVEL 5: Up to 100 Health Points can be restored, at a rate of 10 points/minute.

LEVEL 6: Up to 120 Health Points can be restored, at a rate of 12 points/minute.

Heavy Armor

Cost: 4 points/Level

Relevant Stat: None

Type: Technological

Heavy Armor represents armor plates or simply skin that is super-resistant to damage. It is most often found on mecha such as tanks, ships or big robots, though characters such as cyborgs, androids, giant monsters, or super-beings might also have Heavy Armor.

Heavy Armor acts to reduce damage that is inflicted on the character (see *Chapter 4: Game Mechanics* for how damage works). If a character has Heavy Armor, he or she is assumed to have an obviously armored body: scales, metal, plastic, etc. Heavy Armor normally reduces the damage of an attack by 10 points per Level. A number of options are available for the Heavy Armor Attribute, which alter the Attribute's point cost or modify the Armor's effectiveness.

• Partial

The armor has a thin area (half armor value -1 to point cost) Or an unarmored area (no armor value, -2 to point cost) that can be targeted using a Called Shot (see page 224). Point cost reductions apply to the total cost of heavy Armor, not the cost per Level.

• Hidden Armor

This armor is not obvious. However, it only stops 40% as much damage (4 points per Level).

• Optimized Armor

The Armor is focused against a particular uncommon attack form. Eligible attack forms include Electricity, Cold, Laser Beams, Fire/Heat, etc. It provides doubled protection against that attack form only, and no protection against other forms. A character can acquire both optimized armor and ordinary armor.

The minimum point cost of Heavy Armor, regardless of options, is 1 point. For an alternative to Heavy Armor, see Light Armor or page 110 and Force Field on page 96. A character can combine Light and Heavy Armor to produce intermediate values.

Reduces damage by 10 points per level. Up to six levels.

Now Tough is MY AMOUR?

10 points: As tough as an armored personnel carrier or heavy tactical armor suit.

20 points: As tough as a light tank.
 30 points: As tough as a WW2-era medium tank.
 40 points: As tough as a 1960's-era main battle tank.
 50 points: As tough as a battleship or modern main battle tank.
 60 points: As tough as an advanced super mecha.

HEIGHTENED SENSES

Cost: 1 point/Level
 Relevant Stat: Body
 Type: Racial, Technological

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 the trained sense of touch of a person who is blind) or the enhanced senses of a non-human character such as a dog's amazing sense of smell. Human-animal hybrids, like cat or fox-people, as well as normal or talking animals, are especially likely to possess Heightened Senses. Androids or cyborgs might possess technologically augmented senses like bionic eyes or ears.

Each Level of Heightened Senses gives the character one Heightened Sense, which should be noted in parentheses. Senses available include Hearing, Smell, Vision, Taste, and Touch.

A character may also opt to take the same sense twice, doubling the effect. A character using a Heightened Sense has a -4 bonus (-8 if the sense was heightened twice) on Star checks that relate to using that sense to perceive things that someone with human-level senses might conceivably notice. The Heightened Sense also grants perceptions beyond ordinary human capabilities. These might include tracking by scent using Heightened Smell, hearing subsonic or ultrasonic sounds using Heightened Hearing, recognizing a face by touch using Heightened Touch, etc. Performing such an extraordinary feat using Heightened Senses may or may not require a Star check; if the GM decides that it does, the character gets no bonus (but no penalty either) if the Sense was heightened once or a -4 bonus if doubly heightened. The Heightened Awareness Attribute (page 32) allows a lower Level of enhancement for all of a character's senses.

One Heightened Sense per level.

ILLUSION

Cost: 2-6 points/Level
 Relevant Stat: Mind
 Type: Paranormal

The character can create an illusion that fools one or more senses. An illusion appears to be real to an observer, but is not really there; it has no solid substance at all. Anime characters that can create illusions are normally sorcerers, demons, or people with psionic abilities, although this could also represent advanced holographic projections.

For 2 points/Level the character can create illusions that fool one sense, usually sight. For 3 points/Level his or her illusions can fool two senses, usually sight and hearing. For 4 points/Level the character's illusions can fool three senses, usually sight, hearing, and smell. For 5 points/Level they can fool four senses, typically adding either touch or taste. For 6 points/Level the illusion can fool all senses. However, no matter how realistic, an illusion can never cause physical sensations intense enough to inflict pain or damage. An illusionary fire may feel hot, but it will not burn.

A character can normally maintain only a single illusion at a time. To be able to maintain multiple illusions at once costs the character an extra 1 point for every distinct illusion the character can sustain simultaneously after the first. Thus, "Illusion Level 3 (one

sense, four illusions)" would cost nine points: six points for Level 3 (one sense) and three more points for being able to sustain four illusions at a time. The GM can assume that a group of objects or entities in close proximity, such as a furnished room, a swarm of insects, or a horde of charging warriors, counts as a single illusion rather than several. If a character is already sustaining his or her maximum number of illusions and wishes to create another one, must first be dispelled.

In order for the character to create a convincing illusion of something complex, the GM may require a Mind Seat check. 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 an illusion. For example, if a character with Illusion Level 5 decides to create a merely man-sized Illusion (which needs only Level 1), a -4 bonus applies. 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 recognizes an illusion for what it is depends on the circumstances and should be adjudicated by the GM. For example, if a character creates a visual-only illusion of a tiger, it may easily fool everyone if it is a few hundred meters away, but if it comes close to the characters, the fact that it is not making any sounds will usually be fairly obvious. Its lack of a tiger's scent will probably only be obvious to someone who deliberately attempts to sniff it, or who has Heightened Senses (Smell). However, the audio-only illusion of a tiger roaring from behind a closed door should fool just about anyone, at least until they open the door and see that there is nothing actually there. If appropriate, the GM can require Body or Mind checks to "see through" an illusion.

Level 1: small (person size) Level 2: car sized Level 3: House size
 Level 4: neighborhood Level 5: Village. Level 6: Town

INSUBSTANTIAL

Cost: 4 points/Level
 Relevant Stat: None
 Type: Paranormal

The character's body lacks full solidity. He or she may have a liquid form, gaseous form, or incorporeal form. Insubstantial anime characters are usually spirits, elementals, or monsters. Normally, Insubstantiality only affects the character, but it can be specified as affecting other willing targets instead.

A character in Liquid Form is amorphous and may resemble a mobile puddle of water. The character is material (but not solid) and can flow through cracks under doors, through pipes, etc. He or she cannot pick up solid objects, and can only exert the pushing force of a gentle wave. Most physical attacks inflict one-half normal damage to the character (rounded down), but Area Effect and Spreading attacks inflict full damage. The character moves at normal speed over ground and can also move through liquid at the same speed (if he or she has Water Speed then higher speeds are possible). When moving through liquid, the character may be slowed down or sped up by currents.

• Gaseous form

This form is less substantial than the Liquid Form. The character cannot pick up solid objects and can only exert the pushing force of a gentle wind. Most physical attacks inflict one-fifth normal damage to the character (rounded down), but Area Effect attacks inflict full damage, while Spreading attacks inflict half damage. The character can move at normal speed through air and may hover or even fly at the same speed he or she can move over ground; if the character has

Flight, he or she may move at normal flying speed. A character in gaseous form is subject to strong winds and may be blown about by a breeze. Gaseous form can also represent a character composed of fire: to do so, take Insubstantial (Gaseous Form) and then acquire Weapon Attack (page 157) with the Aura Ability (page 161) plus the Bane Defect (Water) (page 183).

- **Incorporeal form**

An incorporeal form is completely 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. He or she is still visible, however. When a character is incorporeal, any kind of physical attack passes harmlessly through his or her body. An incorporeal character is vulnerable to nonphysical attacks such as Exorcism, Mind Control, Telepathy, and to Weapon Attack with the Affects Incorporeal or Soul Attack Ability. He or she may also use these attacks (except for Affects Incorporeal) on solid individuals, but each such attack costs 5 Energy Points in addition to any Energy Point cost the attack may have. Two incorporeal characters can battle each other normally.

If the character has the ability to switch between a solid and insubstantial state, he or she is assumed to be able to take clothes and other items with him or her. An object dropped by an insubstantial character resumes its normal solidity. As a general rule, an insubstantial character cannot resume solid form (or let go of something else) inside a solid object. GMs may vary this for dramatic effect or allow characters to take a Weapon Attack that represents damage or other effects they can produce via this method.

If a character has the ability to switch between insubstantial and solid states, it normally takes a round to do so. A character with the ability to change between Insubstantial and solid states may attempt to do so as part of a Defense Roll against an incoming attack. A character's Unarmed Defense or Ranged Defense Skills (if appropriate) may be applied to this roll along with an additional -1 bonus; success means the character did not dodge or block the attack but instead turned insubstantial. Whether or how the attack affects the character will depend on its nature and the character's state.

If capable of being used on others, or as a Magical Power, Insubstantiality must be acquired at Level 2 or higher (i.e., non-permanent). If used on others, it only affects a single willing subject whom the user must touch. For it to be used as an attack against unwilling persons or over a distance, the Weapon Attack Attribute (page 157) must also be acquired in conjunction with the Linked (Insubstantiality) Ability (page 165). If someone is fumed insubstantial against his or her will, the attacker controls what state the subject is in.

1-6 Levels: 1: incorporeal, gas, or liquid. 2: solid and liquid at will. 3: solid and gas at will. 4: solid and incorporeal at will. 5: all three forms at will. 6: any form at will.

Invisibility

Cost: 3, 5 or 7 points/Level

Relevant Stat: None

Type: Paranormal, Technological

This Attribute makes the character impossible to see. The character may possess a technological, optical camouflage system, cloaking device or have a psychic or magical ability that causes observers to overlook him or her. Alternatively, he or she may simply be a master ninja with a supernatural ability to disappear!

Invisibility costs 5 points/Level if the character is invisible to normal vision. It costs only 3 point/Level if the character is only invisible to Sensors (page 133) using infrared, radar, or similar means.

Invisibility to both sensors and normal vision costs 7 points/Level. An invisible character cannot be spotted, but may be detected by other means such as smell or sound. An invisible character may also leave clues to ordinary sight like moving through wet or muddy ground (leaving footprints or making splashes in puddles). If in doubt, the GM can require a Body Star roll, which may be modified by Heightened Awareness (page 32) or an appropriate Heightened Sense (page 103).

If an invisible character gives away his or her general position (for example, by firing a gun or shouting) he or she can be attacked, but there is a +2 penalty for anyone within melee range and +4 for anyone at a greater distance. The penalty may be ignored at melee range if the attacker has Heightened Sense (Hearing or Smell), or the Kensei ability, Blind Fighting. The penalty is halved (round down) if using an Area or Spreading attack on the invisible character; the GM may also rule that the character may be caught by such attacks even if not aimed directly at him, or they are aimed by guesswork.

LEVEL 1 The Invisibility requires full concentration. The character must be stationary or moving very slowly (no faster than a slow walk). While invisible, the character may not attack or do anything else that requires concentration; if the character does so, he or she reappears and remains visible until his or her turn to act in the next round.

LEVEL 2 The character can be invisible at all times, even while attacking, but, depending on the nature of the attack, the character's position may be temporarily given away.

ITEM OF POWER

Cost: 2 points/Level

Relevant Stat: Usually none, but sometimes Soul

Type: Paranormal or Technological

This Attribute describes any exotic, portable item that directly enhances a character in some way, or one that serves as a useful tool or weapon. An Item of Power represents advanced technology or a relic with paranormal powers. More ordinary but useful items (such as a sword or a medical kit) are covered by Personal Gear (page 37).

Level 1: Item built on 1-5 points. Level 2: Item built on 6-10 points.

Level 3: Item built on 11-15 points. Level 4: Item built on 16-20

points. Level 5: Item built on 21-25 points. Level 6: Item built on 26-30 points.

Jumping

Cost: 1 point/Level

Relevant Stat: Body

Type: Racial, Technological

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

Jumping will not enable a character to exceed normal maximum speed for whatever medium (water or ground) from which they are jumping. If a character's jump would move him or her faster, assume it takes multiple rounds to complete. For example, if a character who could only move 20 kph (20 metres/round) used a high Level of jumping to make a jump of 30-40 meters, he or she would be airborne for two rounds rather than finishing the jump in just one. Obviously, a high level of jumping is most practical if combined with a high Speed

or Ground Speed Attribute. See jumping (page 220) in Chapter 5: Expanded Game Mechanics for additional rules.

Level 1: 5x normal distance. Level 2: 10x normal distance. Level 3: 25x normal distance. Level 4: 50x normal distance. Level 5: 100x normal distance. Level 6: 500x normal distance.

LIFE SUPPORT

Cost: 1 point/Level
Relevant Stat: None
Type: Paranormal, Technological

This Attribute indicates that the character is protected from hostile environments. Life Support has only two Levels. It is most appropriate for androids, cyborgs, or mecha designed to operate in hostile environments, like space or underwater. Amphibious non-humans and some superhuman creatures may also possess it.

Level 1 The character is protected against toxic gases, radioactive fallout, dust, smoke and germs. This does not allow the character to survive in an environment without breathable air.

Level 2 The character has Level 1 protection, and in addition can survive without regard to the external Atmosphere (or lack of same). This allows a character to safely operate in space or underwater, for example.

LIGHT ARMOR

Cost: 1 point/Level
Relevant Stat: None
Type: Universal

Light Armor is armor that is modestly protective (for example, it cannot stop a heavy mecha cannon), but is often effective against normal punches, melee weapons, and small caliber firearms. Thick fur or hide, a lizard's scales, a leather jacket, medieval armor, or an auto body are good examples. Light and Heavy Armor (page 100 & 110) are cumulative; a character can combine the values for intermediate Levels of armor. Light Armor is assumed to be very obvious unless given the Hidden Armor option. It reduces damage that is inflicted on the character. Light Armor may be given various options that modify its effectiveness or point cost.

• Partial

The armor has a thin area (half armor value, -1 to point cost) or an unprotected area (no armor value, -2 to point cost) that can be targeted using a Called Shot (see page 224). Point cost reductions apply to the total cost of Light Armor and not the cost per Level. However, the minimum point cost of Light Armor, regardless of options, is 1 point, so this is only cost effective for a high Level of Light Armor.

• Hidden Armor

This armor is not obvious. However, it only stops about half as much damage, as shown on the table on page 111.

The degree of protection that Light Armor affords depends on its Level. For an alternative to Light Armor, see Heavy Armor on page 100 & 110 and Force Field on page 96.

Light armor reduces the following points of damage per level of the armor: 2/5/7/10/12/15.

Magic (and Psionics)

Cost: 4 points/Level
Relevant Stat: None
Type: Paranormal

A character with the Magic Attribute has the ability to manipulate arcane energies to produce a specific set of effects that seemingly defy physical laws.

The current Magic Attribute has absorbed the old Psionic Attribute, and may now be used to represent all clearly defined powers of a psychic, psionic, or mystical nature that require Energy Points to use. The player should define the character's magical ability and establish a consistent theme for his or her powers. Themes that are common in anime include:

- Elemental magic such as mastery over traditional elements like wind, water, or fire or less traditional "elements" like darkness, ice, the moon, or even love.
- Spells or powers that involve contacting or controlling natural spirits (shamanism) or the dead (necromancy).
- Black magic, involving destructive forces or evil or negative energies.
- Magical powers with an exotic or whimsical theme such as a set of abilities whose "special effects" all relate to tarot cards, flowers, cats ("*nekomancy*") or pretty much anything else.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psi powers are normally assumed to be talents with which the character was born, although they may have required special training to awaken.
- Ki-based powers for extraordinary attacks.
- Divine powers granted by a deity to a priest, priestess or other holy individual.
- Legendary powers innate to a magical entity such as a fox spirit's ability to change shape or possess people or the myriad powers of a vampire.

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

A character with the Magic Attribute receives 10 Power Points per Level of this Attribute. Power Points may be used like Character Points to acquire individual Normal and Special Attributes (but not Seats). Attributes acquired using Power Points are designated "Magical Powers" and represent the extent of the character's magic. A Magical Power is used just like an ordinary Attribute, except each time the character uses it he or she must perform an invocation and expend Energy Points. This can represent casting a spell, concentrating on his or her inner *ki*, focusing a psychic power, and so on.

Characters are free to acquire almost any Attributes as Magical Powers using their Power Points with these exceptions: Dynamic Sorcery, Energy Bonus, Magic/ Psionics, and Own a Big Mecha. (The GM should exercise caution in allowing PCs to acquire Highly Skilled or Organizational Ties, since either can be inappropriate or unbalancing.) In addition, each Magical Power should be given its own descriptive name or special effects. Thus, while a Magical Power may be acquired as "Weapon Attack Level 2," on a character sheet it

should be written down as "Lightning Bole: Weapon Attack Level 2," etc.

An invocation normally involves a short verbal incantation or magic phrase combined with gestures, which should take one action; the character must be able to speak and have his or her hands free to perform it. (For ways to get around this, see Magic Options, page 115). If the power is an offensive one (such as Mind Control or Weapon Attack), the character can make his or her attack as part of the invocation. Each invocation normally drains Energy Points from the character equal to the Power Points that were spent to acquire that Level of the Attribute. However, a character can use a power as if it were acquired at a lower Level to conserve Energy Points.

If the Magical Power is an Attribute with instantaneous effects, such as Exorcism, Teleportation or Weapon Attack, the character must invoke the power anew (and spend Energy Points) each time he or she wishes to make use of it. If it has continuing effects (as in the case for most other Normal or Special Attributes), these effects will last for one minute; the character can maintain it for a greater duration by spending additional Energy Points equal to the Power Point cost every minute. Maintaining a Magical Power requires no special concentration, but if the Power is not maintained it will cease to function and need to be invoked all over again in order to reactivate it.

LESS POWERFUL Magic

Magic-users may have intermediate numbers of Power Points. If the Magic has 3 fewer Power Points, the cost of the Magic Attribute is reduced by 1 character point. If the character takes 5 fewer Power Points, the cost is -2 Character Points. If the character has 8 fewer Power Points, the cost is -3 Character Points.

Bill wants his teenage psychic character, Joe Green, to have an intermediate Level of Magic. He takes Magic Level 2 with the -5 Power Points modification. This is recorded as Magic Level 2 (-5 Power Points) (6 points). Instead of having 20 Power Points (10 per Level), Joe only has 15, but his Magic Attribute costs 6 points instead of 8 points.

Magic Options

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

• Focus

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

• Ritual

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

this. The magnitude of the disaster will depend on how powerful the Magical Power is and will usually be somehow related to what the character was trying to achieve.

• Silent

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

• Still

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

All effects are cumulative.

MELD

Cost: 2, 4, or 8 points/Level

Relevant Stat: None

Type: Paranormal

The character can meld his or her body into a particular object, effectively merging with it. Meld is very appropriate for characters such as nature spirits (for example, a tree spirit who can meld with her tree). It is also a common attribute of demons or ghosts, who might meld with an object (such as a book, mirror, portrait or sword) or person.

At 2 points/Level the character is limited to melding with a particular class of inanimate objects. Possible examples are earth, books, dolls, home appliances, snow, trees, statues, swords, etc. At 4 points/Level the character can meld with any inanimate object in the surrounding environment. At double cost, Meld can be applied to animate things, including people and animals. It gives no direct control over the host, however.

It takes one round to meld into or out of an object. Once merged, the character cannot be harmed unless the object is destroyed or the person or animal is killed. If this happens, the character is released. The GM may rule that the character also takes whatever damage the object sustained while being destroyed. Only exotic means (such as an appropriate Sixth Sense or scanning the object with Telepathy) will be able to detect the character when he or she has Melded with something. Exorcism will work on a character who has Melded with an object or person.

LEVEL 1 The character has no sensory abilities within the object, although he or she will be aware of the passing of time.

LEVEL 2 The character's normal senses extend out of the object. Thus, he or she can spy on other people. The character may also use any psychic abilities (Mind Control, Telepathy, or any Weapon Attack with the Soul Attack ability) that he or she possesses to affect anyone touching the host object and, if the host is a living thing, the host itself.

METAMORPHOSIS

Cost: 5 points/Level

Relevant Stat: None

Type: Paranormal or Technological

Physical transformations are a major part of Japanese folklore, and a common ability for supernatural anime creatures or individuals laboring under a curse. Technological transformations are also

possible, such as the robot who can shed its human guise and sprout weapons pods and rocket engines. Sorcerers, witches or demons may also know how to transform others, usually through powerful magic.

It is suggested that Metamorphosis be unable to transform someone into anything more than 10 times larger or 100 times smaller than its original mass. Thus, a human could be transformed into a toad but not into an insect. This is intended mainly for play balance, and the GM may waive this limitation where it seems appropriate. The GM may also rule that Metamorphosis automatically fails if the subject's new form could not survive in the present environment. Thus, you could turn your enemy into a goldfish, but the attempt would only work if the target were currently in water. This prevents this ability from being used as a quick way to instantly kill an opponent. Again, GMs may opt to waive this restriction where appropriate (such as for a villain in a horror campaign).

Create a "metamorphosis template" for each new form the character can assume (or turn someone into). This should specify what changes are going to occur, measured in terms of Character Attributes and Defects. In general, a change in form will not alter Stars (a Body 9 character transformed into a frog becomes a very athletic frog) but will add or delete whatever appropriate Attributes or Defects are necessary to create the new form. This can include Damn Healthy!, Heightened Awareness, Racial-type Special Attributes and any of the following Defects: Awkward Size, Cannot Talk, Diminutive, One Hand/No Hands, Marked (this should almost always be changed, as it reflects the basic physical appearance), Not So Fast, Not So Strong, Not So Tough, Restricted Ground Movement and Sensory Impairment.

A character is limited as to the total magnitude of the change he or she can make, as determined by his or her Level. If transforming someone else, this is based on the *total change* in Character and Bonus Points added and removed (for example, both a 2 point Defect and a 2 point Attribute count as 2 points each towards the total amount of change possible). If the character changes him or herself, the limitation is the *net increase* in Character Points (for example, a 2 point Defect would balance the cost of a 2 point Attribute and thus count as zero points worth of net increase). If a Metamorphosis exceeds this total, it cannot take place.

If the change requires a net gain of Character Points for the subject, it will be temporary, lasting a few minutes or possibly a few hours (if a Magical Power, it lasts as long as Energy Points are paid to sustain it). If it requires a net loss of Character Points, the change will be permanent until something is done to change the character back. This might be another use of the Metamorphosis Attribute or something else appropriate such as the blessing of a priest or the kiss of a prince.

It normally takes a character one non-combat action to transform himself or herself. The character can use an action to turn back to his or her normal self at any time. If capable of being used on others, Metamorphosis normally only affects a single willing subject whom the user must touch. For Metamorphosis to be used as an attack against unwilling persons or over a distance, the Weapon Attack Attribute (page 157) must be acquired in conjunction with the Linked Attribute (Metamorphosis) ability (page 165).

Character may change up to 5 character points worth of abilities per level. Up to 6 levels.

CONTROL

Cost: 1-4 points/Level
Relevant Stat: Mind
Type: Paranormal

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

Mind Control costs 4 points/Level if it can be used on anything with a mind (humans, animals, monsters, etc.). It costs 3 points/Level if it works on broad categories ("all monsters" or "any male" for example). It costs 2 points/level if the category is more specific and less useful ("wolves" or "people obsessed with beauty"). Mind Control costs 1 less point per Level if limited to a single type of control such as inducing a particular emotion (like love or anger) or a mental state (like fear or forgetfulness). The effects of such control should be role-played. If necessary, the GM can take over the PC, although it is more fun if the player (with GM guidance) continues to play the character.

Once Mind Control has been established, it remains until the dominating character willingly relinquishes control, or when either the aggressor or the victim is rendered unconscious (sleeping has no effect). A character need not control every thought and action of his or her victims but can allow them to live normal lives. People who have been MindControlled may not remember events that occurred during the time period they are controlled and have a gap in their memories (GM's discretion).

A character with Mind Control is always limited in the number of individuals he or she can control at any one time (whether this control is passive or active). If the character wishes to control a person in excess of this number, he or she must first free someone who is already under control. In the case of Mind Control against swarms of insects or the like, the GM may consider a single swarm to be an "individual."

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

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

Level 1: can make non-aggressive suggestions to one person. Level 6: can make aggressive suggestions to 21-50 people.

MIND SHIELD

Cost: 1 point/Level
Relevant Stat: Mind or soul
Type: Paranormal

A character with Mind Shield is protected against psychic intrusion. This may be a reflection of his or her own psychic abilities, a protective spell, special training, or some innate ability. A character with Mind Shield can detect and block attempts to read his or her mind by a character with Telepathy of equal or lower Level to the Mind Shield. The character may also add the Level of Mind Shield to his or her Mind or Soul Stat (as appropriate) when defending against a Mind Control attempt (see page 118), telepathic Mind Combat (page 231), or a Weapon Attack with the Soul Attack ability (page 166).

Level 1: add 2 points to mind or soul stat to resist mental attacks. Add two points per level, up to 6 levels.

NATURAL WEAPON

Cost: 1 point/level

Relevant Stat: None (Uses Attack (Combat Value)

Type: Racial

The character has one or more relatively mundane natural weapons, such as sharp teeth, claws, tentacles, etc. Natural weapons are normally possessed by animals, monsters, and similar characters, but could also represent technological capabilities that mimic such abilities such as an android or cyborg with retractable claws.

The character possesses one such attack form per Level. Possessing more than one such natural weapon gives the character a wider variety of attack forms. Normal damage inflicted by a successful attack is outlined in *Chapter 4: Game Mechanics* (page 193).

• Claws or Spikes

The character possesses sharp talons or spikes on his or her fingers, paws, or feet. In addition to regular damage, the claws inflict 5 additional damage points when used in melee combat. This attack uses the Unarmed Attack (Strikes) Skill.

• Fangs, Beak, or Mandibles

The character has very sharp teeth, or alternatively, a beak or insect-like mandibles. This natural weapon inflicts only 2 points of damage above normal damage in melee combat, but a successful strike that penetrates armor gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful Defense roll. While the attacker is maintaining a biting grip, his or her own ability to defend is impeded: the attacker cannot use weapons to defend, and suffers a +3 Defense roll modifier against any attack made by a third individual. This attack uses the Unarmed Attack (Bites) Skill.

• Horns, Spikes, or Quills

These are large horns for butting or stabbing. Horns add 2 extra points of damage to normal damage in melee combat but are exceptionally effective if the character charges into battle. If the character wins initiative against an opponent and has room for a running start, he or she can lower his or her head and charge. A successful attack will deliver normal attack damage, plus 10 (rather than 2) points damage. If a charge fails to connect (the character fails the attack roll or the opponent makes a successful Defense roll), the charging character will be off balance and suffers a -1 penalty on Defense rolls for the remainder of the round and a -1 Initiative roll penalty on the following combat round. This attack uses the Unarmed Attack (Strikes) Skill.

The character is covered in nasty spikes, quills, or sharp scales. Anyone who wrestles with the character automatically takes damage equal to the character's Attack Combat Value each round. During these struggles, the opponent's clothes will also be ripped and shredded unless they are armored.

• Tail Striker

If the character has a usable tail (this requires the Extra Arms Attribute, see page 93) it can be equipped with spikes, a stinger, or other similarly nasty weapon. It is difficult to strike with a swinging tail (+1 Attack penalty roll), but, since it is flexible, it is usually harder to dodge (opponent suffers a +1 Defense roll penalty). The attack inflicts normal unarmed damage. This attack uses the Unarmed Attack (Strikes) Skill.

• Tentacles

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

Damage applied from Natural Weapons is increased by 10 points for each Level of the Super Strength Attribute (page 148) that the character possesses. Characters may further enhance Natural Weapons by acquiring Focused Damage (page 30) for them.

Hands, feet, a heavy tail, ordinary teeth, or hooves are not normally counted as Natural Weapons since they are (relatively) blunt; and thus inflict usual Unarmed damage (equal to the character's Combat Value).

The character possesses one natural weapon per level, up to 6.

Own a Big Mecha

Cost: 4 points/Level

Relevant Stat: None

Type: Technological

A mecha is a vehicle or construct of some sort such as a giant robot, spaceship, tank, submarine, sports car, motorcycle, helicopter, or powered armor suit. Mecha often appear in modern or future settings, but they can also be pre-modern such as sailing ships or science fantasy gear like magical clockwork golems. "Mecha" that characters do not ride, pilot, occupy, or wear, such as robot companions, are best acquired through the Flunkies (page 29) or Servant (page 134) Attributes.

Each Level of Own a Big Mecha gives the character 20 Mecha Points (different from Character Points). These are used to create a mecha by choosing its Mecha Sub-Attributes and Mecha Defects or to acquire a pre-designed mecha created by the GM of equivalent Mecha Point value. A player can pause to create the mecha at any point during Character Creation or put off doing it until after the character is designed.

Mecha Points are used much like Character Points to acquire a set of specific abilities. However, rather than acquiring Normal or Special Attributes, they are used to acquire a set of Mecha Sub-Attributes. Designing a mecha involves selecting the Mecha Sub-Attributes that apply to it and define its capabilities.

The default mecha received through this Attribute is assumed to be about as large, strong, and mobile as a human being (such as a man-sized suit). Obviously, a mecha can be very different: it might be a 20-metre tall robot, a spaceship, a tank, a submarine, a mechanical dragon, a high speed racing bike, or just about anything else. To change the default type, simply select appropriate Mecha Sub-Attributes or Mecha Defects for it.

Mecha Sub-Attributes are the abilities that the mecha possesses (not the character) and are acquired through Mecha Points. A Mecha Sub-Attribute can be any Special Attribute except Dynamic Sorcery, Magic, Own a Big Mecha, or Servant. In addition, Mecha may have special Mecha-Only Attributes described on pages 172 to 180. A mecha may not have Stars or Normal Attributes unless the mecha has the A.I. Attribute at Level 4 or none. Simply read any reference to "the character" as applying to the mecha instead. For example, Heavy Armor normally costs 4 Character Points per Level. To give the mecha Heavy Armor Level 1, simply spend 4 Mecha Points. This means the mecha is now protected by armor (the character will only benefit from it if inside).

Likewise, Mecha Defects are weaknesses and limitations that apply strictly to the mecha rather than the character. A Mecha Defect can be any Special Defect (such as Awkward Size or Volatile), which is not noted as inappropriate to a mecha, or any of the Mecha Only Defects: One Arm/No Arms (page 50) and Not So Tough (page 50). Instead of providing bonus Character Points usable for acquiring Character Attributes, a Mecha Defect provides extra Mecha Bonus Points (MBP) usable only for acquiring more Mecha Sub-Attributes.

Careful choice of Mecha Sub-Attributes and Mecha Defects will allow you to create nearly any kind of vehicle or robot. For example, to make a mecha that carries several people, assign it the Extra Capacity Attribute as a Mecha Sub-Attribute. Similarly, to make a mecha that has no arms, such as a ship or car, choose the Defect, No Hands. After Mecha Sub-Attributes and Defects have been chosen, be sure to give the mecha a good description and a cool name that reflects its capabilities.

Mecha Stats

A mecha is assumed to have 40 Health Points and may gain extra Health Points through acquiring additional Levels of the Toughness Attribute (page 180). A mecha does not normally have Body, Mind, or Soul Stars since the owner controls it. It may gain such Stars and the ability to operate itself if given appropriate Levels of the Artificial Intelligence (A.I.). Treat this as its own character.

• Multiple Mecha

A player may split up his or her Mecha Points to acquire more than one mecha for his or her character. For example, a player could spend the majority of points on a big spaceship and the few remaining points on a small battle suit. Each mecha requires at least one Mecha Point, however. Note that very inexpensive mecha (costing only 1-5 Mecha Points) such as ordinary cars, spacesuits, and motorcycles can be designed as mecha but acquired as part of Personal Gear (page 37) instead.

• Shared Mecha

Two or more players can pool some or all of their character's Mecha Points to acquire a more powerful mecha or a group of mecha they own and operate in common. This is usual for a large ship that has a multi-person crew.

• Living vs. Non-living Mecha

A mecha is assumed to be an object rather than a living thing. This means that the mecha itself is immune to threats like disease or poison (without having to buy a Special Defense to that effect) and cannot normally be affected by mental-based Attributes (Exorcism, Telepathy, Mind Control) or the Soul Attack ability. This does not protect individuals inside it! On the other hand, a mecha has no ability to heal any damage that it suffers. If desired, a mecha can be defined as a "living thing," allowing it to heal naturally but becoming vulnerable to all of the above attacks.

• Less Powerful

A character may have a mecha built on an intermediate number of Mecha Points. In exchange for reducing the point cost of OBM by 1 point (not one point per Level), he or she receives 5 fewer Mecha Points. This option may be taken multiple times as long as it does not reduce OBM's point cost below 1 Character Point.

Own a Big Mecha may seem a powerful ability because it allows a character to acquire Attributes for his or her mecha more cheaply than getting them for himself or herself. Although dragging out the mecha for the serious fighting is in-genre for anime, this capability is balanced by one big disadvantage; a character cannot always rely on having his or her mecha around. A mecha is normally very obvious and unfashionable. Even if it is a man-sized suit, you will not always be able to take it with you to school or the embassy ball without attracting unwanted attention. It can be lost, break down, or even be stolen by one's enemies. The Summonable Attribute can mitigate this, but it has its own disadvantages.) GMs should not allow characters to attempt to get around this weakness (for example, by designing an "invisible mecha suit" that looked exactly like normal clothing).

PLACE OF POWER

Cost: 1 point/Level
Relevant stat: None; provides Energy Points
Type: Paranormal

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

While within his or her Place of Power, the character can perform activities using either Dynamic Sorcery or Magic more easily. The Place of Power has a pool of 15 Energy Points for each Level of this Attribute. While the character is standing somewhere within the Place of Power, he or she can draw on these Energy Points as if they were the character's own. Once used, the Energy Points replenish at a rate of 1 Energy Point for each Level of the Place of Power Attribute per hour.

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

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

PRECOGNITION

Cost: 1-2 points/level
Relevant Stat: Soul
Type: Paranormal

The character occasionally has premonitions that foretell the future or a possible future, usually as a warning of approaching danger. This Attribute is appropriate to characters with natural danger sense or psionic abilities, but it can also represent a person who uses learned techniques such as astrology or spells to divine the future.

Premonitions may occur in dreams, while the character is awake, or perhaps when the character uses some form of fortune-telling focus such as tarot cards. The visions will rarely be very detailed but may provide a useful clue or warning. The timing, nature, and content of precognitive divinations are up to the GM. If in doubt as to whether a character may have a premonition, he or she can require a successful Soul Star check, with a -1 modifier per Level of Precognition. Characters with the Defect Recurring Nightmares (page 52) may have

trouble telling a frightening premonition from a bad dream or may suffer the same premonition over and over again.

If the character has this ability at 1 point/Level, he or she has no control over the premonitions. At 2 points/Level he or she may deliberately attempt divination through some form of ritual, such as tarot card reading, staring into a fire, throwing rune stones, or reading a horoscope. The character may do so no more than once per game session (at Level 1) or twice per game session (at Level 2), and the attempt always requires a Soul Star check made secretly by the GM. The Game Master always decides how useful or vague a premonition will be and should use this ability to provide useful clues to make an adventure more interesting. For example, the GM may choose to give the character a useful answer but one that relates to a later adventure rather than the current one. Precognition is a tricky thing, and often misleads those who rely on it.

REGENERATION

Cost: 4 points/Level
Relevant Stat: None
Type: Paranormal, Racial

Regeneration allows a character to heal at a faster than normal rate. A character cannot use Regeneration if killed (which normally occurs if Health Points are reduced to -20 or less) but can regenerate while knocked out or incapacitated.

Regeneration does not allow a character to exceed his or her normal maximum number of Health Points.

Reduce , Regeneration's cost by 1-2 points (not 1-2 point per Level) if a particular attack cannot be regenerated. If the attack is relatively uncommon (like cold or lightning), the cost is reduced by 1 point. If common it is reduced by 2 points.

Reincarnation

Cost: 3 points/level
Relevant stat: None
Type: Paranormal, Technological

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 living starship that leaves an egg in its wreckage, or an undead monster that will reform a few hours or days after its apparent death are all examples of this. If this remnant can be salvaged from the wreckage or otherwise recovered, in a matter of days or weeks and with proper care, it will develop a new body similar to the original.

Reincarnation can usually 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.

If Reincarnation is taken as a Magical Power, it means that the character can only reincarnate if killed while the power is being maintained.

LEVEL 1 Reincarnation is slow and/or complex and may require external help in the form of a special ritual or equipment. It can be easily prevented.

LEVEL 2 Reincarnation occurs within a few hours or days of death without outside help. It can be easily prevented.

LEVEL 3 Occurs within a few minutes of death but can be easily prevented.

LEVEL 4 As Level 1 but obscure or complex means are needed to prevent it.

LEVEL 5 As Level 2 but obscure or complex means are needed to prevent it.

LEVEL 6 As Level 3 but obscure or complex means are needed to prevent it.

Sensors
Cost: 1 point/level
Relevant Stat: Mind
Type: Technological (and Paranormal if Indirect)

A character with this Attribute possesses sensors (such as radar or infrared) to see in the dark and detect distant targets (provided they are in line of sight). Sensors are a typical Attribute for modern or future mecha as well as androids or cyborgs.

On a planet or other spherical body, the curve of the horizon will limit the absolute range of many sensors. Earth's horizon limits line of sight to 4-6 kilometers unless the target is flying, very tall, or atop a hill or building. Thus, long-ranged sensors are mainly useful when mounted on an aircraft or spacecraft. Buildings, hills, big mecha, planets, and other objects will block a sensor's line of sight.

A sensor's listed range is how far away it can detect a roughly man-sized object. Very large objects (or those that emit a lot of energy) can be detected at much longer ranges. If a target has Awkward Size (page 182) Level 2 or more, multiply the range shown below by the Level (BP) of Awkward Size. GMs can also assign Levels of Awkward Size to non-mecha objects (such as buildings) for this purpose. Likewise, if an object is Diminutive (page 184) it may be harder to spot. Divide the range by the number of BP in the Defect.

Ordinary sensor ranges assume the target object is within a planetary atmosphere. Objects in space are easier to spot because both they and their power emissions stand out against the cold and the blackness of space. For this reason, when a sensor is used to detect an object in space, the range is greatly increased.

The GM can assume sensors work automatically in most situations. If a subject is especially hard to detect, such as one that is hiding, or one that possesses appropriate Stealth (page 147) or ECM (page 88) the GM may require a Mind Star Check or Mind/Electronics (Sensors) Skill check for the character to notice the target. The sensor operator has a -1 bonus if the stealthy target is within one-tenth of the maximum range at which the searching sensors can detect it, -2 if within 1/100 range, and -3 if within 1/1000 range. Appropriate types of Stealth or ECM will make detection trickier.

Although Sensors are generally "technological" in nature, the Sensors Attribute can also be used to represent some forms of paranormal divination.

• Underwater Sensors

Normal sensors do not work underwater. Underwater Sensors (like sonar) can be acquired separately for 1 point/Level. They work in the same manner as ordinary sensors but only detect objects in or under water, and have 1/10 range. For example, Level 3 Underwater Sensors have a 5 km range.

• Analytic Sensors

Sensors capable of determining the actual nature of objects or energy can also be acquired separately. Such sensors cannot detect objects unless normal sensors have already spotted them, but they are useful for finding out what an object is. This may require a roll against an appropriate science Skill to perform a correct analysis. Analytic Sensors usually have only

SERVANT

Cost: 1-2 points/Level
Relevant Stat: None
Type: Universal

The character has a servant or companion entity. It serves as a familiar, pet, or bodyguard. Examples of Servants could include: a magical girl's talking animal, a pet robot, a sorcerer's apprentice, a fierce wolf, a bound demon or ghost, a mage's farm hand, or a vampire's enslaved servants. Servants are NPCs controlled by the GM, but will normally work toward the character's best interests. Nevertheless, they should have limits, 1wh personalities and may occasionally get into trouble of their own.

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

Each Level of the Servant Attribute gives the player 5 Character Points with which to design the Servant. The Servant is created exactly as a character (using Steps 2 to 7) with two exceptions. First, it may not have the Attributes of Servant or Own a Big Mecha. Second, it is a servant to the character, thus should have defects such as, Owned by a Megacorp, Red Tape, or Unskilled.

Shapechange

Cost: 2-3 points/level
Relevant Stat: Body
Type: Paranormal, Racial

Shape Change is the ability to alter one's looks without changing one's apparent species. It allows a person to disguise himself or herself as someone else instantly, but it does not let a person transform his or her body into a significantly different, larger or smaller form. Aside from permitting a change of gender and small changes in height and weight, its other changes are completely cosmetic, conferring no additional abilities on the character. Thus, a human boy could change into an elf girl (complete with pointed ears but without any better hearing) but could not transform into a centaur or a giant.

In anime, Shape Change is most often possessed by sinister supernatural entities, sneaky aliens, or by magic-using wizards or ninja. Some advanced androids may also have "chameleon circuits" or "elastic skin" that let them change shape.

It normally takes one round to change shape. A changed shape can be held indefinitely (unless acquired through Magic, in which case it requires Energy Points to sustain), but the character usually reverts to his or her own form if knocked unconscious or killed. Sixth Sense or Sensors (Analytic) may also be able to detect Shape Change. Shape Change normally costs 2 points/Level and grants the individual the power to change himself or herself as described above. If the character can use the Shape Change Attribute to change another person instead, it costs the same. This can be useful for disguising friends or cursing foes with ugliness or warts.

SHIELD

Cost: 1 point/level
Relevant Stat: None Defense Combat Value
Type: Technological

A shield is a large, hand-held barrier that a character can interpose to absorb damage from attacks. A character requires at least one available arm in order to use a shield; if the character or mecha has only one arm, it cannot use a hand-held weapon and a shield at the

same time. A "ready" shield provides additional armor that works occasionally.

If a character holding a shield attempts a defense roll that just barely fails (by one), the shield successfully blocks the attack. The shield provides 15 points of Armor per Level of the Shield Attribute, which is cumulative with that of Force Fields and other Armor.

In appropriate settings (such as a medieval fantasy game) shields may be common enough to be available as Personal Gear. A typical Greek, Roman, or Medieval-style shield or a modern riot shield would have Shield Level 1. Japanese warriors did not use shields: in most anime the only shields you see are used by giant robots or riot cops.

SIXTH SENSE

Cost: 1 point/Level
Relevant Stat: Soul
Type: Paranormal

The character has the ability to detect things that are hidden to normal senses (and usually hidden to technological Sensors as well). Sixth Sense typically represents psychic or magical ability.

The character may sense one particular category of phenomena per Level. The player should define the category with the GM's approval. Sixth Sense is very much a GM-defined ability. In general, the character is automatically alerted when something his or her Sixth Sense detects is in close proximity (roughly 5 meters). The GM may require a Soul Star check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (-2 modifier or more) if the character is touching the source.

Here are a few examples of the types of Sixth Senses that the character could have. The character gains one type per level.

• Detect Evil

The character can sense powerful evil emanations from things like serial killers, demons, or evil haunted houses. In addition, when a less evil entity is actually performing an evil act, the character may briefly sense that something is "very wrong." The GM should be careful in allowing this ability; it might unbalance some plots by making it too easy to identify the villain.

• Detect Magic

The character can sense when magic is being used or detect magical Items of Power.

• Detect Virtue

The character can sense powerful good emanations from things like angels, saints, or the like. In addition, when an ordinary person performs a very good act (such as an act of great charity or self-sacrifice to save others) it will briefly "register."

• Empathy

The character can detect strong, powerful emotions radiated by individuals in his or her presence.

• Sense Truth

The character can detect when someone is telling a lie. Note that this ability is easily abused, and the GM may wish to ban it from a game where he or she wishes the characters to do a lot of investigative work.

Space Flight

Cost: 2 points/Level
Relevant Stat: None
Type: Technological

Space Flight allows a character to travel through space. Any character with Spare Flight can travel between ships, space stations, asteroids, or low-gravity planets or moons such as a., Luna, Mercury, or Pluto. In order to take off from a planet with a stronger gravity field, such as Mars or Earth, the Flight Attribute at Level 4 or better and Space Flight at Level 1 or better is required to escape from the atmosphere and gravity. A character can also use Space Flight inside a spaceship or space station that has little or no gravity. When doing so, treat it as an equivalent level of the Flight Attribute for movement.

LEVEL 1 Primitive or very slow space flight.

LEVEL 2 Slow interplanetary flight. Trips from planetary orbit to its moons) take several hours.

LEVEL 3 Average Interplanetary Flight. A flight from the Earth to the Moon takes hour, while Earth to Mars only takes a few weeks.

LEVEL 4 Fast Interplanetary Flight. The character can zip around the solar system in a few days or fly to the nearest star in about ten years.

LEVEL 5 Super Interplanetary Flight. The character can zip around the solar system in several hours or visit other stars in a few years at near-light speeds.

LEVEL 6 Faster-Than-Light Flight. The character can fly at "warp speeds" across a solar system in mere minutes, or reach another star in a week, days, or hours at the GM's discretion. The Star Flight Attribute must also be taken.

SPECIAL DEFENSE

Cost: 1 point/Level
Relevant Stat: None
Type: Universal

A character with this Attribute is resistant or completely immune to a specific type of uncommon ailment or injury, normally one whose effects are otherwise insidious in nature. Special Defense can be acquired multiple times to represent a character who is resistant or immune to different kinds of attacks. Examples of Special Defenses: Aging, Blinding Light, Deafening Sound, Diseases, Electromagnetic Pulse, Poison. Level 1: resistant to one type ½ effects. Level 2: Immune to that type.

SPECIAL MOVEMENT

Cost: 1 point/Level
Relevant Stat: Body
Type: Paranormal, Racial

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

• 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.

• Light-footed

The character can skim over sand, snow or ice at full speed.

• Untrackable

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

• Wall-Crawling

The character can cling to walls or ceilings as though they were on the ground or floor.

Star Flight

Cost: 2 points/Level
Relevant Stat: None
Type: Technological

Star Flight allows a character to travel between the stars at faster-than-light (FTL) speeds. This ability is mainly intended for mecha, but some super-powered or magical characters may also have the ability to fly at FTL speeds. The exact way Star Flight works is up to the GM. Some types of Star Flight allow the character to fly at impossible speeds, while others side-step normal space by travelling through hyperspace or permit instantaneous jumping from point to point. Most types of Star Flight have limitations that make it practical only for interstellar trips, and, consequently, the Space Flight Attribute is required to travel through normal space within a solar system. For example, Star Flight might not function close to the gravity of a planet, or it might only permit travel through certain natural or artificial "jump gates" or "wormholes." In either case, the character will need the Space Flight Attribute to get far enough from the planet or reach the appropriate jump point or wormhole. The GM should decide exactly how each Star Flight works, including whether a trip is instantaneous or takes hours, weeks, or months.

STEALTH

Cost: 1 point/Level
Relevant Stat: None
Type: Paranormal, Technological

A character with the Stealth Attribute is harder to detect with sensing equipment or abilities. Stealth can be paranormal or technological in nature. A character can have an extra type of Stealth at the same Level for only 1 extra point each.

Stealth should be optimized against one type of sensing Attribute. This may be Sensors (specify whether this is ordinary, underwater, or indirect sensors), Sixth Sense, Telepathy, or an ordinary sense such as Hearing, Smell, or Vision. Each Level of Stealth means that any roll to detect the character using that sense suffers a +1 penalty. Stealth (Vision) is not, however, the same as invisibility: if a character is in plain sight, he or she will still be seen. It can represent camouflage, so if a character is normally hidden (by darkness, terrain, or whatever) it will come into effect. Levels of 5 or 6 can represent very efficient chameleon abilities (for example, a "chameleon suit"). Detecting the character has a +1 penalty per level.

SUPER STRENGTH

Cost: 2 or 3 Points/Level
Relevant Stat: Body
Type: Racial, Technological

Some characters are far stronger than their Body Star indicates. This Attribute can represent the muscular strength of a large or powerful non-human being, supernaturally granted ability, or the hydraulic systems or robotic muscles of a giant mecha. A character can only acquire the Super-Strength Attribute if he or she has a way to lift or manipulate objects by using arms, tentacles, or a tractor beam or the character has legs, jaws, or Elasticity. An airplane, car, or spaceship with no means to lift objects would not need Super-Strength; its carrying capacity is governed by the Extra

Capacity Attribute. Each Level of Super-Strength determines how much the character can lift with one appendage (it can lift 50% more if using more than half of its appendages) and also adds +10 close combat damage when using punches, kicks, body slams, or melee weapons. Each Level also grants a -4 bonus in Body Star checks where pure strength is involved.

A character's Super Strength is independent of his or her Body Star. When someone or something has Super-Strength, strength can move beyond the 1-12 Star scale; the Body Stat now represents fitness, durability and agility rather than actual muscle. Thus, a player could create someone with a Body Star of 2, but he or she has high levels of Super-Strength (clumsy but powerful!).

Super Strength normally applies to the character's entire body, and costs 3 points/Level. If it is applicable only to a single limb (for example, having one bionic arm and one normal arm) rather than the body in general, it costs only 2 points/Level.

LEVEL 1 The character can lift a motorcycle (about 1/2 ton). Close combat damage +10.

LEVEL 2 The character can lift a car (about 2 tons.). Close combat damage +20.

LEVEL 3 The character can lift a large truck (about 10 tons). Close combat damage +30.

LEVEL 4 The character can lift a battle tank (about 50 tons). Close combat damage +40.

LEVEL 5 The character or mecha can lift a small ship (about 250 tons). Close combat damage +50.

LEVEL 6 The character can lift a large ship (over 1,000 tons). Close combat damage +60.

SWARM

Cost: 2 Points/Level

Relevant Stat: Body

Type: Paranormal

A character with this Attribute can transform into a swarm of small creatures: rats, bats, Wasps, yaws or other creatures or things (such as tiny attack robots). Anime vampires or demons most often possess this dramatic ability. The type of swarm must be determined during character creation. The character can create one critter from his or her body for every current Health Point multiplied by the Level (n this Attribute). Thus, a character with 50 current Health Points who has Swarm at Level 4 could transform into a mass of 200 creatures (50 x 4 = 200).

When transformed into a swarm, the character cannot use any of his or her existing Attributes or Skills. The actions of the swarm are basically limited to three options: move, observe, and attack. Additionally, all the critters of the swarm must remain within close proximity of each other (within two meters per Level). A swarm's Attack Combat Value is equal to its Attribute Level + 4. Its attack damage is not based on Combat Value, though. Instead, it inflicts 1 point of damage for every 10 animals, micro machines, etc. (minimum one damage point) in the swarm. A swarm has an effective energy Point total of 0.

A swarm can be attacked normally, and each creature in it dies if it is hit (no Defense roll is allowed). However, unless an opponent is using an area-effect or spreading attack, 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, and each round, the swarm can inflict up to 20 points of damage by biting or stinging. If a swarm's opponent lacks an effective area-effect or spreading weapon (flame thrower, gas, hand grenade, etc.) he or she should consider running away very quickly!

A character who dissolved into a swarm may choose to revert into normal form during his or her initiative in a 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, but does not cost any Energy Points. 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 50 current Health Points and Swarm at Level 4 divided into 200 creatures, and after a battle, recombined with only 130 available critters, the character would then have a current total of 32 Health Points. One critter per level per health point, up to six.

Telekinesis

Cost: 1-2 points/Level

Relevant Stat: None (Attack Combat Value)

Type: Paranormal, Technological

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

A character using Telekinesis can lift an object or group of adjacent objects and move it at walking speed (10 meters/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a close distance (up to about 5 meters) at full strength; effective strength declines by one Level if used over a short distance (up to 50 meters), or by two Levels if used at medium distance (up to 500 meters). Ranges multiply by 1,000 in space. The mass that a character can lift depends on his or her Level.

The character can also levitate an object and have it strike another person as if it were a short-ranged thrown weapon. The mass Telekinesis can lift is reduced by a factor of 10 when throwing an object hard enough to inflict damage. For example, a character with Level 4 could lift up to 1,000 kg but could only throw objects weighing up to 100 kg. This is treated as a normal attack and thus can be negated by a successful defense. Damage depends on the weight of the object hurled: 5-15 points for an object weighing up to 1 kg, 15-30 points for up to 10 kg, 45 points for one up to 100 kg, 60 points for one up to 1,000 kg (one ton), and so on. The same damage applies to the object being hurled.

A character who uses Telekinesis to grab another person and throw him or her uses the same procedure, but this requires a successful roll against Attack Combat Value to "grab" the target. Accurately tossing an opponent so that he or she hits another target requires a second successful attack. If attempting to disarm a character with Telekinesis, the subject should be allowed a Body Star check to retain the weapon at a +1 dice roll penalty per Level of the disarming character's Telekinesis Attribute. If a character wishes to fly, he or she needs Flight (page 94) rather than Telekinesis.

Ordinary Telekinesis (capable of lifting anything) costs 2 points/Level. At a cost of only 1 point/Level, the character may have a more focused Telekinesis. This restricts the character to telekinetically moving (or sculpting) a particular type of matter. Some examples are given below. The character can lift 1/10/100/1000kg / 10 tons / 100 tons, respectively per level.

• Air

The character can only move air (or other gases). A cubic meter of air weighs about 1.3 kg. Enough air to fill a 3 meter by 3 meter by 3 meter (roughly 10' X 10' X 10') room weighs 35 kg.

- Earth

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

- Ice

The character can curlly move ice or snow and use telekinesis to sculpt it into various shapes.

- Metal

The character's Telekinesis only works on metal. This may be a mystical limitation, or n may be the character's power is actually magnetic in nature.

- Water

The character can lift and move water. A cubic meter of water (1,000 Liters) about a ton. A gallon of water (about 4 Liters) masses about 4 kilograms.

- Wood

The character's power only works on wood (living or dead). This ability is usually mystical in nature and common to nature priests and spirits.

TELEPATHY

Cost: 1-3 points/Level
Relevant Stat: Mind
Type: Paranormal

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

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

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

A subject cannot detect a telepath reading thoughts or sensory impressions unless he or she has the Telepathy or Mind Shield Attribute at an equal or higher Level. If so, he or she

TELEPORT

Cost: 5 or 10 pts/lvl
Relevant Stat: Mind
Type: Paranormal, Technological

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

Teleporting is only possible if the character (or a mecha operator) has visited the intcdell destination or can clearly see or otherwise sense the destination (possibly through the Sensors Attribute). 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, she, or it could normally carry. Mecha with internal teleport machinery that can transport other characters without transporting themselves should instead acquire the Special Equipment Attribute (page 178).

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

The maximum distance that the character can teleport in a single jump is shown below. As a comparison, the diameter of the Earth is approximately 12,000 km and the distance from the Earth to the moon is approximately 380,000 km.

Teleport normally costs 5 points/Level and grants the individual the power to transport only himself or herself. If the Teleport Attribute can be used by the character to teleport another person instead, it costs the same. If it can be used to teleport the character and to teleport other people, it costs 10 points/Level. If capable of being used on others, Teleport normally only affects a single willing subject whom the character must touch. It is up to the user where to teleport the subject. For it to be used as an attack against unwilling persons or at a distance, the Weapon Attack Attribute (page 157) with the Linked (Teleport) Ability (page 165) must also be acquired.

Transmutation

Cost: 1-4 pts/lvl
Relevant Stat: Mind
Type: Paranormal

This Attribute allows a character to transform a non-living object (or set of connected objects, like clothing or a gun and its ammunition) into something else.

Transmutation costs 4 points/Level if the character can transmute anything (within the limits of his Level). It costs 2 points/Level if the character is limited to a general class of objects such as "metal" or "weapons" or "clothing" or "food." It costs 1 point/Level if the transmutation is limited to a very specific category such as "regular clothes to battle costume" or "lead to gold" or "spoiled food to edible food." The GM is free to restrict any categories that seem overly broad or too powerful. The degree and utility of the transmutation varies by the character's Level as shown below.

Transmutation cannot create new things outside the character's experience. The character cannot transmute something into a book or painting or videotape, but the content would have to be something with which he or she was already familiar. Likewise, a character who had no familiarity with guns could not create one using Transmutation. The GM may choose to require a Mind Star check (or relevant Skill check) if the character attempts a particularly complex transformation. Failure may indicate the transformed object does not work properly. This is especially applicable when transforming objects into complex technological devices. As a rule, Transmutation is only able to create objects that could be classed as Personal Gear. It cannot create Items of Power or mecha.

Objects that are transmuted will generally remain transmuted for a few minutes to a few hours before turning back to their original form. Transmutation is a very powerful ability, and the GM may also

set additional limits to ensure that its utilization does not unbalance the game.

Transmutation works only on objects that the character can hold in his or her hands and which are not under another's control. To gain the ability to transmute other objects at a distance, the character must also acquire Weapon Attack (page 157) with the Linked (Transmutation) Ability (page 165).

WATER SPEED

Cost: 2 or 3 points/Level
Relevant Stat: None
Type: Racial, Technological

A character with Water Speed can float and travel on or under water. This Attribute is usually possessed by aquatic creatures or amphibious non-humans like mermaids or by mecha that are boats, ships, and submarines.

For mecha, the cost is 2 Points/Level to swim or travel on the surface, or 3 Points/Level to travel underwater as well. The depth to which a submarine can dive depends on its Armor. A mecha can normally dive a few hundred feet; one with armor that stops at least 30 damage points can dive a few thousand feet, while one with armor that stops at least 50 damage points can dive to the bottom of the deepest ocean trench.

For characters, the cost is 2 Points per Level. 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 Life Support Level 2 or only breathes water rather than air). At 3 per Level (amphibious) the Attribute also includes the ability to breathe both water and air.

A character without Water Speed can still swim but much more slowly (about 4 kph).

LEVEL 1 The character is as fast as a slow fish or rowboat (up to 15 kph).

LEVEL 2 The character is as fast as a swift fish or yacht (up to 30 kph).

LEVEL 3 The character is as fast as a modern speedboat (up to 60 kph).

LEVEL 4 The character is as fast as a speedboat (up to 120 kph).

LEVEL 5 The character is as fast as a hydrofoil (up to 250 kph).

LEVEL 6 The character is faster than any possible fish or watercraft (to 500 kph).

Weapon Attack (or Special Attack)

Cost: 4 points/Level
Relevant Stat: None (uses Attack Combat Value)
Type: Universal

Anitne characters sometimes wield powerful offensive energies, such as electric zaps, magical fireballs, ki-powered martial arts strikes, or energy swords. Some characters, such as cyborgs or robots, as well as mecha, may have guns, missiles, or beam weapons built into their bodies. This ability is normally known as Weapon Attack when it is technological in origin and Special Attack when racial or paranormal. For simplicity, it will be referred to as Weapon Attack throughout this description.

Weapon Attack costs 4 points per Level, and delivers 15 points of damage per Level:

Weapon Attacks may be further customized by assigning one or more attack Abilities from the list on pages 160-167. Each attack Ability taken reduces the damage by 15 points but adds an additional capability. Attacks may also be assigned one or more attack

Disabilities from the list on pages 168-171. Each attack Disability increases the damage by 15 points but reduces the attack's utility by imposing some form of limitation.

Both Abilities and Disabilities must be assigned when the Weapon Attack is designed. On the player's character sheet, they are listed in parentheses following the attack's modified damage. A Weapon Attack may be assigned a combination of Abilities and Disabilities that would reduce its damage to a minimum of zero. Since a character's Combat Value (see page 71) is added to an attack's damage, a "zero damage" Weapon Attack could still injure someone. For example, suppose a character has a Weapon Attack at Level 1. He or she would only be able to purchase one Ability, which would reduce the attack's damage from 15 to zero. If the character wanted to purchase a second Ability, he or she must first assign a second Disability, which would raise the attack's damage back to 15. The character could then purchase a second Ability, reducing the damage back to zero.

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

• Alternate Attacks

Although a character or mecha often uses its most powerful "primary" weapon, different ones may also be possessed. The point cost of these additional "secondary" attacks are significantly lower than the cost of the primary attack: 2 points for each Weapon Attack at the same Level as the primary and 1 point for each one that operates at a lower Level. The primary attack is the only one that costs the standard 4 points/Level. Secondary attacks may each possess different damages, Abilities and Disabilities. If acquiring alternate attacks as Magical Powers (see Magic, page 111) the secondary attacks drain the regular 4 Energy Points per Level, not 1 or 2 Energy Points.

• Mecha Weapon Attacks and Different Gunners

If a mecha has the Weapon Attack ability, each armament is normally designed for use by whomever is controlling the mecha. An operator can only fire one of the weapons each round, unless he or she possesses the Extra Attacks Attribute (page 28). However, if the mecha carries multiple people, it may be designed with many independently operated weapons, each manned by a different character, which allows simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a "Different Gunner" and purchased at an additional cost of 5 Mecha Points each.

• Hand-Held Weapons

Attacks usually emanate from the character or are built directly into a mecha, but they may be designated as hand-held. A hand-held weapon can be lost or grabbed by an enemy, and the character or mecha must have at least one hand to hold it. If a hand-held weapon is created as a Magical Power (which may be

transferred to other characters), the sorcerer must pay Energy Points every minute to sustain its existence plus additional Energy Points whenever the character makes an attack using it. Consequently, it is rarely beneficial to create magical hand-held weapons unless it is intended for use by another character. Sorcerers can still create flaming swords, rifles, and longbows without paying the additional hand-held costs if the weapon cannot be transferred between characters (it looks like a hand-held weapon, but it is actually a "fixture" that cannot exist independently).

- **Personal Gear**

Handheld weapons that are built as Personal Oc;u (page i7) me hiss powerful than ordinary Weapon Attacks. When they are created, they will inflict only Mme-third die linril damage (that is, only 5 points of damage per Level of Weapon Attack).

WEAPON ATTACK ABILITIES

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

Special Effect

May have special effects that cause effects other than damage. The effectiveness of the special effects of Drain (Any), Flare, Incapacitating, Irritant, Linked (Attribute), and Tangle are determined by the basic damage of the attack only. Combat Value, Focused Damage, or Massive Damage are not included in the calculation. Neither Armor nor (except for Tangle) Force Fields will normally protect against these special effects.

- **Accurate**

The attack is unusually accurate giving a -1 bonus to Attack rolls (or Soul Stat checks if the attack has the Soul Attack Ability). This ability can be assigned two or three times for a -2 or -3 bonus, but may not be combined with the Linked (Attack) Ability.

- **Affects Incorporeal**

This attack will affect characters who are currently Astral or Incorporeal as if they were solid. This Ability is not appropriate for Personal Gear.

- **Aura**

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

Auto-Fire

The attack consists of a burst of multiple shots like a machine gun or rapid sequence of energy bolts. Instead of scoring one hit when an attack is successful, the attacker scores hits equal to the difference between the attack roll and his or her Attack Combat Value (minimum of one, maximum of five). For example, if a character's attack Combat Value is 7 and the player rolled 5 (after all modifications), he or she would score two hits. However, the defender's chance to avoid the attack is derived in a similar way: a successful Defense roll will defend against a number of hits equal to

the difference between the Defense roll and Defense Combat Value (with a minimum one hit avoided on a successful defense).

Burning

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's armor, the target will suffer an additional 1/10 of the basic damage for 5 rounds or until the effect is somehow neutralized (GM's discretion; it should depend on the type of attack, and may require several rounds for full neutralization). Armor does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "slow burn," in which case the

- **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. This counts as three abilities if mildly contagious or six abilities if highly contagious. If mildly contagious, not everyone will be infected; a prospective victim must fail a Star roll at a -3 bonus to be affected. If taken twice, it is highly contagious; someone must fail a Stat roll (without modifiers) in order to be affected, or possibly contagion may be automated under some circumstances. The Star check is normally a Body roll, but magical or cybernetic contagion may require a Mind or Soul roll. The GM should adjudicate Effects and countermeasures. The Ability is usually combined with the Toxic Disability.

Concealable

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

- **Drain Body**

The attack causes the victim to suffer weakness and/or loss of coordination. The victim's Body Stat is reduced by one for every 15 points of Damage the attack delivers. The Body Stat drain is in addition to any Health Point losses from the attack. To design an attack that only drains the Body Star, but inflicts no other punishment, the No Damage Disability must also be assigned. Lost Body Star points are recovered at one point per hour of rest. Losing Star Levels will also lower the Combat Value, but Health Points and Energy Points will not be affected. The GM may rule that a character who is reduced to a 0 Body Stat is unable to move.

- **Drain Mind**

The Attack causes the victim to lose his or her sanity. The attack may be a psionic attack, tranquilizer or similar drug, or another form of attack. The victim's Mind Stat is reduced by one for every 15 points of Damage of the attack. This Mind Star drain is in addition to any Health Point losses from the attack. To design an attack that only drains the Mind Star, the No Damage Disability must also be assigned. The GM may rule that a character reduced to 0 **Mind** is "mindless" and will act in an illogical and animalistic fashion, completely without reason. The drained points return at the rate of one every hour.

- Drain Soul

The Attack affects the victim's spirit. This attack may be a wave of fear, despair, or some ether willpower-destroying emotion. Drain Soul is far more common as a Special Attack than as a Weapon Attack. The victim's Soul Stat is reduced by one for every 15 points of Damage of the attack. This drainage is in addition to any Health Point losses from the attack. To design an attack that only drains the Soul Star, the No Damage Disability must also be assigned. The GM may rule that 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. This Ability is normally not appropriate for Personal Gear.

- Flare

If the target is hit (or in the radius of an Area Effect weapon attack) the defending character may be blinded. Every target looking in the vicinity of the attack must roll a Body Star check at a +1 penalty for every 15 points of weapon damage (ignoring armor). If a target character rolls greater than his or her Body Star, he or she is blinded for a number of combat rounds equal to the difference between the Body Star and the dice roll. Characters with appropriate Special Defenses (page 142) will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra +1 penalty to the Star check. Flare can also be generalized to cover other sense-overloading attacks. For example, the attack might cause deafness.

Flexible

This ability represents long, flexible, or extendible attacks such as a prehensile whip, energy-lash, razor-ribbon, or similar attack mode. The target defends at a +1 penalty. If the attacker is strong enough to physically lift the target, a successful attack can trip or disarm an opponent (snagging a hand-held weapon) in lieu of delivering damage. Such non-damaging attack stunts are made at a +2 penalty to the Attack roll since they require great skill to execute accurately.

- Homing

A Homing attack is vulnerable to ECM missile jamming, however (Electronic Counter-Measures, page 88). In a setting where ECM is not common (such as, ancient Japan) Homing counts as two, rather than one, Abilities.

- Incapacitating

This represents any form of attack that can instantly incapacitate a foe even if it does not inflict actual damage. This includes putting an opponent to sleep or turning him or her to stone. Regardless of whether the attack does physical damage, the victim must make a Stat Roll (either Body, Mind, or Soul - decide when the attack is designed) to avoid being completely incapacitated. The roll is made at a -4 bonus with a +1 modifier per 15 points of base damage at which the attack is rated. For example, an attack rated for 60 damage would require a Star Roll at no penalty; one doing 30 damage would be made at a -2 bonus. When designing the attack, specify the form the incapacitation takes: asleep, awake but paralyzed, turned to stone, transformed into an inert doll, etc. The effects will wear off in several minutes, unless the Incurable Ability is also taken. To design an attack that only incapacitates the target, the No Damage Disability must also be assigned. Incapacitating counts as three Abilities.

- Incurable

The attack produces wounds or other effects that do not heal naturally, and are incurable by normal methods. Rather than recovering at a normal rate or being amenable to medical treatment, recovery cannot take place until some exotic event or treatment has occurred. This requirement must be specified when the attack is designed, subject to GM approval. Incurable counts as two Abilities. It is not appropriate for Personal Gear.

The weapon can fire shots in a high ballistic arc. Examples include grenade launchers and howitzers. This allows the attacker to shoot at targets hidden behind buildings, hills, or other obstacles (or even shoot over the horizon, if the Long Range Weapon Ability is also taken). Indirect fire is tricky, however. A weapon with the Indirect Weapon Ability can be used under normal mid-range conditions without any penalty. If it is used to make an indirect fire shot, the attacker must be able to "see" the target (sensors can be used), or someone else must spot the target and relay its position to the attacker. Indirect fire results in a +2 penalty to the Attack roll.

- Irritant

This represents pepper spray, a skunk's musk, an itching spell, or similar effect. Whether or not damage penetrated armor, the subject must make a Body Star roll at +1 penalty for every 15 points base damage that the attack delivers. If the target fails, the character is partially blinded and distracted (+2 penalty on all rolls to do anything) for a number of rounds equal to the amount by which he or she failed the roll. Irritant is usually taken in conjunction with the Toxic Disability to simulate an attack against which a gas mask or the like offers protection.

- Linked (Attribute)

An attack with this Ability is attached to one of the following Attributes, which the character must also possess: Dimensional Portal, Insubstantiality, Metamorphosis, Shape Change, Size Change, or Teleport. If the attack hits, a living subject will be affected by that Attribute provided he or she fails a Body Star Check to resist. The check is made at -1 for **every** 15 base damage points the attack delivers. This Ability is often acquired in conjunction with the No Damage Disability (page 169).

Long Range

An ordinary attack is assumed to have an effective range of about 500 metres (10 km in Apace). This Ability extends the range to 5 km (100 km in space). Long Range weapons are typical of beam cannons on spaceships, guided missiles, or the guns of tanks or big robots. It can be assigned multiple times: each time it is taken after the first doubles the actual range.

Muscle-Powered (Mecha Only)

The mecha may add any damage bonus from the Super-Strength Attribute (page 148) to the attack's basic damage. The Melee Disability must also be taken. If an A.I. mecha does not possess the Super-Strength Attribute, its Body Star is added to the delivered damage instead. Note that ordinary mecha melee weapons may rely on the user's strength but might not have this ability because they are not durable enough for the user to take advantage of Super-Strength (they will break).

No Regeneration

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

can otherwise recover or be repaired normally. It is not appropriate for Personal Gear.

- Penetrating (Armor)

The Light Armor, Heavy Armor, and Shield Attributes only stop half as many (round down) damage points against an attack with this Ability. Penetrating may be taken twice. If so, armor stops no damage against the attack (this may represent poison gas, a high-energy gamma-ray laser, or a similarly insidious weapon).

This attack causes a linear shock wave the ground, causing the very earth to rumble and fracture. The quake "fault" will only be large enough for one person to fall into its depths unless it is combined with the Area Effect Ability. A victim may fall into the crevices, unless he or she fails a Body Stat check (the Acrobatics skill will provide a bonus). The fissure will be approximately one metre deep for the first 15 points damage and is doubled for every additional 15 damage points the attack inflicts. Thus a 30 damage point quake would create a fissure two metres deep, while a 60 damage point quake would create a crevice eight metres deep. This can only be used on a solid surface (which may be earth, sand, cement, on asphalt), and may not be combined with the Aura Ability.

- Soul Attack

The attack is not a physical attack but rather is a contest of spirit or will. Instead of the attack requiring an Attack Combat Value roll, the character must roll a successful Soul Stat check for his or her character (though appropriate Skills can modify this). Likewise, instead of a normal Defense roll, the subject makes a Stat roll using the average of his or her Mind and Soul Stats to resist. Soul Attack ignores Armor, Shields and Force Fields, and affects Insubstantial or Astral characters normally. It counts as five Abilities unless the attack has the No Damage Disability, in which case it counts as two Abilities. It is not appropriate for Personal Gear.

- Spreading

This type of attack spreads to cover an expanding area like a cone of energy or a spray of projectiles or energy bolts. The defender receives a +1 penalty to his or her Defense roll. Multiple adjacent targets in the attack path may also receive damage if they are lined up or in a dense formation, up to a maximum of one extra target for every 15 points of weapon damage. The Spreading Ability can be acquired multiple times; each one further penalizes the target's Defense roll by +1 and doubles the number of possible adjacent targets.

- Tangle

Attacks that can entangle the victim may include a spray that freezes the target in ice, or **traps him** or her in the branches of an animated plant, or simple webbing. The attack delivers **ordinary damage** as well as Tangle damage (equal to the ordinary damage), and thus needs to be recorded separately. Armor does not protect against Tangle damage (although energy barriers and Force Fields might). If a character suffers more Tangle damage than he or she has remaining Health Points, the character is trapped and unable to move, attack physically, or defend. He or she can usually still speak, and may be able to perform other actions that do not require physical gestures. Tangle damage can be "healed" by attacking the binding substance (net, glue, ice, etc.) in melee range or with an Area Effect (page 161) weapon - the latter may also damage the entangled victim, however. Each point of damage that is inflicted on the Tangle "heals" one point of Tangle damage. An entangled character is set free once the Tangle damage is reduced to zero from "healing." An "Incurable"

entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created.

The attack lays a mine, booby trap, or some other similar device, which "sits and waits" until someone triggers it. A successful Mind Stat check will reveal the trap's presence. The Trap Ability can be paired with the Melee Disability (page 169) to simulate a booby trap that must be carefully planted. Without the Melee Disability, the trap can be deployed at a range; a successful Attack roll indicates that the Trap was fired or tossed into the correct area.

- Unique Ability

The attack has some other unspecified Ability that is not listed, and is subject to GM approval. Examples can include an attack that can track and follow its target, one that affects the appearance of the target, and many more.

- Vampiric

This Ability can be added to any attack that causes normal damage or one that drains Star Points or Energy Points. Upon a successful attack, the lost Health Points, Energy Points, or Stat Levels are transferred to the attacker. Vampiric counts as a single Ability if the attack can only restore lost points or Levels (thus, the character could heal himself or herself), or two Abilities if the attack can actually increase the character's values above their normal maximum values (Combat Value does not change). Energy Points or Health Points cannot exceed twice their normal maximum, however, and Stats cannot be increased beyond 12. Any values or points in excess of the user's normal Level fade at a rate of 5 Energy Points or Health Points or one Stat Level per hour. This Ability may not be combined with the Area Ability and is not appropriate for Personal Gear.

Attack DISABILITIES

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 1-Z metres). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or other abilities might have similar risks. The damage of the backblast is normally one-fifth the damage of the actual attack. If this Disability is taken twice, it affects everyone in a radius around it.

- Drop Shields

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

- Exposed (Mecha Only)

The gunner must expose himself or herself outside the mecha's Armor on the round that the weapon fires (and stay exposed until his or her next action in the following round). An exposed character targeted for attack receives no protection from the mecha's armor. An example of this Weapon Defect would be a machine gun mounted on a bracket atop a tank since the gunner must lean out of the hatch to use it. This Disability cannot be taken if the mecha has the Exposed Crew Defect and is not normally usable with hand-held weapons.

- Extra Energy

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

- Inaccurate

The attack is not as accurate as normal ones, and imposes a +1 penalty to all Attack rolls **for Soul Stat checks**, if it is a Soul Attack). This ability can be taken two or three times for a *7 or + 3 penalty.

- Internal

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

- Limited Shots

The attack is only usable for a few combat rounds, after which it either runs out of ammunition or power or simply burns out. Assigning this Disability once means it can make Up to six attacks; if taken twice, up to three attacks; if taken three times, only one attack. If the attack also has the Auto-Fire Ability (page 161), one "attack" means a single Auto-Fire burst (one combat round).

- Low Penetration

The attack has an inferior ability to penetrate armor relative to its damage. Examples include shotgun blasts, or hollow-point bullets. Any armor, Shield or Force Field Attributes atop twice the usual damage. This Disability is incompatible with the Penetrating Ability.

- Melee

The attack is only usable against adjacent opponents and may require physical contact. An example of a Melee attack is a physical or energy sword or a touch that inflicts debilitating effects. The Melee Disability cannot be combined with the Long Range Ability or Short Range Disability. It is sufficiently limiting that it is equivalent to two Disabilities.

- No Damage

The attack does not deliver ordinary physical damage. This Disability is usually only taken if combined with Abilities such as Drain (Any), Flare, Incapacitating, Irritant, Linked (Attribute), or Tangle that produce effects that do not rely on physical damage. The damage value of the attack is used only to rate the effectiveness of these special abilities - the greater the damage value, the more effective the attack.

- Only In (Environment)

The attack or weapon can only target objects that are in a particular limited environment, for example, "only in water" (representing a torpedo) or "only in space" representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, "only in air" is not valid unless of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

- Self-Destruct

Use of this attack destroys the user (character or mecha). It counts as four Weapon disabilities. This Disability is usually combined with Melee and Area-Effect to represent an explosive self-destruct system. It may not be combined with Limited Uses.

- Short Range

This attack is only usable at fairly close range (effective range of about 50 meters). The short range Disability cannot be combined with the Long Range Ability or the Melee Disability.

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute (see page 28) can use one of his or her extra actions to prepare the attack rather than wasting the entire round. The Slow Disability can be taken more than once to represent an attack that takes even longer to initiate. Assigning it twice increases the time to 10 rounds (about a minute); three assignments increases the time to two to six hours; four increases the preparation to days or weeks, and five can mean several years. This Disability may not be used with the Linked (Attack) Ability.

- Static

The attack cannot be used while the character is moving (or if a mecha weapon, while the mecha is moving under its own power). This could be due to a need for precise aim or total concentration. The weapon might also require all power to be diverted to its energy supply, or might be static because of recoil, or another reason. The character (or mecha pilot) may not even make Defense rolls on the round a Static attack is used; if he or she has already made a Defense roll, the pilot cannot attack with a Static weapon until the following round.

- Stoppable

The attack fires a projectile or energy bolt that is massive or slow enough to be shot down and does not reach the target until Initiative zero. Consequently, the attack can be stopped in mid-flight. A cannon shell would probably not qualify, but a missile or plasma-ball might. Anyone with an unused combat attack action during the same round may make a ranged attack against the projectile. To stop the attack, a successful hit (or hits) must deliver at least one-third as much damage as that delivered by the Stoppable attack. Stoppable may not be combined with the Melee Disability. Stoppable may be purchased more than once to reflect an attack that takes even longer to reach the target. Each additional Stoppable rating grants one additional round where characters may attempt to intercept or otherwise stop the attack. Slow moving missiles and plasma bolts are examples of attacks that might have Stoppable two or three times.

- Unique Weapon Disability

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

- Unreliable

Any time this attack is used and the attack roll is an unmodified (or "natural") 11 or 12, the attack fails to take place and the weapon or ability either burns out, jams, overheats, or otherwise malfunctions. The Weapon Attack will not work again until some condition is fulfilled. For example, repairing a mecha weapon requires a skilled individual to make a successful Mind Stat check (one attempt each round), and while the character is making repairs, he or she cannot carry out other activities. The same could apply to a magical attack with a Mind Stat roll needed to remember the correct words. Other remedies might be appropriate for recovering different attacks (for example, a dragon whose breath weapon has "burned out" might have to eat a hearty meal first).

Uses Energy

The attack draws upon the user's personal energy, each attack draining 5 Energy Points. This Disability can be taken twice, and, if so, it uses 5 Energy Points per Level. This Disability is not available for Magical Powers, which automatically Use Energy (see the [Extra Energy Defect](#) instead, page 168).

MECHa-only ATTRIBUTES

These Attributes are only applicable to mecha.

INTELLIGENCE (A. I.)

Cost: 2 points/Level
Relevant Stat: Mind
Type: Mecha Only

A mecha is assumed to require a character inside it to act as its pilot, driver, or operator. The A.I. Attribute overcomes this necessity and provides a mecha with some form of control mechanism that enables it to operate by itself or to be operated via remote control. If a merlm is transformable, each form should possess the same level of **A.I.**

• Basic Remote Control

The mecha is controlled from outside it by the owner, who will use a radio (or other) control system. Doing so requires the operator's full attention, and thus he or she cannot carry out any other activities. This also means the operator can only run one mecha at any time. The mecha uses the operator's Stars and Combat Values as if the operator was piloting from within a cockpit. The control system for the mecha must be specified to be located in another mecha, an operations base, or a hand-held unit. The GM should decide upon the limitations of the control system (range, vulnerability to ECM, etc.)

• Advanced Remote Control

As above, but the mecha requires less supervision: the operator can also carry out other activities while commanding the mecha (including operating his or her own mecha or controlling more than one advanced remote control mecha). If the operator divides concentration in this way, he or she suffers a cumulative +1 Star check and Combat dice roll penalty on all actions for each mecha controlled simultaneously.

• Semi-autonomous

The mecha can operate without constant supervision but has no self-initiative and lacks emotions and desires. It can be given orders or programmed with directives but obeys in a slavish, unimaginative fashion. The mecha is assigned its own Body and Mind Stars, but does not have a Soul Seat.

• Intelligent

The mecha is capable of exercising (or at least simulating) self-initiative and creativity but remains loyal to the character who owns it. The mecha uses its own Body and Mind Stars. Levels 4 and 5 A.I.'s do not have Soul Stars, and are not "self aware." Level 6 provides the machine with its own Soul - the A.I. is a true NPC that behaves as a real person. The A.I. is assumed to be an ally of the character but may have its own agenda as well.

EXTRA Capacity

Cost: 1 point/Level
Relevant Stat: None
Type: Mecha Only

Normally, a mecha is assumed to be able to comfortably carry a single pilot or passenger. To carry additional people, take Extra Capacity; the Level of which determines how many people the mecha can carry. The mecha can also carry cargo instead of people. For each person not carried, the mecha can substitute one tonne cargo capacity (five tonnes if the mecha also has two or more Extra Endurance Attribute Levels). This cargo-for-people substitution must be specified when the mecha is originally designed. Cargo capacity can be further specified as either a general cargo area, or as mecha-launching hangar bays.

A mecha must be big enough to justify its Extra Capacity, which means it must be given a minimum number of Bonus Points of the Awkward Size Defect (page 182).

Extra Capacity is normally intended as a Mecha Sub-Attribute. However, it may also be appropriate for large non-human creatures such as a horse or dragon, which might have sufficient space for someone to ride them. Normally no more than one or two Levels of Extra Capacity is appropriate for such characters.

EXTRA ENDURANCE

Cost: 1 point/Level
Relevant Stat: None
Type: Mecha Only

An ordinary mecha operates for a few hours at a time (like a typical automobile, tank, or airplane) before it runs out of fuel, energy, or life support. A mecha that has been given Extra Endurance is designed for lengthier operations without food, rest, recharging, or refuelling as the case may be. In a manned mecha, Extra Endurance at Level 2 or higher usually includes facilities for sleeping, cooking, and even recreation if the mecha is of sufficient size.

MANOEUVRE BONUS

Cost: 1 point/Level
Relevant Stat: Operator's Body
Type: Mecha Only

A mecha with a Maneuver Bonus has superior handling characteristics that give it a bonus to Initiative rolls and (at higher Levels) to Defense Combat Value. It is common for racecars, aircraft, spacecraft, helicopters, motorcycles, and many giant robots or powered armor suits to have a Maneuver Bonus. The Maneuver Bonus does not equate with actual speed, however, since that is governed by different movement Attributes. For example, a space fighter may be a fast interceptor but not be very maneuverable; another fighter may be slow, but highly maneuverable in combat. A Maneuver Bonus must be bought individually for each movement method to which it applies: ground, water, flight, or space flight.

LEVEL 1	The mecha gains +1 to Initiative.
LEVEL 2	The mecha gains +1 to Initiative and +1 to Defense Combat Value.
LEVEL 3	The mecha gains +2 to Initiative and +1 to Defense Combat Value.
LEVEL 4	The mecha gains +2 to Initiative and +2 to DCV.
LEVEL 5	The mecha gains +3 to Initiative and +2 to DCV.
LEVEL 6	The mecha gains +4 to Initiative and +2 to DCV.

MEcha REGENERATION

Cost: 4 points/Level
Relevant Stat: None
Type: Mecha Only

Regeneration permits a mecha -which normally cannot heal - to regenerate or repair damage without external intervention. It may represent a self-healing metabolism, magical ability, a robot with an auto-repair system, or even an omnipresent first-rate repair crew. At high Levels, this ability is even useful in combat since damage can be fixed almost instantly. A mecha cannot use regeneration if destroyed but can regenerate while incapacitated. Regeneration does not allow a mecha to exceed its original number of Health Points.

MECHANICAL TRANSFORMATION

Cost: 2 or 4 points/Level
Relevant Stat: None
Type: Mecha Only

Some mecha can drastically alter their shape or function. For example, a mecha might shift from a giant robot to an airplane. Each Attribute Level gives either an extra "full powered" form (costs 4 Points/Level) or "half-powered" form (costs 2 Points/Level). Each form is designed as if it were a different mecha with the same number of Mecha Points as the original form if "full-powered," or half as many points (round down) if "half-powered".

The following restrictions apply to the Attributes and Defects each form may take. First, each form must have the same number of Levels of Mechanical Transformation Attribute. For example, if three different full-strength forms exist, each must be given Mechanical Transformation Level 3, costing each form 12 Points. Additionally, each form must be designed so it has identical Energy Points, Health Points and (if taken) Extra-Capacity, Artificial Intelligence, Extra Endurance, and Highly Skilled. Finally, each form must have identical Awkward Size, Crew Requirement, Hangar Queen, and Limited Endurance Defects, should any of these have been taken. The Super Transformation Attribute (page 180) eliminates some of these transforming restrictions.

It requires one round to transform from one form to another (or longer, at the GM's discretion), during which time it (and any occupants) cannot take other actions. If more than

MULTIPLE MECHA ATTACKS

Cost: 10 points/Level
Stat: None

Multiple Mecha Attacks reflects the ability of a mecha to attack multiple targets at a **time**. It is different from the Extra Attacks Character Attribute (see page 28) since the pilot's (or gunner's) skill in combat does not have any bearing on the number of attacks that the **mecha** can execute in a single round. Mecha possessing this Sub-Attribute usually have a larger number of gun ports, lasers, rocket launchers, or projectiles than a normal mecha. It **could** also represent a mecha that engages in melee combat with two or more weapons rather than just one.

Each round, the pilot may use the mecha to take additional offensive and defensive actions, provided that the attacks and defenses are all similar in nature (for example, all hand-to-hand, all ranged, etc.) Also, unless two or more opponents are very close together, armed or unarmed hand-to-hand attacks must target the same person, mecha, or object. The attacks are usually carried out at the same time during the same Initiative number (see page 203). The Different Gunner Weapon option does not increase the number of multiple attacks. Only the specified weapon is given multiple attacks in that instance.

A mecha pilot that possesses the Extra Attacks Attribute adds his or her total number of attacks to the total number of attacks the mecha can execute. Thus, a pilot with Level 4 Extra Attacks (5 attacks total), flying a mecha with Level 3 Multiple Mecha Attacks (4 attacks total), can attack up to nine times each round.

SPECIAL EQUIPMENT

Cost: 2 points/Level
Relevant Stat: Varies
Type: Mecha

Some mecha have special equipment that provides useful non-combat Special Equipment differs from Accessories since the equipment is usually large, costly, or irreplaceable. The equipment is always built into the mecha and cannot be removed. A mecha can have several different items of special equipment, but each must be acquired individually. Having both a sound system and a sick bay would cost 4 Mecha Points; having a science lab, and a sick bay would cost 6 Mecha Points. If the special equipment is very big (for example, a sickbay or science lab), the mecha requires an appropriate Awkward Size Defect (page 116).

SUBORDINATE Mecha

Cost: 1 point/Level
Relevant Stat: None
Type: Mecha only

A mecha that possesses the Thin Attribute is the base for one or more low-powered subordinate mecha, usually for security or maintenance purposes. The subordinate mecha may not leave their base mecha (except to move about on its surface). All subordinate mecha are constructed the same way as other mecha, but their Mecha Point cost does not count.

They must also be small enough to fit inside the base mecha. Extra capacity and how much space large mecha may have inside for housing subordinate mecha.

SUMMONABLE

Cost: 4 points/Level
Relevant Stat: None

A mecha with this Attribute is linked to one special owner and can appear or disappear on command. The player must decide whether the mecha simply appears beside the character or actually forms around the character. This Attribute is quite powerful since it allows the character to bring a mecha into situations where dragging one along is normally unacceptable.

The Attribute Level governs how quickly the mecha appears. This Attribute may be linked to the Summoning Object Mecha Defect (page 192). Unlike most other Attributes, Summonable has only two Levels.

SUPER- TRANSFORMATION

Cost: 3 or 5 points/Level
Relevant Stat: None
Type: Mecha Only

Super-Transformation is similar to the Mechanical Transformation Attribute (page 176) but costs one point more per Level. The restrictions have been eased greatly. The only major restriction is that all forms must possess the same Levels of the Super-Transformation Attribute. Thus, a man-sized mecha could transform into a mecha that is the size of a building, or one that is the size of a walnut.

If the individual forms have different Health Point values, damage transfers proportionately. For example, if a 200 Health Point mecha is reduced to 80 Health Points (40% of its total Health Points) and transforms into a 40 Health Point mecha, that mecha will also be down to 40% of its total Health Points and will thus drop to 16 Health Points.

TOUGHNESS

Cost: 4 points/Level
Relevant Stat: None
Type: Mecha Only

This ability is often possessed by large mecha. All mecha have 40 Health Points as their base starting value - about as much as a motorcycle or high-tech space suit. Each Level of Toughness provides an additional 20 Health Points. The larger the mecha, the more Toughness it usually has, but Toughness can also represent ruggedness rather than size.

Special Defects

Special Defects are identical to Normal Defects (page 47) but assigning them requires GM permission.

AWKWARD SIZE

This Defect means the character is notably larger than an ordinary human. A character with Awkward Size may have trouble fitting through doors, moving through narrow corridor or in small buildings, and may not fit into many vehicles. A character with Awkward Size is also much easier to notice. The larger the character, the more BP this Defect will be worth. In most cases, Awkward Size above 1 BP is not really appropriate for characters, only Un mecha, giant monsters, or similar entities.

This Defect can be continued past six Levels for really huge objects, such as mecha serve more as a setting or base of operations than a form of transport.

Bane

An element that the character is exceptionally vulnerable to such as water or sunlight. The Bane should relate to the character's background or powers in some way, and there may exist a legend about the demon's weakness. For example, a fire demon's bane might be water, while myths indicate that a vampire suffers damage when ranced by a crucifix. A Bane that causes minor damage (10 points of damage each round of exposure) is worth 1 BP, while a Bane that causes severe damage (30 points of damage each round of exposure) is worth 2 BP.

The effects come into effect if the character's skin is physically touched by the Bane. If the Bane does not require direct physical contact (such as sunlight, seeing one's reflection, or hearing the noise of a church or temple bell), the delivered damage should be divided by 5. If the Bane only affects the character when ingested, the damage is doubled.

Finally, the damage rating assumes that the Bane is fairly common, such as water, sunlight, steel, or wood. If it is less common such as a holy symbol, Buddhist scripture, or raw garlic, the damage is also doubled. If it is even rarer such as one particular artifact, the damage may be tripled or quadrupled.

CANNOT TALK

The character cannot talk. This Defect can only be taken for mecha if the Mecha also has A.I. Level 3 or better.

CONDITIONAL OWNERSHIP

This Defect can only be acquired by a character who possesses the Own a Big Mecha Attribute (page 123). It indicates that the character's mecha actually belongs to another organization. It is issued to the character, but the agency imposes "mild" or "strict" conditions on its use.

"Mild conditions" indicate that the character can use the mecha for some personal business (such as travelling), but if he or she is released from the organization or disobeys direct orders, the mecha can be taken away. The character can also be assigned a different mecha at any time. For example, a police detective might have conditional use of an unmarked police car (or tank).

CURSED

A Cursed character has likely offended a great being of power in his or her past, or is the direct descendent of someone who did so (curses often pass through bloodlines). The Curse can take a near limitless number of forms, but should not provide a character with an obvious advantage (remember, it's a curse!). The exact nature, background, and limitations of the Curse should be discussed with the GM.

DIMINUTIVE

The character is far smaller than a human. Entities who are just a bit smaller than humans, like dogs or cats, should be created using the Not So Strong and Not So Tough Defects to represent their smaller frames. Much tinier characters like mice, pixies, or bugs, will usually be significantly less powerful. Although a Diminutive character is physically weak, he or she is able to get into spaces that a human cannot and is small enough to hide in someone's pocket.

INVOLUNTARY PHYSICAL Flaw

A character with this Defect will undergo a physical change when a specific condition is met. Changes can include height, weight, sex, color, body shape, as well as partial or whole transformations into plants or animals. The alternate form should not give the character an obvious advantage over his or her normal form but may provide an unexpected or unique benefit that is usable in some situations. For example, a character changes into a fish when he or she gets wet may be the only survivor from a sinking ship. The exact nature of the involuntary change, how it will affect the character, and the conditions under which it will occur should be discussed with the GM.

One-Way Transformation

This Defect can only be taken in conjunction with the Metamorphosis, Mechanical Transformation, or Super Transformation Attributes (pages 176 and 180). Once the character has transformed, he or she cannot transform back to a prior form without meeting certain preconditions. This might include a magical ritual, work by mechanics or lab technicians, or even the passing of several hours' time.

One example of a one-way transformation would be a mecha whose original form includes a rocket booster to help project it into space, which then can "transform" into its more agile form by ejecting the boosters. Another example would be a humanoid robot or demon that sheds its human-like skin to reveal a more lethal battle form.

This Defect can be assigned separately to one or more affected forms. Once the character or mecha changes into an affected form, it cannot transform back. For example, a mecha with two forms would take the Defect for the first form only, while a mecha with three forms could take it for the first one or for the first and second form.

Combat and Game Mechanics

- Indefensible Attacks

Defense Roll is not permitted against a particular form of attack. These include Exorcism (page 92), Mind Control (page 118), or attacks with the Soul Attack Ability (page 166). In such instances, the defender will usually be permitted a Stat roll to resist the effects of the attack.

- Shields and force Fields (with Shield disability)

A failure of the Defense Roll by only 1 point means the attack is blocked by the shield. See rules for Shields, page 138, and Force Fields (page 96).

DEFENSE SITUATION MODIFIER

Defending AGAINST:

Multiple attacks: +2 per attack after the first

Spreading attack: +1

Flexible attack: +1

Defense Status

Attempting a Total Defense -2

Attacked from behind +2

In awkward position (seated, etc.) +1

Using Kensei "Two Weapons" Ability defensively -1 (vs. melee attacks only) See *Chapter 5: Expanded Combat*, page 219 for an explanation of total defense, and *Kensei*, page 32, for an explanation of two weapons defense.

Characters and objects such as mecha or buildings may suffer damage as a result of combat, accident, or other hazards. Damage is rated in points, which are subtracted from the target character's or object's Health Point total if the attack successfully penetrates armor or force fields. Some exotic Weapon Attacks do not inflict physical damage but instead cause special effects in addition to, or instead of, damage. For these attacks, the effects are governed by the nature of the attack's Abilities or Disabilities as described in *Chapter 3: Special Attributes and Defects*.

- Unarmed Combat

If the character has Super-Strength, add 10 points to base damage for each Level of the Super-Strength possessed. Natural Weapons such as claws or fangs (page 122) may be used to increase damage. It may also be decreased if he or she has the Diminutive (page 184) or Not So Strong Defect (page 50). If a character is in a mecha, use the mecha's Super Strength or Not So Strong Defect, and not the character's.

- Weapon/Special Attack Attribute or Hand-Held Weapons

Damage is equal to the character's base damage plus the Weapon/Special attack's damage value. If the attack has Abilities or Disabilities, refer to the relevant Weapon/Special Attacks section (pages 160-167) for their effects. As with Unarmed Combat, if strength would be a factor (such as wielding a sword), Super-Strength adds +10 per Level to damage and Diminutive or Not So Strong reduces it. See page 216 for damages of various hand-held weapons.

Damage can also result from a non-combat action such as crashing a spaceship into the ground or falling off a tree. The GM should assign a total damage value from 1 (very slight damage) to 50 (a major and extremely painful injury) depending on the situation. Naturally, some non-combat actions may result in the death of an NPC, but these events should only kill a PC in exceptional

circumstances. See Falling (page 221) and Crashing (page 220) in the next chapter for detailed rules for such mishaps.

DELIVERING DAMAGE

The amount of damage delivered to the target reflects the character's understanding of advanced combat techniques as well as the power of a character's weapons or attributes. The damage value's reliance on the attacker's Attack Combat Value reflects the equal importance of the Body Star (force of the blow and manual dexterity), Mind Star (knowledge of a body's vulnerable areas) and Soul Star (determination and luck) when inflicting injury upon an opponent.

The damage delivered will depend on the attack form used. For most attacks, the base damage is equal to the attacker's Attack Combat Value plus bonuses for Massive Damage (page 34) and any relevant Focused Damage (page 30) Attributes.

CRITICAL DAMAGE

In the event of a natural attack dice roll of 2 (a critical success), increased damage is inflicted upon the opponent. The player rolls one die and matches the result to those listed in **Table 4-5: Critical Damage** (page 211). A roll of 1-3 inflicts double damage, a 4-5 inflicts triple damage and, should the player roll a 6, the target either receives quadruple damage or is killed (or destroyed) instantly. The latter effect occurs regardless of the target's remaining Health Points (but is at the GM's discretion).

ARMOR, FORCE FIELDS AND DAMAGE

If a character, mecha, or item the character is wearing has the Light Armor (page 110) or Heavy Armor (page 100) Attributes, this reduces the delivered damage from a successful attack by an amount equal to its armor rating. The armor rating varies depending on the Attribute and what options were taken along with it. A Shield (page 138) may, in some circumstances, also function as armor.

Force Fields are energy fields that function like Armor, but special rules may apply -see the Force Field Special Attribute on page 96. The effectiveness of Armor, Force Fields or Shields is modified if an attack has the Penetrating Ability (page 165) or Low Penetration Disability (page 169).

DAMAGE AND HEALTH POINTS

Any damage not negated by Force Fields, Shields, or Armor is the final damage the character suffers. This damage value is subtracted from the target's current Health Point total. See Effects of Damage (below) for the result. Normally, if a character is reduced to zero or fewer Health Points, he or she is incapacitated (a mecha is crippled) and is often knocked out, while a character who is reduced to -20 or less Health Points is dead.

Effects of Damage to a Character

Loss of Health Points can cause a character to pass out or die. Should a PC or NPC's Health Points ever drop below zero, he or she has suffered a mortal wound and will die within an appropriately dramatic length of time unless immediate medical attention is available.

The GM may instead decide to render the character unconscious only if the delivered damage does not reduce his or her Health Points below -20. A character reduced to -20 or fewer Health Points is normally dead, though the GM may decide to allow the character to linger long enough to say a few dying words or perform some other final action.

EFFECTS OF DAMAGE TO A MECHA

As with characters, the penetrating damage is then subtracted from the mecha's remaining Health Points. If the mecha has the Mutual Damage Mecha Defect (page 191), some or all of the Health Points lost by the mecha are also lost by its occupants.

• Destroyed Mecha

A mecha is completely destroyed when reduced as far below zero Health Points as its starting Health Points total. For example, a mecha with 80 Health Points would be completely destroyed at -80 Health Points. The movement effects are the same as if it were crippled, except it cannot be repaired and may break up or fall apart at the GM's discretion.

• Occupant Injuries

If a mecha suffers damage past the crippling point, it is sufficiently impaired that crew and passengers may take ancillary damage as the mecha burns, explodes, or collapses around them. For every two points of damage the mecha suffers, the occupants take one point of damage. This damage is in addition to any from the Mutual Damage Defect. If a mecha is about to crash, sink, or explode, the GM can require successful Stat or Skill checks before the characters can escape, with modifiers depending on the type of mecha and the character's situation. If a mecha has an ejection seat, escaping is relatively easy. It is also quite simple for a character to jump off a motorbike, but someone inside a spaceship's engine room will not have much chance to escape without heroic measures.

RECOVERY

A character or object that has suffered lost Health Points heal naturally or be repaired. Similarly, lost Energy Points can recover over time.

Recovering Health Points

Health Points are restored at the rate of the character's Body Star for each hour (or day, for more "realistic" campaigns) of rest. For example, a character with a Body Stat of 4 rejuvenates 10 Health Points every hour while resting. The healing rate is doubled if the character is in the care of someone with Medical Skill but halved if he or she does not have time to rest. The healing rate can be further increased if the character has the Regeneration Attribute (page 131) or via the Healing Attribute (page 99). For non-living objects (such as mecha), see Repairs, below.

RECOVERING ENERGY POINTS

The average of the Mind and Soul Star (rounded up) is the number of Energy Points returned to the character every hour (or day, for more "realistic" campaigns) whether the character is resting or not. For example, a character with a 7 Mind Stat and a 3 Soul Stat regains 5 Energy Points every hour ($(7+3)/2=5$).

Repairs

If the character possesses the Mecha Regeneration Attribute (page 176), it cannot heal naturally thus requires repairs. A character needs appropriate tools (GM's discretion) and skill (usually Mechanics for a complex vehicle or robot, or Artisan for a much simpler mecha, or a wooden boat or sailing ship) to attempt repairs. If these are available, he or she can repair one health Point lost by a mecha for every hour he or she works on the repairs. The character can double this rate if the mecha is in a fully-equipped repair facility appropriate for the mecha. An ordinary garage may be fine for a motorbike, but a

high-tech star port dockyard is needed for a giant space battleship. A crippled, but not destroyed, mecha can be returned to operation by repairing it to a positive Health Point total.

A character can attempt emergency repairs when something needs to be fixed in a hurry. Successful Mind-Based Mechanics (or Artisan, if more appropriate) Stat check allows the character to repair extra Health Points during that hour equal to the amount by which the roll pin successful. A failed attempt does not restore any Health Points to the mecha in that hour and may actually cause additional damage to the mecha (GM's discretion). The Mechanical genius Attribute (page 34) can drastically speed repairs.

GMs can optionally require that spare parts be available in stock (or be purchased) in order a given repair to be possible, especially if the mecha is crippled or a specific system is knocked out. Spares might also be available from cannibalizing other systems. GMs should apply difficulty modifiers of +1 to +5 for jury-rigged repairs if a mechanic must improvise tools parts.

The GM can apply similar game mechanics to repairing other broken items or machines.

Weaponry and Equipment

Personal Weapons

Combat can quickly turn deadly if weapons are used due to the increased trauma inflicted upon the body. Characters may acquire weapons as Personal Gear or during an adventure (for example, removing them from their enemies). In BESM "normal" weapons are assigned a Damage value ranging from 1 (least damaging) on up. In combat, the Damage value is added to the attacker's Attack Combat Value (with any modifiers for Focused Damage or Massive Damage Attributes) to determine the total damage that is delivered by a successful hit (see previous section on delivering damage). Should the assault with a weapon not fall under a character's direct influence (for example, a bomb on a timer), the damage is equal to the weapon's Damage value only.

Table 4•6: Personal Weapons lists the Damage values and other characteristics of common anime-style weapons. Many weapons are listed by their Japanese names with a corresponding English interpretation given in parentheses. Should a weapon not be listed, the GM should assign a Damage Value based on one that is similar in form and function.

Some weapons have been assigned Abilities and Defects to reflect their unique capabilities. Full descriptions of these Abilities and Defects can be found in the Weapon/Special Attack Attribute on pages 160-171.

Boar ARMOR

• Leather Jacket

A basic jacket of tough leather, which can easily pass as ordinary clothing. It is Light Armor Level 1 (Hidden Armor, Partial, Stops 1 point of damage).

• Light Mail

A light shirt of fine metal links that can be hidden under a normal jacket. It is Light Armor Level 2 (Hidden Armor, Partial, Stops 2 points of damage). A minor item.

• Partial Metal Armor

A mail hauberk or cuirass, open helmet, and arm or leg protection. It is Light Armor Level 3 (Partial, Stops 3 points of damage). A minor item.

- Complete Heavy Metal Armor

A complete head-to-foot suit of metal armor, similar to that is worn by medieval knights or dismounted samurai in battle. It is Light Armor Level 2 (Partial, Stops 4 points of damage). A major item.

- Bullet Proof Vest

A modern lightweight ballistic-fibre "flak jacket." It is Light Armor Level 4 (Hidden, Partial, Stops 4 points of damage). A minor item.

Tactical Body Armor

A modern, heavily reinforced outfit made of modern ballistic materials with a rigid vest and an open-faced helmet. It is Light Armor Level 5 (Partial, Stops 10 points of damage). A major item.

- Gas Mask

A modern gas mask protects against tear gas and similar attacks but imposes a +2 penalty on all dice rolls for actions requiring peripheral vision. It requires one round to put on or remove. A minor item.

- Space Suit:

Protects the wearer in space or in unbreatheable atmospheres. A "mecha" with Light Armor Level 1 (Stops 2 points of damage), Life Support (Level 2). The suit can sustain 40 points damage before being destroyed; it has the Mutual Damage (2 BP) Defect, so any damage that penetrates armor affects both the suit and its wearer. Minor item.

EXPANDED MOVEMENT RULES

These rules add extra options that are most suitable for mecha action such as car chnrvs or giant robot battles. They also add more specific rules for falls and crashes.

ACCELERATION AND DECELERATION

Realistically, characters or mecha with high Levels of Ground Speed, Flight, or Space Speed may require time to accelerate or slow down from their top speeds. A simple (but somewhat unrealistic) way to resolve this is to require as many rounds as the character. A mecha has Levels of the appropriate movement Attribute to accelerate or decelerate fully. Thus, a mecha with Ground Speed Level 3 could reach Level 1 Speed on the first round, Level 2 Speed on the second and Level 3 Speed on the third round. Similarly, it would require three rounds to decelerate from Level 3 Speed to a relative stop. GMs and players should not develop preoccupations with details, however. In many anime shows, mecha often ignore physics if it is inconvenient, and thus characters should have the opportunity to perform ell kinds of crazy stunts if they make successful Star rolls. On the other hand, acceleration and deceleration could be important if the adventure's focus is a race or chase of some sort.

CLIMBING AND DIVING

Characters or mecha with the Flight Attribute can usually climb away from a major gravity source (such as a planet) at half their top speed or dive towards it at speeds slightly greater than their rated maximum. Those with the Water Speed Attribute can surface or diva at one-fifth their top speed.

GMs can allow characters or mecha to jump as far as seems dramatically appropriate. Generally, a human or human-sized mecha with legs can jump as far as a human can (about two metres forward, or one up or back, doubled on a short running start). This guideline is adjusted proportionately for smaller or larger jumpers and doubled for every Level of Super-Strength possessed. The Jumping Attribute

(page 109) will increase the distance a character or mecha can jump. A wheeled or tracked vehicle or a boat can only jump if it has a ramp or jump jets (the jumping Attribute). A successful Body Stat check allows a fast moving character or vehicle with a running start to jump, in metres, one-quarter of its current speed in kilometres per hour. (An average character can reach a speed of 5 kph times his or her Body). Thus, a mecha running at 100 kph can jump 25 metres. A failed Star check results in falling short.

A mecha that was racing along the ground when it was crippled or destroyed will swerve out of control and crash (or trip and fall for walking mecha). During the course of an adventure, a mecha may also accidentally (or deliberately) crash into objects along the road, in the sky, in or on water, or in space.

Crashes

A character who jumps or is pushed form a speeding mecha, or who is involved m crashes exceeding 100 kph will often not survive.

Crash Damage assists the GM in determining the damage for hitting the till, water, a building, or some other immovable object based on how fast the mecha was vittu during that round. If a speed falls between two damage values, use the greater of the two.

Crashing into a shock-absorbing surface such as a foam mattress, a net, or a specialized "crash gel" can reduce damage by 20-50 points. If a mecha is about to crash, the operator can make a Defense Combat Value check in an attempt to halve the damage. A +3 dice roll modifier is applied if the mecha has been crippled, but an attempt to control a crash is an automatic failure if the mecha has been destroyed. A character, mecha or other object that falls into a solid surface (such as the ground) will also puffer damage. The height that a character or mecha falls determines the equivalent crash speed.

If a falling character or mecha has Awkward Size, it adds additional 5 points of damage. If the mecha both falls and crashes, add the derived "falling speed" to the crash speed, between the two damage values, use the greater of the two.

When characters fall from great heights, they should be allowed to make a Skill check with success halving the damage they sustain. Similarly, if a flying mecha is crippled, the pilot must make a Body Star check to gain some control. Success allows the pilot to bring the mecha down for a crash landing.

RAMMING

Deliberately ramming a person or object that is capable of moving out of the way (such as a human or a mecha) is resolved as an attack. A ram attempt using a mecha such as a battleship, or giant robot requires a successful Attack roll by the mecha pilot to hit the target. Likewise, the target can attempt a Defense roll or deliberately accept the collision. If the target succeeds with its Defense roll he or she avoids the attack.

A ram delivers damage to everyone involved and is based on the relative crash speeds. I I the collision was "head on," the speeds of those involved add together. If one mecha rams the other from the side, the ramming mecha's speed would be used. If the ramming mecha comes up behind the other or side swipes it, the differences in their speeds is used.

If one participant is substantially bigger and has a higher Level of the Awkward Size Defect, it will inflict double the normal damage while suffering only half damage. While an average human does not possess the Awkward Size Defect, large animals might have one Level for a lion or horse, two for an elephant, and three for a whale, for example.

If a character or mecha suffers at least 50% of its starting Health Point total (before subtracting armor benefits), the character or mecha pilot must make a successful Body Stat roll to avoid being knocked aside. If the mecha deliberately initiated or accepted the collision and is braced for impact, the roll is modified by a -2 bonus.

If a mecha or character is knocked aside, he, she, or it spends the next round tumbling, spinning, or swerving wildly off course. A person on foot, a flying mecha, or one in space will simply lose their next action (if it survives). However, a mecha that was moving quickly on the ground may be knocked off the road and crash, which can inflict additional damage (see Crashing, page 220).

SPACE MOVEMENT

The speed at which a mecha or character with Space Flight can travel and manoeuvre depends on its space drive and the nature of the technology in the game universe. With normal space drives, such as rocket engines, there is no "maximum speed" (except the speed of light) - ships can accelerate as long as the rockets are blasting, although they will eventually run out of fuel. Space Flight performance is a matter of acceleration and endurance, not maximum speed. GMs who desire precise figures should pick a base acceleration in metres or kilometres per round for a "Level 1" Space Flight and multiply that by the ship's Space Flight.

EXPANDED COMBAT RULES

Extra Aim

A character making a ranged attack may deliberately take extra time to aim. If a character aims a ranged weapon for an entire round and does not move or Defend during that time, he or she receives a -1 Attack roll bonus, or -2 if he or she is using a scope. This aiming *time* is in addition to the time required for any weapon that is Slow. If an aiming character hesitates to make a Defense roll before he or she has had a chance to fire, the character loses the benefit of Extra Aim.

A character with the Gun Bunny Ability, Steady Hand, must still take a round to get the benefit of Extra Aim, but, unless using a scope, he or she may move or defend while doing so.

ATTACKS WITH TWO WEAPONS

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but with a severe penalty. A character with the Gun Bunny Ability, Two Guns (page 31), reduces the penalty for using two ranged weapons, while one with the Kensei Ability Two Weapons suffers a reduced penalty when using two melee weapons.

If a character making a ranged two-weapon attack has the Gun Bunny Ability, Two Gun (page 31), or a character making a melee attack has the Kensei Ability, Two Weapons (page 33), the penalty is reduced to the value noted in parentheses below.

A two-weapon attack is made at a +4 (+1) dice roll penalty if all attacks are aimed at the same target, or a +6 (+3) penalty if aimed at different targets. If a character has Extra Attacks, this option can only be used with one of the character's attacks but not all.

CALLED SHOTS

An attacking character may opt to suffer a difficulty modifier in exchange for a Called Shot that provides some special advantage. For example, a called shot may ignore armor (by attacking a small, unarmored spot) or may be aimed at a vital point inflicting greater-than-normal damage results. A Called Shot must be specified before the roll is made.

If a character making a ranged attack has the Gun Bunny Ability, Dead Eye (page 30), then a character making a melee attack has the Kensei Ability, Precise Stroke (page 33), the penalty for making each individual Called Shot is reduced by three to a minimum of zero. These reduced penalties are noted in parentheses.

Disarming

A character may attempt to shoot or knock a weapon out of another person's hand. If using a firearm, this requires an attack at a +4 (+1) penalty. If the attack hits and the opponent fails his or her Defense roll, the weapon is knocked away (and probably damaged). If using a melee weapon or unarmed attack to knock away the weapon, the penalty is only +2 (0), but the target should be allowed a Body Stat check to retain control of the weapon. If the Body Stat check succeeds, the weapon's user will still suffer a +2 dice roll penalty on his or her next action to use that weapon (since it is off balance) but will retain control of it. Exception; if using a Flexible weapon to disarm an enemy, the target receives no Body Stat Check and is automatically disarmed.

• Called Shot to Vital Spot

A character who is attacking a living being can specify that he or she is aiming for a vital spot (heart, brain, spine) rather than simply shooting at the centre of mass as is usual. He or she suffers a +4 (+1) Attack roll penalty, but, if successful, the attack scores an automatic Critical Hit (for damage purposes only - the target may still get a Defense Roll). If the attacker rolls a natural critical hit anyway (a "2"), it is still treated as a normal Critical Hit.

FAST DRAW AND ATTACK

Depending on circumstances, the GM can rule that readying a weapon requires an entire **round** (for example, picking up a rifle, clicking off the safety, and inserting a magazine) or may be readied and fired in the same round. The latter should only be applicable to easy-to-ready weapons such as a holstered and loaded pistol or sheathed sword, although an Attack roll penalty (typically +3) may be applied. The GM may also require a Body Stat check to fast draw a weapon without taking an entire round to do it. This penalty is ignored if the character has the Gun Bunny or Kensei Ability Lightning Draw and is drawing an appropriate weapon (ranged if Gun Bunny, melee if Kensei).

STRIKING TO WOUND

A character using a hand-held weapon or attacking in unarmed combat can elect to reduce the damage delivered by his or her character below the normal damage value to a minimum of 1 point of damage (known as attacking to wound). This cannot be attempted with weapons that possess the Area Effect, Auto-Fire or Spreading Ability, or one with set Traps.

THROWING HEAVY THINGS

A character or mecha with at least one arm or appendage and the Super-Strength Attribute (or a high Body Stat) can throw heavy things, including other characters or mecha can throw them to deliver damage. It takes one action to grab and lift a large object, and throw it. Consequently, throwing objects is slower than firing most weapons. Big things are harder to dodge than smaller ones. The GM may wish to assign objects a number of adjustment due to Awkward Size based on their size and mass; see Awkward Size on page 182. Defense Comyt rolls suffer a penalty of +1 for each BP of Awkward Size of the object thrown (or equivalent) Damage delivered to both the target and the thrown object is equal to Base Damage plus 10 for

each Level of the thrower's Super-Strength Attribute and plus 5 for each BP of Awkward Size Defect of the thrown object.

TOTAL ATTACK

A character can take this option in conjunction with making an attack. It means he or she focuses totally on offensive action with no thought given to defense. A character performing a Total Attack receives a -1 bonus to his or her attack roll but may not make any Defense rolls until it is his or her turn to act in the next round.

WRESTLING AND GRAB ATTACKS

Instead of striking to inflict damage, a character making an unarmed attack can attempt to grab someone in order to pin him or her. This is a wrestling attack, and a character must have at least one empty hand free and also specify how many hands are being used.

A wrestling attack is resolved like a normal Attack with the applicable Unarmed Attack (Wrestling) Skill. Note that the Elasticity Attribute (page 88) adds a bonus to the Attack Combat Value when wrestling. If the attack hits and the target's Defense (if any) fails, then the attacker has successfully grabbed his or her opponent.

A character who has been grabbed will be held relatively stationary. He or she suffers a penalty to all Attack and Defense rolls when performing other unarmed attacks or defenses grabbing, biting, kneeling, etc.) or +4 when attempting to perform other tasks that hinders freedom of movement such as using hand-held weapons to attack. Exception: if the character who has just been grabbed is much stronger or more agile than the opponent, the penalty is halved, and the character can still move freely. A character is considered to be much stronger if his or her Body Star is at least 4 levels higher. For this purpose, each Level counts as +4 to Body, each Level of Diminutive counts as -6 to Body, and each Level Not So Strong as -2 to Body. Thus, a small child (Body 2) could not stop a strong man (body 6) by grabbing him, nor could such a man seriously slow a grizzly bear (Body 6-7 and 5 Strength). It is, of course, possible for one character to grab an opponent who then hold the character in return (this is what often happens when wrestling).

Tackle

A tackle is similar to a grab attack. Whether the attacker succeeds or fails, he or she falls to the ground and, if successful (and the opponent is not much stronger - see above), also falls and is considered "grabbed." An attacker gains a -2 modifier to the attack ICI when tackling from behind. The attacker must make a running start to initiate this attack.

Disarming via Wrestling

A character can try to grab an opponent's weapon instead of the opponent's body. This attack is made at a +2 Attack roll penalty, and the opponent gets a -1 bonus to the Defense roll if he or she is holding onto the weapon with both hands. A successful attack might dislodge the weapon, but the defender is permitted to make a Body Star check to maintain his or her grip. If he or she fails, the item is dropped; if successful, the defender is at a +2 penalty to use the weapon until the end of his or her next action.

Once a character has grabbed an opponent, he or she can try to perform a Strangle or Throw special maneuver as his or her next attack (see below).

• Strangling

Instead of attacking normally, a character who (on a previous attack) successfully grabbed his or her opponent can try to choke, crush, or strangle that foe. This attack automatically hits and

inflicts damage equal to the character's Combat Value plus any bonuses for Super-Strength, Tentacles, or Elasticity.

• Throws

Instead of attacking normally, a character who has already grabbed opponent and who is standing up can hurl the foe to the ground. This move will always break the grip on III, target (regardless of whether the throw is successful or not). A character must make an attack roll at a -2 bonus, modified by the Unarmed Combat (Throws) Skill. If successful, the opponent gets a Defense roll using the Unarmed Defense (Throws) Skill. A failed outcome results in a throw that delivers damage equal to the attack Combat Value plus ~ additional points of damage (in addition to any modifiers that result from having Super Strength, Diminutive, or Not So Strong). An opponent may be thrown out a window or off a ledge, and the GM can assign extra damage based on the situation. If the opponent is thrown at another enemy, the target must make a Defense roll or suffer equal damage as well.

• Pinning

A character who has grabbed someone may attempt to improve his or her hold during his or her next attack by completely immobilizing the opponent in a pinned position. The maneuver is treated exactly 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 attacking body. Pinning may not be attempted if the opponent is much stronger (see Grab Attack 101 definition of much stronger). Once a character has pinned an opponent, the target suffers a +3 penalty on rolls when attempting to escape. A pinned character cannot Attack or Defend.

• Escaping

A character who has been grabbed but not pinned (see above), may attempt to struggle free. On the character's turn to act he or she can attempt to escape instead of attacking. Both I and II characters roll a Body Stat check with modifiers for the Unarmed Attack (wrestling) Skill Super-Strength (page 148), Diminutive (page 184) and Not So Strong (page 50) all modify this roll. The character with the highest degree of success (or least degree of failure) wins. If the grabbed character wins, he or she successfully escapes, and may also attack or take another action. If the grabbed character ties the roll, he or she escapes, but forfeits his or her attack in the current round. If the grabbed character loses, he or she is immobilized and unable to attack or take any other form of physical action during that round (including a Defense). Also, if a grabbed character chooses to attack the person who grabbed him or her and does damage (after any armor is taken into account) equal to or greater than his or her foe's Body Star, he or she escapes the grab.

• Biting

Since biting does not require the use of hands, it is a useful tactic when a character has either grabbed or been grabbed by an opponent. This attack is resolved as a normal attack. A character with the Natural Weapons (Fangs) Attribute inflicts damage equal to the Attack Combat Value plus 2. A character without fangs inflicts only one half of the Attack Combat Value in damage (round down).

Total Defense

A character can opt not to take any offensive or non-combat actions in a round. He or she concentrates completely on defending himself. A character who is performing a Total Defense may still move normally but may not attack or take a non-combat action. The character may be dodging and weaving, parrying, ducking and hiding, or piloting a mecha that is engaged in evasive action. The character gets a -2 bonus to all Defense rolls. This lasts until it is the character's time to act in the next round. Total Defense is a good tactic for a character who is retreating, or one wants to buy time until allies arrive.

Shock

If a character loses more Health Points than his or her Shock Value (page 73) as a result. If a single attack, he or she must make a Soul Star roll. If the roll fails, the character collapses, stunned, and falls down. The character will also let go of anything he or she is holding. His incapacitation will last for a number of rounds equal to the amount by which the Soul hit check was failed. An incapacitated character is effectively out of action, either knocked out or awake but immobilized by pain or shock. He or she may not take any actions. The duration of incapacitation from multiple failed Soul stat checks as a result of several injuries occurring in a short period of time is cumulative.

Critical Injury

A character that takes enough damage to suffer a shock result from any attack that breaks the skin (such as a bullet, knife, arrow, grenade fragment, etc.) has taken a critical injury. A Character who suffers a critical injury loses one additional Health Point every round (or every minute, if out of combat) until given successful first aid (see Medical Treatment, page 230). Must stopping the bleeding through first aid is not enough, however - it only slows down the loss of Health Points. A critically injured character that has undergone successful first aid will lose one additional Health Point every 10 minutes until he or she undergoes successful surgery (best performed in hospital). Thus, a character who is badly hurt might die as a result of shock and internal injuries before he or she can be stabilized. A character can suffer multiple critical injuries. If so, each must be treated separately, and Health Point losses are cumulative.

Medical Treatment

A critical injury that treated will still result in a loss of one additional Health Point every 10 minutes until the character undergoes surgery. This requires a Mind/Body average based Medical (Surgery) Skill check. There is no penalty if performed with a full still in a modern hospital, but a +2 penalty applies if it is performed with less adequate medical facilities (for example, in a doctor's office or a poor third-world hospital) or +4 if performed with completely improvised equipment. Each attempt will take at least 10 minutes. Success, stabilizes the patient while failure causes him or her to lose additional Health Points equal twice the margin of failure. Another try is possible, however.

Optionally, a character who has been badly injured (zero to just under -20 Health Points) as a result of cumulative Health Point loss may also require treatment, even if he or she did not suffer a critical injury. This may be dependent on the nature of the injuries - someone who was badly burned may be in worse condition than someone who was beaten up. The GM call rule that keeping the character alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check and that full recovery (at doubled

healing rate) will require a Medical (Surgery) Skill check. In both cases, use the average score of the caregiver's Body and Mind Stats.

Mental Combat

Physical strength does not play a role in this battle: only the power of the Mind. Each round of mind combat covers from 1 to 10 seconds of time from the characters act. The exact time scale is not relevant, since one round of physical combat should 'Wet' the same amount of time as one round of mind combat.

Mind combat can only be carried out once mental contact has been established, usually through the use of the Telepathy Attribute. Once two minds have touched, the initiator of contact may withdraw at any time. Alternatively, physical damage to the initiator or through the use of an appropriate Item of Power can break the contact. The character whose mind being invaded must declare if he or she is concentrating on a mind defense each round (the evading character has automatic defense). A defending character cannot carry out any typical action for that round, but may attack the aggressor in mind combat. Unlike physical combat, a defending character cannot negate the effect of an attack but instead prevents the aggressor from gaining a psychic damage bonus.

To break an unwanted mind contact, the player cannot initiate any other actions for one and must roll less than or equal to one-half (round up) his or her character's Mind Stat +2. Each attempt drains 10 points from the character's Energy Point total whether successful or not. If the roll is successful, the aggressor is forced from the character's mind.

If any character in mental contact forfeits all physical actions for the round (including attack, defense, and non-combat action), he or she can attack through mind combat. Each attempt drains 5 points from the character's Energy Point total. A successful attack requires the player to roll less than or equal to his or her character's Mind Stat on 2 dice (a Mind Stat check). The GM has the option of modifying the dice roll should the attack be particularly easy or difficult. Remember that an easy attack gains a negative modifier to the dice roll since the goal is to roll under the Mind Star. A roll of 12 always fails while a roll of 2 always succeeds. Although an opponent with a higher Mind Stat may outclass the initiator of the mind combat, the "attacking" character still has the advantage - he or she can withdraw from the opponent's mind at any time.

The psychic damage of a successful attack is equal to the sum of the attacker's Mind and Soul Stats. If the target was not defending during the round of the attack, the damage is doubled. This damage is subtracted from the target's current Energy Points. If a character's Energy Point total ever drops below zero while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

Campaigning in Anime Universes

A role-playing game can range from a brief one-shot adventure that takes 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, will, in turn differs from that of a one-shot adventure.

A campaign usually has a vast or epic scope with a number of shorter plot arcs that together to reveal the greater story. The PCs 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 defend, destroyed, or reformed by the PCs. 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.

A mini-campaign is a single story arc that usually takes place over 4-8 gaming session. The characters may not develop much over the course of a mini-campaign since the plot usually 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 the players are required to focus more on the story and less on their own characters. The GM should know where the PCs 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.

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 Anime Genres section (*Chapter 1: Introduction, page 5*) describes some of the more playable anime genres. Here is a quick look at different genres and significant genre elements from the perspective of the game:

• Alien Visitors

Do the characters or antagonists include aliens who are visiting, assisting, or invading our planet? This can be a good way to add people with strange powers or high-tech mecha to a present day campaign. The "aliens" might also come from other dimensions or underwater, rather than outer space. Alien visitors may just be here to have fun, or they might want to conquer the world. One classic situation has a set of alien bad guys arriving on Earth, pursued by a different set of alien good guys, with the poor humans caught in a power struggle between two different factions.

• Exotic Girlfriend

Do you want a soap opera in which a whole bunch of super powered girls orbit around a single guy? Just pick a few other genres (Alien Visitors, Mecha, etc.) to justify what special abilities the girls have and then come up with a strange reason why their big focus in life would be attracted to a normal guy (who may be a PC or NPC) and you have a perpetual motion plot machine as more and more jealous girls appear, bringing with them their own bizarre entanglements and plot baggage.

• Gun Bunnies

Will the characters blaze away with guns, Masters, or rocket launchers? Gun Bunny anime often features beautiful women with big weapons (hence the name), but male gun bunnies (handsome guys, normally) are just as common. The Gun Bunny genre is often set in recent historical or modern day periods, but can work equally well in the near or far future with cyberpunk or space bounty hunters and secret agents.

• Hero Teams or Magical Girls

Will the characters possess super powers (either paranormal, racial, or technological) and use them to battle evil? Do they have secret identities or cute pets? In hero or magical girl anime there is often a clear duality with the heroes directly opposing a particular evil organization connected to their own origins.

• Heroic Fantasy

Will the characters be a party of fantasy hero archetypes such as brave warriors, spell-casters, flighty elves, or crusty dwarves? They will face threats such as brigands or trolls, rampaging dragons, and dark lords attempting to get hold of super artifacts 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, soaped-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 events that build to a big climax, and thus makes a good mini-campaign.

• Inter-dimensional Exiles

Are the characters people from the modern world who have become stranded somewhere else? The PCs 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 PCs that come from both worlds.

• Martial Arts

Do the characters know powerful martial arts techniques, either realistic (like karate or kendo) or over-the-top (like secret *ninjitsu* or ki-powered fireballs)? The campaign may feature action-adventure situations or be structured more like the idols genre with emphasis on teamwork and non-violent competitions.

- Mecha

Will the game prominently feature giant robots, fighter planes, androids, cyborgs, or other mecha? Do the players have a secret base or mobile battle fortress? Appropriate stereotypes include the young angst-ridden rookie with great innate ability, the flamboyant show-off who loves fighting, the cool warrior with a mysterious past, the ordinary guy caught in the conflict, and the battle-hardened, somewhat cynical veteran. A mecha squad must put aside their rivalries, master their machines, and figure out a way to defeat their opponents, which can be tricky if they accidentally fall in love with them first or discover the Big War was all a mistake accidentally started by their own side.

- Science Fiction

Do the characters use or encounter technology more advanced than the present day such as robots or star drives, or meet alien races or have adventures on strange new worlds? See Alien Visitors, Mecha, and Space Opera.

- School Days

Do the characters get to dress up in school uniforms, attend classes, worry about who is dating whom, and try to avoid being late for school? Many other genres feature teenage heroes who spend some time in school between adventures.

- Space Opera

Do the characters travel around in a spaceship and visit strange new worlds on a regular basis? Space patrol, space pirate, bounty hunter, explorer, troubleshooter-for-hire, and galactic war scenarios are all possible.

This is the milieu in which the game takes place. The scope of the game (campaign, mull 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. 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 fill, or on a world with no direct connection to our own. In settings far removed from present, lilt Earth the GM will have to spend additional time thinking about the geography, culture, technology, societies, and peoples of the world. A useful shortcut is to draw parallels with real cultures (for example, "like medieval Japan, except ...") and just note the differences, they are names of countries or the use of lizards as mounts instead of horses.

The choice of genre often implies a particular period, but need not dictate one. k ,t example, although a giant robot mecha campaign is usually set in the future, it can also be 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 ill 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 state" (Sengoku) period (1467-1558) when bloody civil war was waged between rival clans. The followed Bushido ("the way of the warrior"), a code stressing obedience to one's lord and personal honor. Samurai warriors wore armor and fought with sword and longbow, although i 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.

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, tnasterless samurai, often hired bodyguards or slovenly bandits), Shinto priests and shrine, maidens (sometimes depicted with shamanic magical powers), skilled craftsmen (especially those who manufacture swords) and, of course, oppressed peasant farmers.

Anime Examples: Dagger o f Karnui, The Hakkenden, Ninja Cadets, Ninja Resurrection, Ninja Scroll, Ruroni Kenshin, and Yotoden are examples of anime set in samurai Japan or in fantasy worlds that are closely inspired by it.

- Other Pre-Industrial Periods

There is no need to be limited to Ancient Japan for a pre-industrial historical setting. Anime has occasionally transcended its Japanese roots and set stories in other historical periods. The difference between "anime-style history" and "real history" normally boils down to the introduction of female warriors and the addition of some supernatural elements. Knowledge of actual historical events is useful but not necessary; anime history often has no more resemblance to "reality" than Hollywood movies.

Anime Examples: *Nazca* (*Inca* Empire), *Rose of Versailles* (pre-Revolutionary France).

- Recent History

This is the period that starts with the Wild West, Victorian Era, and Meiji Restonitton (the downfall of the samurai and rise of the middle classes) in the nod 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 industrialized Japan was just becoming respected as a modern nation and had not yet stained its hands with the crutch of World War II or suffered the trauma of defeat. The Great Kanto (Tokyo) Earthquake (page 256) often figures in such periods. The level of detail and accuracy is in the hands of the GM Many shows add supernatural elements or a dash of anachronistic technology, sometimes verging on alternate history.

Anime Examples: *Doomed Megalopolis*, *Grave of the Fireflies*, *Master of Mosquiton*, *MerruruL*

Forest, and *Porco Rosso*.

- Alternate History

In this setting the flow of time has taken a sharp bend into a different reality. One popular genre in anime 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 armored locomotives. Magic or psychic powers may also be added to the mix. Of course, it is also possible to do an alternative history campaign set further in the past or with a varying present day.

Anime Examples : *Kishin Corps*, *Nadia*, *Sakura Wars* and *Spirits of Wonder* are all examples of alternate history anime settings taking place between 1880 and 1938. See also the anime anthology *Robot Carnival* for some segments with similar feel.

- Modern Day

The period is the present, the recent past, or the very near future. This setting is the least work for the GM, and easily adapts for genres from adult horror to action thriller. Current technology can play an important role, as can the experience of attending high school. Common elements include: cops and crooks, magical girls, martial arts, teenage romance or comedy, the military, pop music, psychic powers, sports, and supernatural or alien invasions. The modern day period may include full-scale science fiction or fantasy action if aliens visit Earth or characters can travel between dimensions.

Anime Examples: *Gunsmith Cats*, *Kimagure Orange Road*, *Ranma 1/2*, *Sailor Moon*, *Tenchi Muyo*, *Urusei Yatsura*, *Geobreeders*, *Tokyo Babylon*, and too many others to count!

- Near future

The setting is somewhere in the next fifty years or so. Technology is rapidly advancing, but people still mostly live on Earth, although there may be bases in orbit, on the moon, or maybe on Mars. Some settings may be cyberpunk dystopias, where megacorps dominate the world, pollution runs rampant, cyborgs stalk the street, and corrupt government agencies.

Anime Examples: *AU Police*, *Akira*, *Blue Submarine No. 6*, *Bubblegum Crisis*, *Cat Girl Nuku Nuku*, *Dominion Tank Police*, *Genocyber*, *Ghost in the Shell*, *Iczer One*, *Macross*, *Mobile Police Patlabor*, *Serial Experiments Lain*. Interesting examples that combine near-future cyberpunk with magic are *Hyper Police* and *Silent Mobius*.

- 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 civilization is but a distant memory. Post-apocalypse settings often have a wide mix of technology with barbarians wandering the wastes, new civilizations rising from the ashes, and high-tech relics of the past that are viewed with superstitious awe.

Anime Examples : For a changed future Earth: *Battle Angel (ALita)*, *Cyber City Oedo*, *Project A-Ko*. For interplanetary futures: *Cowboy Bebop*, *Guruiam* (any series), *Martian Successor Nadesico*. For interstellar futures: *Captain Harlock*, *Dirty Pair*, *Outlaw Star*. For future alien planets: *Armitage III*, *Macross Plus*, *Saber Marionette J*. For the many different anime visions of a postapocalypse Earth: *Aika*, *Genesis Survivor Gaiaearth*, *Fist of the North Star*, *Nausicaa*, *Rhea Gall Force*, *The Valley of the Wind*, *Vampire Hunter D*, and *A Wind Named Amnesia*.

- Another World: fantasy

The setting is a completely fictional world where magic works and other non-human races exist. The most common type of anime fantasy world is one inspired by heroic fantasy novels and role-playing games, which can lead to interesting role-playing since the game is based on an anime based on a game. It is usually inspired by Medieval Europe but populated by dozens of different races. Sorcerers weave powerful spells, heroic knights battle great dragons, and bands of adventurers quest for a means to overthrow sinister dark lords bent on world domination. One common addition is the mixing of elements of modern day or futuristic technology. As a result, the forces of the evil dark lord are as likely to include flying metal battleships or piloted robots as they are trolls and goblins. The explanation for this may be magically-powered technology, but, just as often, the setting has a medieval (and magic-using) culture which exists on the ruins of a long-destroyed technological empire. In such settings, an Item of Power is just as likely to be a gun or mechanical mecha as it is to be an enchanted sword or scroll.

Another common setting is a fantasy world inspired by a mix of Eastern traditions such as those of China or India. This takes more work than simply adding magic to Medieval Japan, but is sometimes very interesting. In such worlds, martial arts, priestly magic, reincarnation, and karmic destiny are often more important than swordplay or Western-style wizardry, and gigantic, centralized empires more prevalent than the tiny warring states common to fantasies inspired by medieval Europe or Japan.

Anime Examples: *Legend of Lemnear*, *Record of Lodoss War* and *Slayers* typify the generic Western fantasy world. *Ninja Cadets* is a Japan-inspired world. *Rg Veda*, *Legend of Arslan* and *Fushigi Yugi* are examples of an alternative Indian or Chinese-inspired aesthetic. *El Hazard* and *Escaflowne* are both examples of magical-technological hybrid settings.

- Another Universe: Science Fiction

A step further out from high fantasy, future history, or alternative history is the completely imagined setting that has no connection to our own Earth. Many of these fall into the fantasy category, but such a world (or galaxy) need not have magic to be interesting. These worlds are often similar in some ways to an existing Earth period but have completely madeup details of geography, history, and cultures. Again, the GM can often describe them in short form (for example, the culture and technology is similar to 1920's Europe, except there are gasoline-powered robots, there are a fight brewing between an old decadent monarchy and a fascist state, and lots of anarchists and

pseudo-communist revolutionaries are running about). It is possible to go beyond that and create an entire universe, such as an alien interstellar society that exists in the distant past.

Anime Examples: *Castle in the Sky*, *Laputa*, *Orguss 02*, *Gall Force: Eternal Story*, *Wings of Honneamise*.

Category: ACTION, DRAMA, COMEDY, AND ROMANCE

What kind of feel is the game to have? Some of the possibilities:

- Action

An action game highlights the exploits of heroic characters. Comedic and dramatic moments provide character insight, but the story is primarily concerned with the main characters moving from one battle or adventure to another.

- Drama

The PCs 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).

The characters will have a chance to fall into or out of love. The GM should create NPC love interests and rivals, since many players are not comfortable with romancing one another. Elements in romances include Love Triangle, 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 brings them together as a group and gets them involved with adventures. The GM should develop it in concert with his or her ideas on genre, period, category, and in conjunction with the players (refer to the GM Discussion section page 15, in *Chapter I*). The GM should develop a game concept that integrates the desired genre ("cool stuff"), period, category, and game length into an interesting concept: the game theme. The GM should imagine he or she is coming up with the basic concept of a new anime movie, video, or TV series. Existing anime or *manga* have many good themes that can serve as inspiration.

Associated with the game concept is the theme, an underlying idea that pervades the individual arcs of a plot or even the entire story itself. The game's theme should be one that will give players a good

idea of what kinds of characters to create. A theme may be as straightforward as a quest for someone or something, as specific as "are robots people?" or as abstract as "dark forces rising" or "love conquers all." Its idea is to give the campaign a certain sense of narrative cohesion. The GM should come up with a name for the campaign or adventure that conveys an appropriate anime feel.

This section outlines examples of possible game concepts and themes. GMs can use these ideas as "game seeds" from which an adventure can unfold. The examples serve to illustrate the flexibility of BESM as a multi-genre anime system and demonstrate how an entire game scenario can revolve around a single, underlying theme.

JOURNEY TO THE EAST

Genre: Martial Arts

Period: Samurai Japan - Ancient China

Category: Action

Theme: "The Quest"

The characters were monks or nuns in an esoteric monastery in China, students of the martial arts and Taoist philosophy. Unfortunately, the government has decided they were too sympathetic with rebel peasants and its Imperial troops have destroyed the monastery. According to legend, the only topic tree held in a sister temple far away in the distant land of the Rising Sun. The PCs journey across war-torn (hint, braving bandits and warlords, picking up allies (including new PCs), and using their martial arts skills and chi-powers to help people. Once in Japan, they fled tragedy has struck: an earthquake destroyed the temple a generation ago, and the scrolls were stolen by thieves. Now they are in the hands of various new owners across Japan and the PCs must track them down. Each scroll is said to hold a new secret martial arts technique, so as they find them they must defeat any owners who are using the secrets for nefarious ends!

Atlantis Rising

Genre:

Mecha

Period:

Recent History

Category:

Action

Theme:

"Things Humanity was not Meant to Know"

In World War II, a battle between an Allied destroyer and a German U-Boat ends when depth charges fall on the undersea ruins of the Temple of Atlantis. This breaks the seal on the vault that imprisoned the monstrous power of the last Sorcerer-Scientist of Atlantis, whose techno-magic experiments sunk the Lost Continent. Now he is awakened again, and in no time, his army of sea monsters and crab-mecha are on the warpath, invading coastal towns and sinking ships on both sides. It is time to deploy all the secret weapons of World War II in a single multi-national task force of elite heroes. Can Task Force Unity buy enough time until the Americans complete the Manhattan Project and ready the atomic bomb? Should the Axis and Allies join together to battle this terrible threat? Will Hitler make a devil's bargain with the Atlantean Overlord?

MAGICAL BUG HUNTER KEIKO!

Genre:

Magical Girl - School Days

Period:

Modern Day

Category: Action-Comedy-Romance Theme: "Love and Destiny"

The characters are teenagers who discover the mysterious magical Book of the Honey Kingdom. Reading its pages enables them to transform into magical girls and shrink down to tiny size. They can have adventures in the Honey Kingdom, a world of anthropomorphic

insects under Tokyo, which is currently being menaced by the evil Homer Lord and his Wasp Riders. In between, they go to high school, where they discover that some of the other students bear a strange resemblance to characters they meet in the Honey Kingdom. Could the enigmatic butterfly prince really have any connection with Akira, the brooding but handsome school *kendo* coach? And why does the school principle somehow remind them of the sinister Homer Lord?

Veterans of the Psychic Wars

Genre: Hero Team

Period: Near Future

Category: Drama

Theme: "Dark Forces Rising"

In the mid 21st Century, the secret labs of Psycho-Dynamics Corporation discovered to use drugs to turn troubled children into a new breed of "hyper-psychics" to serve as police and super-soldiers. The boosted psi power proved strongest in teens at age 13-17, burned out at adulthood. The hyper-psychic children produced in the company's labs were embraced by the government agencies, but the state was slow to realize that their first loyalty was to Psycho-Dynamics. Ten years ago, a nervous government had Psycho-Dynamics broken into two separate corporations: Bio-Genesis and Oracle. This cure proved worse than the disease: today the pair are bitter rivals as they both sub-contract psionic operatives for various private and government troubleshooting operations, hunt down rogue hyper-psychics, engage in a covert corporate psi-wars. The PCs are Oracle's newest recruits, the "second generation" of teenagers transformed into psychic warriors, the most powerful yet produced. The corporation has high hopes for them ... but Oracle's best psychic visionaries are tormented by hideous nightmares of something unspeakable going on in the Psycho-Dynamics' laboratories. Is this just another escalation of the existing experiments, or is there something far worse looming on the horizon?

LEGENDS OF THE GALACTIC EMPIRE

Genre: Mecha - Space Opera

Period: Far Future

Category: Action-Drama

Theme: "Defenders of Civilization"

In the 30th Century, humanity has gone to the stars and carved out an interstellar empire linked by wormhole gates that allow instant interstellar travel. After early wars of expansion, the mature Empire has become a force for stability and peace. Its Star Legions protect the frontier against space pirates, barbarian space nomads, and the android infiltrators and robot warships of Cyber-Web, a rival empire of intelligent machines. However, the greatest threat to peace is from within: a secret faction within the palace sees the Emperor as decadent and soft and schemes to depose him, placing their own puppet on the throne.

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 PCs will spend a lot of time, such as in homes, work, or places they go to train or hang out. This can include their school, training hall, detective office, military barracks, police station, etc. There is no need to go into great detail here. The GM can

usually get by with a line or two of description. For example, the GM might write down:

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 in.

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 Nemesis or Significant Other Defects would entail. For example, in a game where the characters are a high-tech SWAT cyborg team, the NPC cast might be: the grumpy police chief, the station's perky radio dispatcher who talks to them on their missions, and the cute girl-next-door who runs the coffee and donut shop in which they hang out afterwards. The GM can usually assume a character's friends and comrades are the PCs themselves. Most of the supporting cast only need a name and a very brief description ("grizzled veteran with eyepatch" or "spoiled rich girl and flunkies who rule the school"). The PCs can accumulate more supporting cast as adventures continue like the pretty idol singer they rescued from an alien invader who becomes their regular mascot.

If the characters or their enemies are part of an organization (like the police SWAT team, high school magic club, or 22nd Earth Defense 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 (page 76) for the members.

If magical 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 organization? How do open-ended technologies like Star Flight actually function in the campaign? If future technology exists, is it a "hard science" approach where everything should be at least theoretically possible, or is anything possible as long as there is some techno-babble to justify it?

If non-human characters are a major part of the setting, you may wish to create Racial Templates as described on page 76. 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 PCs design their own personalized 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 PC motivations and has NPCs and situations established as part of a continuing campaign. On the other hand, it is a good idea for a novice GM to take some time (a few hours) to plan ahead when creating an adventure. Having a binder full of notes can greatly increase one's confidence when sitting across the table from a group of expectant players.

STORY LINE

The first thing to do is to work out the back story behind the adventure. This may follow naturally from earlier sessions, or it might be a completely new story arc. For instance, if the adventure involves a villain, decide what his or her goals are and the way that his or her plot will work itself out if the PCs do not stop it. At this point, it is also a good idea to decide who the major NPCs are who will play an important role in the adventure and what their goals are. In some cases they should be created as characters (for example, villains the characters will fight or allies who will work closely with the PCs).

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 PCs disguised in school uniforms as part of an undercover operation, or a castle floating in the clouds. Sometimes an idea will not work - just make a note of it for a future adventure.

Character Goals

Next, the GM should think about the adventure from the players' perspectives. Will they get involved and what actions are they likely to want to take? Does someone ask for help or is the adventure something that revolves around them from the start? Will they all want to become involved? Consider the steps the PCs 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 PCs may encounter them. It is wise to consider this from the perspective of "here is the villain's plot" rather than "this is what the characters must do to make the plot work. It is usually 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 (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 PCs may defeat him or her right away, ruins the suspense). Instead, introduce the villain through his or her henchmen and works ("we destroy this temple in the name of Lord Nobunaga!") or in situations where combat is impossible. It is wise to have the initial villains that the PCs encounter be henchmen, and introduce the main villain in situations where no fighting takes place (like on a view screen or at a diplomatic ball). This way, the adventure will not go "off the rails" should the characters do the unexpected.

An adventure intended to come to some sort of resolution in one or two sessions should have four to six distinct plot elements, which can be thought of as various complications, encounters with interesting or hostile NPCs, or clues that will lead the characters to further situations. As GM, give some thought to making an interesting climax to the adventure. Remember, however, that this is a set of notes for a game, rather than the script for a play. The players will decide what their characters will do.

Plot elements come in two broad categories. First, there are those that tempt the characters into doing something: the space pirate PCs 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 PCs 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 keep the story interesting without letting the PCs feel railroaded. In a one-shot adventure, the GM should keep things fairly simple with clear objectives. In a continuing campaign, plot elements can be ambiguous or mysterious, and thus if the PCs do not pursue them during one session, they can be reintroduced at a later date.

One way to create an engaging adventure is to set situations where the characters must make tough decisions. These may be emotional ones: "do I date cute Maki or sexy Keiko -and what if Keiko catches me two-timing her?" They may be strategic ones: "do we send everyone against the fortress entrance, or should some of us create a diversion while the others sneak round the back way?" They may be heroic: "do I let the reactor melt down, or do I brave the radiation and shut it down manually?" They may be heart-rending: "we've only got a limited amount of room in the starship: we can dump our mecha and take all the refugees, or we can rescue the kids but leave enough weapons onboard to protect ourselves on the journey home". Ideally, the decisions will not be arbitrary, but will flow naturally from the adventure and choices the PCs make.

IMPORTANT NPCs

The guidelines for Character Creation (Chapters 2-1) apply to NPCs, although the GM will rarely need to go into as much detail about character backgrounds as the players do. If 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 prospect lover). Otherwise, it is often enough to just make a note of a name and position ("Takayuka, the handsome man who runs the video arcade that will be robbed by the thugs") and something that the PCs can remember ("he has long hair; he was once a Formula One racer but was hurt in an accident, and now he walks with a cane").

Many minor NPCs need even less detail, and the GM can simply make them up during the game if details are needed or (for minor villains like a henchman's thugs) just have a single list of game characteristics that apply collectively to an entire batch of them. It can be handy to make a short list of names that are ready to apply to NPCs that are invented on the spot, and "real-sounding" names are often hard to improvise.

In a mini-campaign or campaign, a good technique is to introduce an NPC in passing one session and then promote him or her to a major role in a subsequent session. This gives the PCs 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 favorite gym teacher, Mrs. Anderson, and has already appeared in several prior adventures.

PRESENTING THE VILLAINS

The presentation of the antagonists (also known as villains or "bad guys") is crucial. The villains should be among the most notable and distinctive NPCs in a campaign to emphasize the threat they pose to the player characters. If the central antagonist rarely opposes the PCs, directly, it is possible to still make his or her presence known to the players by introducing appropriate mercenaries or henchmen. Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? Establish the villains' names, physical appearances, origins, and hierarchical ranking (if applicable).

2. Understand their motivations. Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not view themselves as bad guys but often believe that they are the only ones who can see the bigger picture. Ask yourself why these characters are plotting against the PCs 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. Honorable antagonists (who may later ally with the PCs 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.

4. 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.

5. Decide how the acts that the villains perpetrate fit your chosen theme and tone. In a role-playing situation, if NPC villains kill innocent victims, the player characters may not feel obliged to capture them alive. This means creating new villains every few adventures. The reverse is also true: to make a hated enemy, make sure the villains commit truly evil crimes. For greater motivation, introduce a likeable and virtuous NPC over several sessions, and then make him or her the villain's next victim.

When important villains speak, they should command attention. When the villains fight, they should fight with passion. And if they die, they should be remembered forever.

FAN SERVICE

In anime, "fan service" is often used to refer to gratuitous visual elements such as "cheesecake" scenes. Here the term is borrowed to refer to those background, character, or plot elements that recur in many anime. Note that some of the best series avoid overusing them since many have now become cliché. Use a few of them if you want a distinct anime flavor or lots of them if you want a comedy game that parodies anime.

• Attack Phrases

In classic giant robot, magical girl, hero team, and martial arts anime, the characters will name each of their main attacks or spells and shout them out as they do it. "*Ultimate Omega Photon Beam Attack!*"

• 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.

• The Great Tokyo Earthquake

This quake (in 1923) destroyed much of Tokyo and killed 100,000 people. Tokyo (like Los Angeles) is on a fault line, and another big quake is predicted. As a result, many near future anime postulate a high-tech "neo-Tokyo" rebuilt after this disaster, ascribe supernatural causes to the earlier or a future quake, or assume that a ruined Tokyo will be abandoned and the capital will move to Osaka.

• Dying Speeches

In anime, even important characters die. This awareness of mortality is one thing that separates it from Western cartoons and television. Dead anime heroes rarely return from the grave (villains are another matter...), so to make up for it, a character will often deliver a lengthy "dying speech." The GM can encourage this by allowing any character who is "dead" (-20 or worse Health Points) proper airtime to say a few words. He or she cannot be healed, and the GM may interrupt a death speech that gets overly silly ("you feel yourself beginning to lose consciousness"). The GM may even allow the character to linger on until the end of a battle, so the player can think of something memorable.

• Elves

Anime versions of Western-style elves often have huge pointed ears. Does this have any game effect? Nope, but an extra Level of Heightened Senses (Hearing) might be appropriate anyway.

• Face Cuts

A cut on someone's face is a deadly insult and considered to mar their good looks (even if it really doesn't). For this reason, it's a good way for a hero or villain to start a fight. A character can inflict a slight face cut by taking a called shot at a +2 penalty and using the reduced wounding rules to do only 1 point of damage.

• Piloted Robots

Why are these so common? Mostly because they look really cool. Also, a humanoid machine has more story potential. Robots can cross any terrain, they can sword fight and wrestle and pick things up, and, if fitted with jets or rockets, they can fly through the air or space. A robot allows human-level action but on a super scale. Also, if each character has his or her own robot, they can all be involved in the action.

In many military anime, ace pilots will be rewarded with "custom" versions of the machines with which they first started or newer and better mecha. This is simply simulated by allowing

characters to redesign them if they acquire higher Levels of Own a Big Mecha.

- Hyper-Dimensional hammer

In comedy anime shows, a common sight gag is for a jealous character, usually female, who has been offended by one of her companions being rude or lecherous, to suddenly materialize a huge mallet and whack him. This is really just a sight gag, but if the GM wishes to formalize it in rules, it can be acquired as Weapon Attack (Concealable, Stun Only, Melee, Limited Use, Unique Disability: Only on Lecherous or Annoying Friends). The Unique Disability counts as three Disabilities since it is very limiting.

- Idol Singers

A cute, young pop singer who is heavily promoted as a popular idol, only to be dropped like a hot potato (in most cases) when his or her popularity wanes after a few months. Idols were at the peak of their popularity in eighties Japan and feature in many anime of that period. An idol singer hopes to break out and become a "real star." Taking the idea of a manufactured star one step further, robotic or virtual reality (computer-generated) idols appear as plot elements in some science fiction anime series.

- Karmic Bonds

Belief in reincarnation is common in Japanese society, where Buddhism (along with Shinto) is one of the two major religions. This is often used in anime to explain events that draw a group together: they met in their past lives. This can also apply to enemies the characters encounter. A character might have a Sixth Sense (page 138) that allows detecting such attachments or possibly Recurring Nightmares (page 52) 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*). *Kerulo* normally uses a wooden training sword (*bokken*), which in proper hands can be quite deadly. It is something that school students may team, and thus provides a good excuse for teenagers to have weapons and weapon Skills.

A practitioner of *Kendo* or *Kenjitsu* will have Melee Attack and Defense (Sword) Skill and possibly the *Kensei* Attribute (page 32).

- Kitsune

A fox. Magical fox spirits with the abilities to assume human shape (often as sexy women) or possess people are a common element in Japanese folklore. Magical foxes often have multiple tails. Like *nekojin*, *kitsune* often appear in anime, either as spirits or simply as a non-human race with fox ears and one or more bushy tails.

- Kyudo

The "way of the bow," this is Japanese archery. It is a popular high school sport for both boys and girls and, like *Kerulo*, gives a teenage boy or girl a reasonable justification for proficiency with archaic weapons, which can come in handy!

- Late for School

There seems to be some sort of genetic defect in many anime females that prevents them from getting to school on time while at the same time causing them to obsess about being late. Japanese schools are actually pretty strict about being on time, so minor punishments (being made to stand in the hall, for example) are common.

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 bums 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 Attack rules (page 157) can build this sort of weapon by taking more than the normal six Levels (7-10 do the trick) and also assigning it multiple levels of the Area Effect or Spreading Ability along with appropriate Defects such as Limited Shots that restrict its utility.

- Mascots

These characters hang around the heroes and cheer them on. They include cute pets, cute robots, and cute little brothers or sisters. Sometimes the mascot doubles as an advisor, assistant, or spirit guide for the hero, and, in rare instances, it can also transform into a weapon or mecha. Every magical girl anime needs mascots, but they also pop up in all kinds of series including fairly serious mecha drama.

- Mecha Children

Anime series often have 13-16 year-olds piloting advanced mecha. The real reason is so the like-aged audience can identify with the hero, but there are "story" reasons that can make sense. Perhaps all the adult pilots in the area were killed, sick, or injured and only some kids (from the local space academy or the children of the mecha's inventor) are left. By the time new pilots arrive, the kids will be veterans. Another possibility is that the mecha is semi-alive or intelligent and bonds with the first person who happens to use it (a child). Perhaps the most popular option is that the mecha requires a specific ability in order to be activated (a pilot who must be psychic or a clone of the original owner or part-alien) and the only candidates are children.

- Mecha Inventors

A traditional mecha anime should give thought to whomever invented the cool technology the PCs 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 houses their mecha. It is usually a secret underground base hidden below a mundane slay, residence, or city, and is a giant high-tech citadel, or a mobile battle fortress. Popular examples are big spacecraft, cloud bases, giant aircraft carriers, big submarines, and giant hovercraft. Sometimes the fortress can retract into the ground or transform into a huge giant robot. The base usually has a crew of NPCs and sometimes is also home to a group (it dependants (family, refugees, etc.). Its brain is a control room or bridge occupied by a stnu commander and a group of young and attractive communication officers. It is open defended by various weapon turrets and sometimes a huge "main gun" with devastating firepower that is only occasionally usable. It will also have workshops, medical bays, and laboratories, often with their own expert NPCs. Some are large enough to be virtual cities with homes, shops, classrooms, and so on, allowing entire adventures (or full-scale mecln battles) to take place inside them. In game terms, the majority of mecha bases are best designed as very big mecha. If they are

stationary fortresses, simply give them the Restricted Ground Movement Defect (page 188).

- haughty 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."

- hose 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 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 Spirit Ward Attribute (page 144).

- Oni

Various translated as Ogre or Demon, these are Japanese monsters. They are traditionally portrayed as humanoid monsters with horns, often dressed in tiger skins.

- Public Baths and Hot Springs

bathing is a more social occasion in Japan, and people especially enjoy vacations in hot spring resorts. Male and female baths are segregated, but many comedy anime have shy guys or lechers blundering into the girls' baths, resulting in nosebleeds, slaps, and much silly mayhem. When not being interrupted by slapstick, a social bath is also a time when people can unburden themselves to their friends.

- SDF

The Self Defense 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 different uniforms, so a new student can be easily spotted. Gym uniforms consist of a sweatshirt and sneakers with girls wearing form-fitting shorts ("bloomers"), while boys wear ordinary shorts.

- Terrible looks

In anime, girls are supposed to be good cooks and better than boys. In high school anime, a common comedy element is the female character who is a terrible cook, but who may not realize it. Her friends are regularly forced to taste her cooking to avoid hurting her feelings. Two famous examples are C-Ko in Project A-Ko and Akane in Ranma 1/2. Being a terrible cook is best simulated by a Unique Defect, "Confuses Poisons and Cooking Skill" (1 BP) and giving the character one rather than the other.

- Tokyo Tower

A replica of the Eiffel Tower was built in Tokyo in 1958. At a height of 1,090 feet, it is a major landmark and a popular destination for school trips. Tokyo Tower often appears in modern-day anime, and its high observation deck often serves as a focus for monster attacks, bizarre rituals, or extra-dimensional manifestations. Considering it must have been destroyed so many times, it is a wonder they can keep rebuilding it!

- Transformation Sequences

Most magical girls can switch from their street clothes into their battle costume. This involves saying a few magic words and posing dramatically. This often takes several seconds (which saves a lot of money later in the series when several magical girls transform, and they can use a lot of stock footage). However, this can be assumed to be simply a "slow motion" kind of shot. The villains cannot really attack while the character is transforming. In anime designed to appeal to teenage boys, the character often ends up briefly naked, while in those aimed at general audiences the transformation is disguised by special effects or occurs more or less instantaneously.

- Transforming Mecha

Giant robots are even cooler if they can transform, that is, shift their shape so that a humanoid robot can turn into a fighter plane or mechanical beast. In some anime, multiple mecha can link together to form an even bigger machine. The various Mecha Special Attributes (pages 172-180) cover these genre conventions. More "realistic" mecha series usually limit or forgo mecha transformations. . .

- Yakuza

Japanese gangsters belonging to organized crime families. *Yakuza* can be distinguished by their dark suits, big foreign cars, habit of covering their bodies with colorful tattoos, and the custom of cutting off a finger to atone for any mistake that displeases his boss. *Yakuza* often appear as " heavies " in modern-day anime.

CHARACTER ADVANCEMENT

Character advancement is unnecessary in a short adventure, but during a lengthy campaign players may wish to improve the Skills and Attributes of their characters. Advancement is not a requirement, but it can reflect the characters' earned knowledge through conflicts with the environment, with other characters or NPCs, or even with themselves.

The GM is encouraged to award all characters one bonus Character Point every five role-playing sessions and one bonus Skill Point every couple of session. Each player can assign these Character Points to Statistics or Attributes immediately or accumulate them for future use.

The point cost for increasing a Statistic, Attribute, or Skill is identical to the cost during character creation (see *Chapters 2 and 3*).

Players are encouraged to assign advancement points to Statistics or Attributes or Skills their characters have used often. Alternatively, players can rationalize their decision to the GM should their character acquire a new Attribute or Skill. However, the GM can veto the idea or require the PC to perform certain game activities in order to support the acquisition of a new Attribute. In particular, the GM should not allow any characters to acquire any Special Attributes that fall outside the parameters of his or her setting or which would disrupt the balance of the game. At the GM's option, characters can also use bonus Character Points to remove Defects that are no longer appropriate to their character concept.

The GM may allow characters with Items of Power, Personal Gear, or Mecha to "swap" existing items or mecha for other items of similar point value during or between adventures if a good story rationale exists. For example, if Tabitha's Hellcat fighter is inappropriate for a mission, she may visit the guard armory and switch it for a different type of mecha. However, the GM may require expenditure of in-game resources (favors, money, time, captured enemy gear) before this can be attempted. If characters lose equipment, the GM can make them wait a session or so to reacquire it or force them to make do with inferior equipment unless circumstances allow a replacement.

GMs can award points more frequently for faster character advancement or less frequently for slower character advancement. The GM also has the option of rewarding exceptionally talented or active players with an extra character advancement point.

MONEY AND PRICES

GMs may note that *BESM* does not include rules for money. One reason for this: it is not a major factor in the lives of most adventurers - they are in the military, supported by parents, etc. Additionally, *BESM* is a multi-genre, multi-setting game, and consequently devising a "master" monetary system is not possible. Even in anime where money motivates the characters, they usually lose it all by the next episode. The GM is free to make money a significant element and its possession a prerequisite for adding to or changing possessions.

If money is a vital and carefully tracked element in the campaign, the Personal Gear Attribute is best interpreted as "the amount of gear a character feels comfortable taking with him or her on adventure" rather than "the sum total of possessions."

FOR THE GM

Watch Lots of Anime

There is no better way to capture the intense atmosphere of the anime genre than by watching the adventures for yourself. Many video rental outlets now carry an extensive anime selection, and an even greater number of illegal fan-subtitled videotapes are available to the experienced internet user. Be sure to watch titles from a variety of genres (comedy, horror, mecha, thriller, science-fiction, fantasy, etc.) in order to better shape your adventure or campaign. Watching Japanese anime is time well spent.

Define the Setting and Genre

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 what character boundaries best suit the adventure.

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' imagination.

Skills		Cost per Level in a Given Genre						
General Skills	CP	GH	MA	MF	MM	OH	SO	TR
Acrobatics	4	4	5	3	2	4	3	3
Animal Training	1	1	1	2	1	1	1	1
Architecture	2	1	1	2	2	1	1	1
Artisan	2	2	4	4	2	2	1	2
Biological Sciences	4	2	1	2	2	3	4	2
Boating	2	3	2	3	2	1	1	2
Burglary	3	2	2	4	2	2	2	2
Business Management	2	4	2	2	2	1	2	2
Computers	5	4	1	-	4	2	4	3
Controlled Breathing	1	1	3	2	2	3	1	1
Cooking	1	1	1	1	1	1	1	4
Cultural Arts	2	2	2	2	1	1	1	4
Demolitions	3	4	2	3	3	2	2	2
Disguise	3	3	3	3	2	2	2	2
Driving	3	6	2	2	4	2	2	4
Electronics	4	4	2	-	4	2	4	2
Forgery	3	4	1	2	2	2	2	2
Gaming	2	2	1	2	1	1	2	4
Interrogation	3	3	3	3	3	2	2	3
Intimidation	4	4	4	4	3	3	3	4
Law	3	2	2	2	1	1	2	2
Linguistics	2	2	2	3	2	1	2	2
Mechanics	3	4	2	2	4	2	4	3
Medical	4	3	4	4	4	3	3	2
Military Sciences	3	3	2	3	5	2	3	2
Navigation	2	3	2	2	3	2	3	2
Performing Arts	2	1	1	2	1	1	1	4
Physical Sciences	2	2	1	1	2	2	3	2
Piloting	3	4	2	-	4	1	5	2
Poisons	2	2	2	3	1	2	1	2
Police Sciences	3	4	2	2	2	2	3	2
Riding	1	1	1	3	1	1	1	2
Seduction	3	2	3	3	3	2	3	4
Sleight of Hand	2	2	2	4	2	2	2	3
Social Sciences	2	2	2	1	2	1	2	2
Sports	1	1	2	1	1	1	1	5
Stealth	4	4	4	4	4	4	4	3
Swimming	1	1	1	1	1	1	1	2
Urban Tracking	4	4	3	3	3	3	3	3
Visual Arts	1	1	2	2	1	1	1	3
Wilderness Survival	1	1	2	3	3	2	2	2
Wilderness Tracking	1	1	2	3	3	2	2	2
Writing	2	1	1	1	1	1	2	3
Combat Skills								
Archery	4	4	4	5	3	4	2	4
Gun Combat	5	6	4	-	5	4	5	3
Heavy Weapons	5	4	4	-	5	4	5	-
Melee Attack	4	4	6	5	4	5	4	5
Melee Defense	4	4	6	5	4	5	4	5
Ranged Defense	5	6	4	4	5	5	5	4
Thrown Weapons	4	4	5	4	4	4	4	4
Unarmed Attack	4	4	6	4	4	5	4	5
Unarmed Defense	4	4	6	4	4	5	4	5

CP = Cyberpunk, GH = Hotrods & Guns, MA = Martial Arts, MF= Medieval Fantasy, MM = Modern Military, OH = Occult Horror, SO = Space Opera, TR = Teenage Romance

BESM 2nd Edition

Weapons Table

Weapon	Damage	Abilities	Disabilities	Skill
Battle Ax	10	None	Inaccurate	M Axe
Baton or Club	5	None		M Club
Bo	5	None	*	M Polearm
Bokken	5*	None		M Sword
Broadsword	10	None		M Sword
Combat Yo-Yo	0	Conceal, accurate, flex	Low Penetrate	M Whips/Chains
Katana	10*	None	*	M Sword
Knife	5	Conceal		M Knife
Naginata (bladed staff)	10	None	*	M Polearm
Nunchuku	5	Flexible		M Whips/Chains
Yari	10	None		M Polearm
Wakazashi	10	Conceal	Low Penetrate	M Sword
Whip	5	Conceal, flex		M Whips/Chains
Bows				
Crossbow	10	None	Slow, Static*	Archery
Dai-Kyu (Long Bow)	5	None	*	Archery
Guns				
Assault Rifle	10	Auto-Fire	Limit Shots (6)*	Gun Combat
Light Pistol	5	Conceal	Low Penet. Short Range	Gun Combat
Heavy Pistol	10	Conceal	Short Range	Gun Combat
Hunting Rifle	10	None	*	Gun Combat
Machine Pistol	5	Conceal, Auto-Fire**	Inaccurate, Short Range, Limit Shots (6)	Gun Combat
Medium Pistol	5	Conceal	Short Range	Gun Combat
Shotgun	15***	Spreading	Limit Shots (6), Short Range, Low Penet. *	Gun Combat
Sniper Rifle	15	Accurate	*	Gun Combat
Submachine Gun	5	Auto-Fire	Limit Shots (6) *	Gun Combat
Blaster Pistol	10	Conceal		Gun Combat
Blaster Rifle	15	None		Gun Combat
Heavy Weapons				
Machine Gun	15	Auto-Fire	Static	Heavy Weapons
Rocket Launcher	30	Area-Effect Penetrate	Inaccurate, Limit Shots (1), Slow, Static	Heavy Weapons
Thrown Weapons				
Grenade	15	Conceal, Area Effect	Limit Shots (1), Short Range	Thrown Weapons
Shuriken	5	Conceal	Limit Shots (4), Short Range	Thrown Weapons
Thrown Knife	5	Conceal	Limit Shots (1), Short Range	Thrown Weapons

Damage: How much damage the weapon causes. The character's Combat Value is added to this for the total attack damage.

Abilities & Disabilities: See Weapon/Special Attack Pages 160-172. Unless otherwise stated, all weapons have a medium range.

Skill: The skill required for gaining a bonus when using the weapon. M=Melee.

*= Requires two hands to use, a katana may be used with one hand but at -5 damage.

**= If firing single shot, ignore Auto-Fire ability.

***= Some shotguns are double barrel and can fire both barrels at once. If so, treat as Auto-Fire but only a maximum of two hits can be scored. Double barrels have a Limited Shots (2) disability.