

REVISED SECOND EDITION

BESM

BIG EYES, SMALL MOUTH



REVISED SECOND EDITION

BESM

BIG EYES, SMALL MOUTH

In the myriad realms of imagination
there are an infinite number
of worlds to be discovered.

BESM SECOND EDITION
helps you explore
them all.

BIG EYES, SMALL MOUTH
The multi-genre
anime and manga
role-playing game.



ORIGINS AWARD NOMINATIONS
FOR BESM SECOND EDITION

BEST ROLE-PLAYING GAME OF 2000
BEST RPG GRAPHIC DESIGN OF 2000

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BESM FOREWORD

When I first published *Big Eyes, Small Mouth* (FIRST EDITION) in time for GenCon (August) 1997, the term Tri-Stat System did not exist. The game simply became known as *BESM* and was a modest hit at the show: I sold out of the 125 copies I brought with me. Soon, the buzz about this new anime game made its way around the industry, and I started to see some decent penetration into the gaming distribution market. “Cool,” thought I. “This is fun.”

Fast forward to the GAMA Trade Show in March 1998. Marcelo Figueroa of *Shadis Magazine* told me that *BESM* was nominated for the 1998 Origins Awards in the Best Role-Playing Game category. I was stunned, naturally, but I also became much more confident in the company’s ability to survive — at least for a little while. *BESM* didn’t win, but that didn’t matter. The industry took note of the little 96-page book with hardly any rules.

Fast forward again to December 1998. The *Sailor Moon RPG and Resource Book* was released with a red, triangular logo on the back cover that read, “Tri-Stat System.” The game mechanics had a name, and a fan-following soon developed. “This is awesome,” thought I. “Much better than chemistry.”

Now it’s July 2000. GUARDIANS OF ORDER, INC. is a 7-person company with both Canadian and US offices. The game that started it all has been revised and expanded. It may seem odd that this 288-page, 100,000-word book is actually a SECOND EDITION of the first tiny one, but we are giving fans what they want. Magic has been greatly revised and explained in detail, but the original version is still there. Options for mecha creation have been increased dramatically, but the original material remains. Character creation has been retooled and reorganized, but it is not really that different from what I first published three years ago. *BESM* SECOND EDITION is not about making the game better than the first book; it’s about giving players more options. In the two mammoth chapters on character creation, I think you’ll agree that you now have all the options you could want.

The SECOND EDITION of *BESM* is very special to me because it represents the origin of the company and how it has changed and grown over the past three years. At times, it is unsettling that David now knows more about Tri-Stat — the game that I created — than I do. I certainly wouldn’t change this, however, since he has taken my original vision and transformed it into something much bigger. David has been the creative driving force behind Tri-Stat’s progression, and I think that he has done a wonderful job. Tri-Stat is no longer my child alone; it belongs to the company.

Thank you all for supporting us over the years. GUARDIANS OF ORDER has received assistance from countless people, and the enthusiasm of our fans has driven us to be the best we can be. We hope that you enjoy *Big Eyes, Small Mouth* SECOND EDITION, and continue enjoying it for many years to come.

Mark C. MacKinnon

July 2000

NOTE CONCERNING REVISED EDITION: This version of *BESM* is not substantially different than the standard SECOND EDITION, but instead repackages the entire book in a more compact format. Some minor errors have been corrected, and a little material has been added, but the two books are identical at the core.

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CHAPTER 1: INTRODUCTION



WHAT IS ANIME?

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

Another factor in the appeal of anime is the ongoing multi-episode story arcs that are a common feature of many live-action TV dramas. A show can tell a complete story with a beginning, middle, and end rather than simply present a series of disconnected episodes that lurch onward until cancellation.

Science fiction and fantasy fare very well in anime. Freed from the budgetary constraints imposed by the high cost of live-action special effects, coupled with a willingness to tackle stories that appeal to older viewers, many shows bring fantastic visions to vivid life. Alien invasions, world-shaking sorcery, transforming robots, super-powered heroes, demonic monsters, obsessively-detailed military hardware, and realistic depictions of life in space are all a part of anime. Characters in these shows are often larger than life: angst-ridden, utterly clueless, burning for revenge, or hopelessly in love.

ANIME ORIGINS

The first anime series produced in Japan was *Tetsuwan Atom* (1963), created by Osamu Tezuka and his animation studio, Mushi Productions. Later, this series became popular in the West as *Astro Boy*. From the 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* (1983, science fiction soap opera), *Sailor Moon* (1992, magical girl drama) and *Ranma 1/2* (1994, martial arts comedy) exemplifying particular genres. A major breakthrough came in the early 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 specialty cable TV) was a renaissance in original television anime in the late 1990's, of which the most influential series was the mecha-conspiracy saga, *Neon Genesis Evangelion* (1996).

In North America, relatively few anime-derived series were translated and adapted for television in the 1970's and 1980's. Most of those that did appear were heavily altered, often losing those Japanese elements (such as a continuing story arc) that made them interesting in the first place. Notable exceptions were *Star Blazers* (1979, the U.S. version of *Space Battleship Yamato*) and *Robotech* (1985, a compilation of *Macross* and two other anime shows), whose adaptations left their story arcs largely intact. The fandom that developed around these shows was sustained by various comics, books, and fan activities and helped fuel the first anime-inspired giant robot board games and RPGs. In 1986 and 1987 the first American anime magazines appeared. More and more Westerners became active in the distribution of Japanese language or fan-subtitled tapes, as fans became aware of the "OAV boom" taking place in Japan. Successful comic book translations of high quality Japanese *manga* (such as *Akira*, *Lone Wolf and Cub*, *Nausicaa* and *Appleseed*) and the theatrical release of the *Akira* motion picture captured new fans.

In the late 1980's, a number of American companies began releasing quality subtitled and dubbed translations of anime releases, including some of the best of the then-new science fiction OAV 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!

ANIME GENRES

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

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

- **Mecha**

This is the Japanese term for a machine that appears in anime. Mecha shows are anime that feature such machines in action, often giant, human-piloted robots, spaceships, submarines, fighter planes, or suits of form-fitting powered armour. Among the first mecha anime series were “hero” shows, in which teenage champions fought evil masterminds from inside super powered cars, subs, or giant robots. The niftiest robots, like *Mazinger Z*, could transform into different shapes or combine into even bigger robots (which also sold lots of cool toys). Then came series like *Mobile Suit Gundam*, which treated giant robots or space battleships as “real” military hardware used by governments or corporations to fight wars or combat terrorism. Instead of comic book heroes and villains, the characters were often young and talented soldiers facing combat and death for the first time, fighting opponents much like themselves. If you suspend disbelief in the robots or spaceships themselves, the mecha anime genre offers quality space opera or cyberpunk drama (with a dash of soap opera) that often matches or exceeds the best of Western cinematic science fiction television. See *BESM: Centauri Knights* (Product # 03-103)

- **Magical Girl**

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

- **Hero Team (Sentai)**

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

- **Martial Arts**

Featuring battles inspired by *manga*, video games, and Hong Kong *wuxia* (“wire fu”) movies, anime martial artist shows regularly transcend the limitations of reality to produce incredibly *ki*-powered special attacks such

as fireballs or geysers of energy. Characters in martial arts anime are often obsessed with proving themselves and discovering new techniques, much like fantasy RPG characters want to “go up in level.” Martial arts stories may be set in the real world or in exotic landscapes such as post-apocalyptic wastelands or medieval China. Often the martial arts genre crosses over with the supernatural as heroes battle magicians or labour under strange curses.

- **Sports Anime**

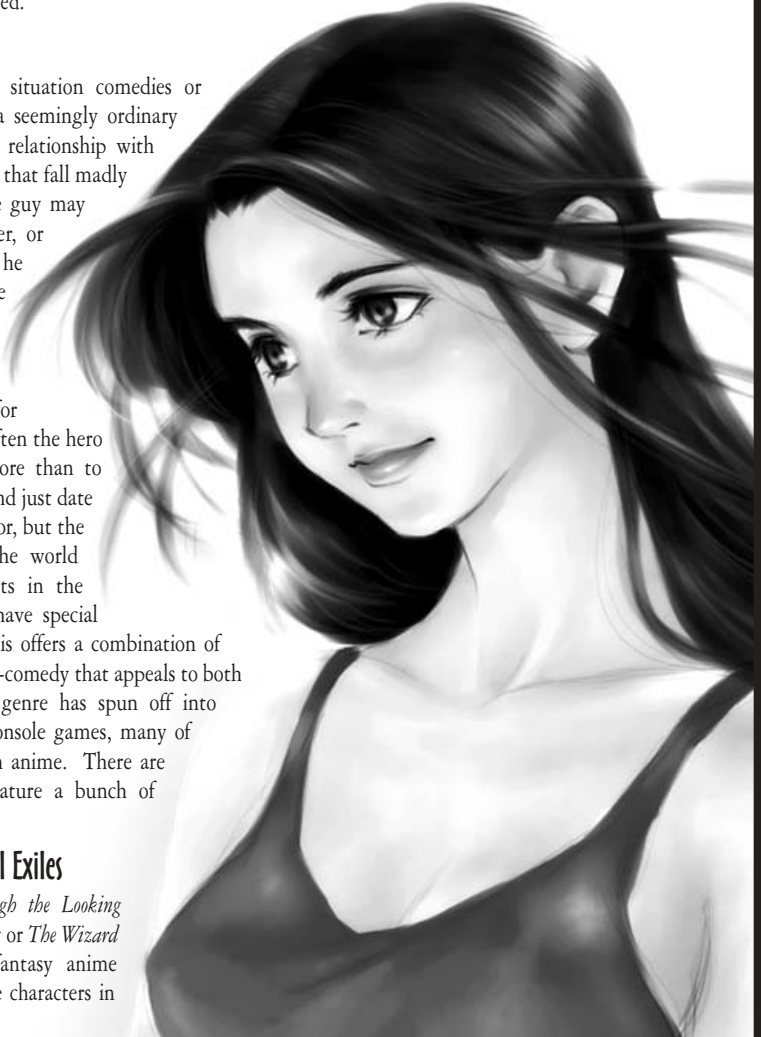
The characters may be tennis pros, baseball or basketball players, tag-team wrestlers, race car drivers, or some other type of athlete. Some sports anime are even set in the future, with science fiction sports that do not exist today. The plots in sports anime focus as much on their characters’ emotional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

- **Exotic Girlfriend**

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

- **Interdimensional Exiles**

Cousins to *Through the Looking Glass*, *John Carter of Mars* or *The Wizard of Oz*, these science fantasy anime begin with one or more characters in



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

- **Supernatural Action**

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

- **Samurai or Ninja Action**

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

- **Swords and Sorcery**

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

- **Weird Conspiracy**

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

- **Pet Monster**

Inspired by virtual pets and console games, these insanely popular kids anime feature wandering children who collect or train “pet monsters” either as gladiators or as partners in a battle against evil. They are the most recent anime genre, and the subject of the *BESM* supplement, *Cute and Fuzzy Cockfighting Seizure Monsters* (Product #02-104)

The above represent simply the most recognizable genres. There are many other common themes and genre conventions that appear in anime, ranging from apocalyptic themes to sailor suits. Some of these are covered in *Chapter 5: Role-Playing in an Anime World*. The Resources appendix (page 192-195) gives examples of the best shows in these and other genres, along with information on where to find or buy anime for yourself.

WHAT IS A ROLE-PLAYING GAME?

For many people, a role-playing game (RPG) is the “mature” version of the games we used to play as children: “House,” “Cops and Robbers,” and “Superheroes.” A rule system assists in settling conflicts and resolving actions, often with the use of a random generator (dice, cards, etc.) to add an unpredictable element to the game. A game requires a handful of players and one person to act as the **Game Master (GM)** or referee. The players tell the GM what their anime alter-egos would like to do, and the GM describes the results of their actions. The GM is also responsible for creating the plot and the setting for the game adventures and works closely with the players to keep the game interesting and fun for all.

In *Big Eyes, Small Mouth (BESM)*, players assume the role of an anime character suitable to the time period and setting of the adventure the GM will be using. The game system helps players assign some strengths and weaknesses to their characters using numbers to indicate relative ability. The remaining elements of a character’s background, family, knowledge, hobbies, and interests are not covered by the rules and are described by each player according to his or her choice of character personality.

As a player, you control your character’s actions in the game. He or she can be likened to one of the major characters in an anime movie, working through the unexpected twists and turns of the plot with the help of other major characters. Your character’s actions can greatly affect the outcome of the adventure, but you must keep in mind that every action has a consequence that could return to haunt your character in a future session. Role-playing is a group effort, however, and positive interactions between your character and those of the other players are vital to everyone’s enjoyment of the game.

As a GM, your contribution will be much greater than that from any one player. You must establish the genre, setting, conflicts, and plot of the adventure as well as all the **non-player characters (NPCs)** your group of players will meet during the game. NPCs are similar to the background characters in a movie — few are given quality screen time with the major characters unless they are good buddies, or central to the plot. Additionally, you must be able to project your imagination to the players by describing in vivid detail the world in which they live. Then, after all that, your game plot must remain sufficiently flexible to allow the characters’ actions to make a definite impact on the adventure. A plot that is too rigid may leave players feeling their characters have lost the free will to affect their own destiny. Should you assume the role of GM, you must possess creativity, good judgment and the ability to improvise in unexpected situations. It takes extra time and effort, but the reward of a well-played adventure can be almost euphoric.

Each role-playing adventure or episode will require one or two sessions, each several hours in length. A number of episodes using the same characters can be linked together to form an anime campaign. Campaigns require more commitment from everyone involved, but watching the characters grow as the greater plot unfolds makes the extra effort worthwhile. The most engaging campaigns can last upwards of 5-10 years, but keeping a campaign running for 8 months to a few years is considered tremendously successful. More advice on choosing an anime genre and on game-mastering in general can be found in *Chapter 5: Role-Playing in an Anime World*.

PLAYING BIG EYES, SMALL MOUTH

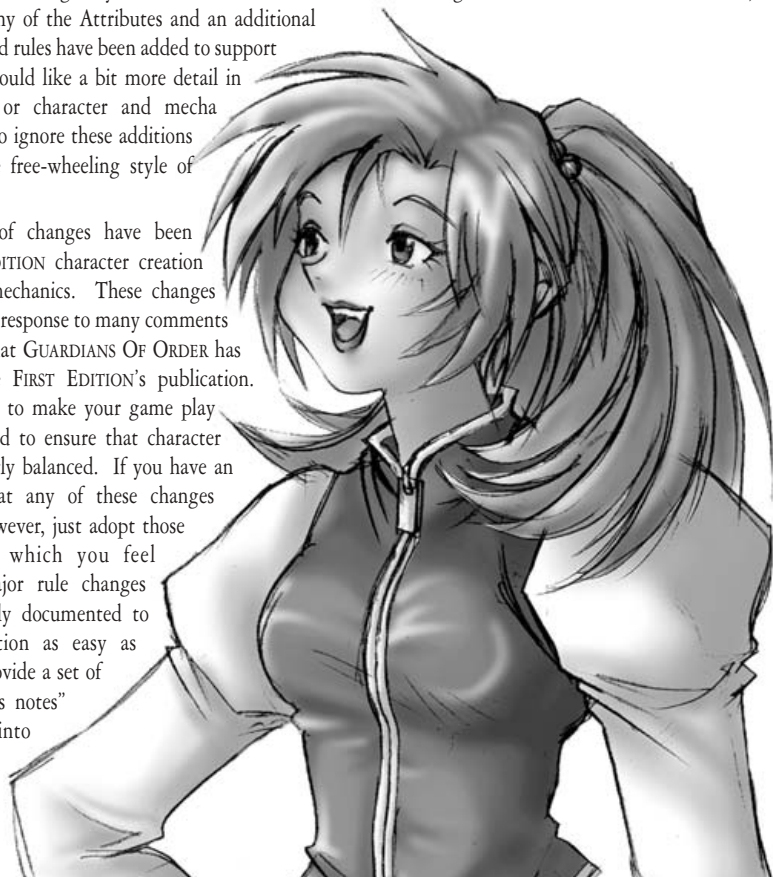
BESM was designed to be a multi-genre anime game and can accommodate nearly any setting or time period. The rules are simple to use and thus do not afford a high level of detail, although the resolution system and combat system have been designed to capture the fast-moving nature of anime action. This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

THE (REVISED) SECOND EDITION

The SECOND EDITION of *BESM* incorporates elements from the FIRST EDITION supplements, *Big Robots, Cool Starships (BRCS)* and *Hot Rods & Gun Bunnies (HRGB)*. It also introduces rules concepts to the *BESM* line that first appeared in the stand-alone RPGs *Sailor Moon*, *Demon City Shinjuku*, *Dominion Tank Police*, *Ghost Dog*, and *Tenchi Muyo!* This revision also includes some correction as well as minor rule changes from the standard SECOND EDITION. These changes are only minor and thus do not constitute a new, third edition for *BESM*.

The major changes to *BESM* SECOND EDITION are its greatly expanded character creation rules. In recognition of the universal, multi-genre nature of anime, the SECOND EDITION of *BESM* offers character creation and rules material that are intended to let GMs run any kind of anime-inspired game, from horror and fantasy to science fiction and romantic comedy. In fact, *BESM* SECOND EDITION is sufficiently flexible that it can also be used to create games that go beyond the anime tradition. As some anime genres are more realistic than others, extra detail in many of the Attributes and an additional chapter of expanded rules have been added to support those GMs who would like a bit more detail in action resolution or character and mecha design. Feel free to ignore these additions if a simpler, more free-wheeling style of play is preferred.

A number of changes have been made to FIRST EDITION character creation rules and game mechanics. These changes have been made in response to many comments and suggestions that *GUARDIANS OF ORDER* has received since the FIRST EDITION's publication. They are designed to make your game play more smoothly and to ensure that character abilities are properly balanced. If you have an existing game that any of these changes would disrupt, however, just adopt those new rules with which you feel comfortable. Major rule changes have been carefully documented to make this transition as easy as possible and to provide a set of ongoing "designers notes" offering insight into the game.



FIRST EDITION *BESM* contained 16,000 words. SECOND EDITION has over 100,000. Although this book may seem overwhelming when compared to the FIRST EDITION, the core elements are the same. This book provides more options and more rules for those who wish to use them, but remember that they are options. If you are looking for a simple and elegant game system, just use the parts of *Tri-Stat™* that you like and discard the rest.

NOTE



**CHAPTER 2:
CHARACTER CREATION**

CHARACTER CREATION SUMMARY

GM DISCUSSION

Talk to the GM about the nature of the upcoming game. Issues that should be addressed include the duration of the game, scheduled playtime, the setting and related timeline, and the thematic intensity level. Based on this, the GM should set the power level of the campaign, which will determine the number of Character Points that each player may use to design their characters. See page 13.

STEP 1

CHARACTER OUTLINE

Use the game boundaries established through your talk with the GM to sketch a rough character outline. See Page 13.

STEP 2

ASSIGN STATS

Use Character Points to give your character Body, Mind, and Soul Stats, making sure each Stat is not lower than 1 nor higher than 12. See page 15.

STEP 3

CHARACTER ATTRIBUTES

Any remaining Character Points may be used to acquire Character Attributes, which are rated in Levels from 1 to 6. See page 16.

STEP 4

CHARACTER DEFECTS

You are encouraged to take a maximum of eight Defects appropriate to your character outline. These Defects will provide you with more role-playing opportunities and give you Bonus Points you can use to raise Stats or acquire additional Character Attributes. See page 100.

STEP 5

SELECT SKILLS (OPTIONAL)

If using the Skill System, your character receives 20 starting Skill Points plus additional points if you took the Highly Skilled Attribute (or fewer if you took the Unskilled Defect). Use the Skill Points to acquire Skills and specializations relevant to your character outline. Skill Levels range from 1 to 6. See page 117.

STEP 6

DERIVED VALUES

After you have modified your character's Stats through Attributes and Defects, you can calculate his or her four derived values — Combat Value (both Attack and Defense), Health Points, Energy Points, and Shock Value (optional). See page 129.

STEP 7

BACKGROUND POINTS

You can earn 1-3 extra Character Points by giving the GM a background history of your character, an important character story, or a character drawing. See page 130.

STEP 8

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

Throughout the eight steps of character creation, you can follow the progress of Elizabeth's character, Tabitha Yamamoto. The examples are presented following the main text.

STEP 1: GM DISCUSSION

You and the other players should discuss the nature of the upcoming game with the GM. Before any characters are created, the GM should outline such details as genre, setting, campaign duration, story boundaries, and expected time commitment. A variety of game genres are discussed in *Chapter 5: 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 Character Points
average-powered game	30 or 35 Character Points
high-powered game	40 or 45 Character Points
very high-powered game	50 or 55 Character Points
extremely high-powered game	60 or more Character Points

EXAMPLE

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 interstellar 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 swasbuckling adventure with an opportunity for politics and courtly romance. Based on Elizabeth's and his other players' preferences, the GM decides to centre 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 to build your character. It is not fully detailed; there is no need for you to concern yourself with the character's specific skills, powers, or background details at this stage. Use the game boundaries established in your discussion with the GM as the starting point for your character and build your outline on that foundation. Discuss your character ideas with the GM to ensure your character will work with those of the other players and with the overall themes and focus of the campaign. Here are some issues to consider.

- **Is the character human?**

There are settings where everyone will be a human being, such as a modern day "cars and guns" game or one set in the historical past. In other settings, it is possible that non-human or part-human characters may exist, or that a setting might not include any human characters at all. The kinds of non-human or superhuman entities that exist will depend on the GM's choice of setting. Examples of non-human and partly-human characters

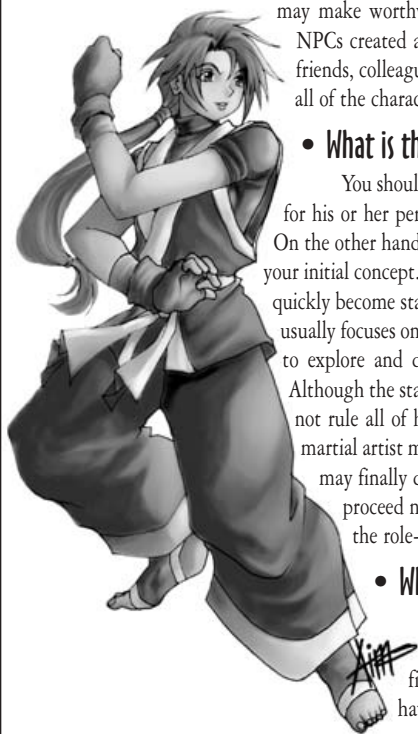
appropriate for some anime settings are aliens, androids, cyborgs, fantasy races (for example, elves, ogres, or centaurs), genetic constructs (clones, genetically-enhanced people, or human-animal hybrids), ghosts and spirits, gods and goddesses, monsters (for example, demons, shapechangers, or vampires), robots, and talking animals.

• What are the character's strengths?

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

At the same time, it is equally important that the characters not be too specialized, or the group will lack cohesion and other players will sit around bored while each specialist has his or her own little adventure within the game. It is a good idea to identify a minimum set of capabilities that everyone should have. For example, in a martial arts campaign, everyone should be a fighter but individual characters may possess different fighting styles (karate, kick-boxing, ninjitsu, kendo, etc.) and unique backgrounds (the cop, the street fighter, the monk, the professional athlete). Similarly, in a game centred on giant robot action, each character might be a mecha pilot on the same team, but they and their mecha may have different capabilities: one might be a close-quarters fighter with heavy armour, another fast and agile, a third may specialize in electronic warfare, while the fourth may have the most powerful long-range attacks.

In some games, the group of characters will be independent operators. Examples include a detective agency, a party of fantasy adventurers, the crew of a pirate ship, or a team of magical girls who fight evil. In other game concepts, the characters will be part of a larger organization and would logically have helpers in supporting roles. An example of this scenario is a squadron of mecha pilots in a military space force. A base commander, communication officers, mechanics, doctors, cooks, and other personnel all support the pilots. A few of these roles may make worthwhile characters, but often this "supporting cast" is best filled by NPCs created and run by the GM. These characters may become the characters' friends, colleagues, love interests, or rivals as the game progresses, but they also free all of the characters to take on roles that let them share in the same action.



• What 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.

EXAMPLE

Elizabeth's concept for her character is a fierce feline tiger-girl warrior from the Bakeneko Comet People, a race of genetically engineered space nomads. Elizabeth decides her character's name is Tabitha Yamamoto. She has enlisted in the Imperial Star Legions for a life of adventure and the promise of Imperial citizenship. After doing well in battle, she was rewarded with a post on the Imperial Guard. Elizabeth intends to play Tabitha as a "country girl," who is both dazzled and repulsed by the splendour and decadence of the royal court.

STEP 3: ASSIGN STATS

Stats (or Statistics) are numerical assignments that reflect your character's base capabilities. Higher Stat values indicate an advanced level of accomplishment or achievement. *Big Eyes, Small Mouth* is part of GUARDIANS OF ORDER's 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.

TABLE 2-1: STAT VALUE DESCRIPTIONS

STAT VALUE	DESCRIPTION
0	Completely and utterly useless.
1	Inept.
2	Significantly below adult human average.
3	Below adult human average.
4	Adult human average.
5	Above adult human average.
6	Significantly above human average.
7	Highly capable.
8	Extremely capable.
9	Best in the land.
10	World-class ability.
11	Legendary ability.
12	Best in the universe. Unequaled.

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 15. Thus, a person of average build, high intelligence, and above average determination might have Body 4, Mind 7, Soul 5.

Your starting Character Points (page 13) 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.

We unified Stat Points and Character Points in BESM Second Edition in order to produce a cleaner and more flexible rules system. When using point-based character creation rules, the actual effect on play is minimal, since the First Edition Attributes Fortified Body, Powerful Mind, Strong Soul and the Defects Delicate Body, Empty Mind and Hollow Soul allowed players to exchange Stat and Attribute Points on a 1:1 basis.

NOTES

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 16). 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 ensure characters have a balance between Stats and Attributes.

The GM has given Elizabeth 40 Character Points with which to assign Tabitha Stats and Character Attributes. Elizabeth decides her warrior cat-girl will possess substantial strength and agility, average intelligence, and great willpower. Elizabeth thus assigns Tabitha a Body Stat of 7, Mind Stat of 4, and Soul Stat of 6. This totals 17 Character Points, leaving Tabitha 23 Character Points for Attributes.

EXAMPLE

STEP 4: CHARACTER ATTRIBUTES

Your character's basic abilities are represented by the three Stats, 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 Stats are available to acquire Attributes.

Character Points may be used to acquire Attributes, but since some 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.

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 Stat most relevant to the Attribute's use should a Stat check dice roll be needed (see page 132 of *Chapter 3: 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 characters.

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

If you find yourself needing more Character Points than you have been assigned, consider burdening your character with one or more Character Defects (Step 5: Character Defects, page 100). Each Defect can provide you with an additional Character Point or two, which can be used to acquire more Character Attributes or higher Stats.

TYPES OF ATTRIBUTES

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

- **Mecha**

A few Attributes (and 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 59) allows players to design mecha for their characters; Mecha only Attributes or Defects are used only as part of this mecha creation process.

- **Normal**

These are (comparatively) mundane abilities that any character can possess. These abilities reflect innate aptitude or training rather than supernatural power.

- **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 Armour 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. It is available to characters who can take Paranormal, Racial, or Technological Attributes.

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 Attribute.

MODIFYING ATTRIBUTES AND ADJUSTING ATTRIBUTE POINT COSTS

The SECOND EDITION of *BESM* describes effects in more detail than the FIRST EDITION. As a result, 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 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 Advancement Points until the original cost is paid.

ATTRIBUTES	POINT COST	STAT	TYPE	PAGE
Animal Friendship	1 point/Level	Soul	Normal	20
Appearance	1 point/Level	Body	Normal	21
Art of Distraction	1 point/Level	Body or Soul	Normal	21
Astral Projection	3 points/Level	None	Paranormal	22
Aura of Command	1 point/Level	Soul	Normal	22
Combat Mastery	2 points/Level	None	Normal	23
Contamination	1-2 points/Level	None	Paranormal, Racial	23
Damn Healthy!	1 point/Level	None	Normal	24
Dimensional Portal	2-4 points/Level	None	Paranormal	25
Divine Relationship	1 point/Level	Soul	Normal	26
Dynamic Sorcery	4 points/Level	None	Paranormal	26
Elasticity	1 point/Level	Body	Racial	28
Electronic Counter-Measures	1 point/Level	Mind	Technological	28
Energy Bonus	1 point/Level	None	Normal	29
Environmental Control	1-2 points/Level	Mind	Paranormal, Technological	29
Exorcism	1 point/Level	Soul	Paranormal	31
Extra Arms	1 point/Level	None	Racial, Technological	31
Extra Attacks	4 points/Level	None	Normal	32
Features or Accessories	1 point/Level	None	Racial, Technological	32
Flight	3-4 points/Level	None	Universal	33
Flunkies	1 point/Level	Soul	Normal	34
Focused Damage	1 point/Level	None	Normal	35
Force Field	2-4 points/Level	None	Paranormal, Technological	35
Ground Speed	2 points/Level	Body	Technological	37
Gun Bunny	1 point/Level	None	Normal	38
Healing	4 points/Level	Soul	Paranormal, Technological	39
Heavy Armour	4 points/Level	None	Technological	40
Heightened Awareness	1 point/Level	Body or Mind	Normal	41
Heightened Senses	1 point/Level	Body	Universal	41
Highly Skilled	1 point/Level	None	Normal	42
Illusion	2-6 points/Level	None	Paranormal	42
Insubstantial	4 points/Level	None	Paranormal	43
Invisibility	3-7 points/Level	None	Paranormal, Technological	44
Item of Power	2 points/Level	None	Paranormal, Technological	45
Jumping	1 point/Level	Body	Racial, Technological	46
Kensei	1 point/Level	None	Normal	46
Life Support	1 point/Level	None	Racial, Technological	47
Light Armour	1 point/Level	None	Universal	48
Magic (or Psionics)	4 points/Level	None	Paranormal	48
Massive Damage	2 points/Level	None	Normal	51
Mechanical Genius	2 points/Level	Mind	Normal	52

ATTRIBUTES	POINT COST	STAT	TYPE	PAGE
Meld	2 or 4 points/Level	None	Paranormal	53
Metamorphosis	5 points/Level	None	Paranormal	53
Mind Control	1-4 points/Level	Mind	Paranormal	55
Mind Shield	1 point/Level	Mind	Paranormal	56
Natural Weapons	1 point/Level	None	Racial	57
Organizational Ties	1-3 points/Level	Soul	Normal	58
Own a Big Mecha	4 points/Level	None	Technological	59
Personal Gear	1 point/Level	None	Normal	62
Place of Power	1 point/Level	None	Paranormal	63
Precognition	1-2 points/Level	Soul	Paranormal	63
Regeneration	4 points/Level	None	Paranormal, Racial	64
Reincarnation	3 points/Level	None	Paranormal, Technological	64
Sensors	1 point/Level	Mind	Technological	65
Servant	1-2 points/Level	None	Universal	66
Shape Change	2-3 points/Level	Body	Paranormal	66
Shield	1 point/Level	None	Technological	67
Sixth Sense	1 point/Level	Soul	Paranormal	68
Size Change	1-2 points/Level	Body	Paranormal	69
Space Flight	2 points/Level	None	Technological	70
Special Defense	1 point/Level	None	Universal	71
Special Movement	1 point/Level	Body	Racial	71
Speed	1 point/Level	Body	Racial, Technological	72
Spirit Ward	1 point/Level	Soul	Paranormal	72
Star Flight	2 points/Level	None	Technological	73
Stealth	1 point/Level	None	Paranormal, Technological	73
Super Strength	2-3 points/Level	Body	Racial, Technological	74
Swarm	2 points/Level	Body	Paranormal	74
Telekinesis	1-2 points/Level	None	Paranormal, Technological	75
Telepathy	1-3 points/Level	Mind	Paranormal	76
Teleport	5-10 points/Level	None	Paranormal, Technological	78
Transmutation	1-4 points/Level	Mind	Paranormal	78
Tunnelling	2 points/Level	None	Racial, Technological	79
Unique Character Attribute	1-4 points/Level	Varies	Normal	80
Water Speed	2-3 points/Level	None	Racial, Technological	81
Weapon Attack	4 points/Level	None	Universal	81
Artificial Intelligence	2 points/Level	Mind	Mecha	93
Extra Capacity	1 point/Level	None	Mecha	94
Extra Endurance	1 point/Level	None	Mecha	94
Manoeuvre Bonus	1 point/Level	None	Mecha	94
Mecha Regeneration	4 points/Level	None	Mecha	95
Mechanical Transformation	2-4 points/Level	None	Mecha	95
Merging	2 points/Level	None	Mecha	96
Multiple Mecha Attacks	10 points/Level	None	Mecha	97
Special Equipment	2 points/Level	None	Mecha	98
Subordinate Mecha	1 point/Level	None	Mecha	98
Summonable	4 points/Level	None	Mecha	98
Super Transformation	3 or 5 points/Level	None	Mecha	99
Toughness	4 points/Level	None	Mecha	99

Elizabeth has 23 Character Points left to acquire Attributes for Tabitha Yamamoto. Elizabeth assigns Tabitha Yamamoto the following Attributes: Appearance Level 2 (2 points), Aura of Command Level 1 (1 point), Features Level 1 (Night Vision, 1 point), Heightened Senses Level 2 (2 points), Highly Skilled Level 1 (1 point), Jumping Level 1 (1 point), Light Armour Level 1 (1 point), Natural Weapons Level 2 (Claws and Fangs, 2 points), Own a Big Mecha Level 3 (12 points), Personal Gear Level 1 (1 point), Special Movement Level 2 (Cat Like, Balance, 2 points), Super Strength Level 1 (3 points). The GM examines Elizabeth's choices of Attributes and decides they are appropriate for the campaign. Tabitha's Attributes add up to 29 points, however, 6 more than she has left. To make up the difference Elizabeth will have to assign Character Defects to Tabitha (see page 100).

EXAMPLE

ANIMAL FRIENDSHIP

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

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 Stat 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 animals, +4 for 9-16 animals, and higher penalties for larger packs. If the attempt fails, the animal(s) may attack, threaten the character, or slink away, depending on its nature. A second attempt is usually not possible within a short period of time. If an animal is befriendng, 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 befriendng simply likes the character. Actual training of the animal takes time and requires the application of the Animal Training Skill (page 120). 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 the Soul Stat check. +1 Level to the Animal Training Skill.
- LEVEL 3** An additional -2 modifier is applied to the Soul Stat check. +2 Levels to the Animal Training Skill.
- LEVEL 4** An additional -3 modifier is applied to the Soul Stat check. +2 Levels to the Animal Training Skill.
- LEVEL 5** An additional -4 modifier is applied to the Soul Stat check. +3 Levels to the Animal Training Skill.
- LEVEL 6** An additional -5 modifier is applied to the Soul Stat check. +3 Levels to the Animal Training Skill.

ANIMAL FRIENDSHIP

APPEARANCE

Cost: 1 point/Level

Relevant Stat: Body

Type: Normal

This Attribute reflects physical attractiveness. Players are encouraged to think about giving their 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. Values of 4, 5, or 6 increase the Art of Distraction Attribute by 1, 2, or 3 Levels respectively, but only 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 character’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 125) roll.

APPEARANCE

- LEVEL 1** The character is moderately attractive.
- LEVEL 2** The character is quite attractive.
- LEVEL 3** The character is very attractive.
- LEVEL 4** The character is extremely attractive. Art of Distraction Attribute is increased by 1 Level.
- LEVEL 5** The character possesses legendary beauty. Art of Distraction Attribute is increased by 2 Levels.
- LEVEL 6** The character possesses unparalleled beauty. Art of Distraction Attribute is increased by 3 Levels.

ART OF DISTRACTION

Cost: 1 point/Level

Relevant Stat: Body or Soul

Type: Normal

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

ART OF DISTRACTION

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

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 travellers or individuals with special senses (see Sixth Sense, page 68). 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. An astral character can interact normally with another astral character, however.

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. 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 terms, 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 25).

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 character's 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 1,000 times character's speed.
- LEVEL 6** Astral body moves at 10,000 times character's speed.

ASTRAL PROJECTION

AURA OF COMMAND

Cost: 1 point/Level

Relevant Stat: Soul

Type: Normal

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.

AURA OF COMMAND

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

COMBAT MASTERY

- Cost:** 2 points/Level
- Relevant Stat:** None (uses Combat Value)
- Type:** Normal

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 127) 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 129 of Step 7: Derived Values for more information on the Combat Value.

COMBAT MASTERY

- LEVEL 1** The character's Combat Value is increased by 1 point.
- LEVEL 2** The character's Combat Value is increased by 2 points.
- LEVEL 3** The character's Combat Value is increased by 3 points.
- LEVEL 4** The character's Combat Value is increased by 4 points.
- LEVEL 5** The character's Combat Value is increased by 5 points.
- LEVEL 6** The character's Combat Value is increased by 6 points.

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. There should always be some means of curing or delaying the eventual mutation, however. 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 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 character infecting the entire group of player characters, 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 favourable modifier to any Mind Control attempts performed against the subject.

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

CONTAMINATION

DAMN HEALTHY!

- Cost: 1 point/Level
- Relevant Stat: None
- Type: Normal

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 129 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.

- LEVEL 1 The character’s Health Points are increased by 10 points.
- LEVEL 2 The character’s Health Points are increased by 20 points.
- LEVEL 3 The character’s Health Points are increased by 30 points.
- LEVEL 4 The character’s Health Points are increased by 40 points.
- LEVEL 5 The character’s Health Points are increased by 50 points.
- LEVEL 6 The character’s Health Points are increased by 60 points.

DAMN HEALTHY!

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 62) or perhaps even as Mecha (Own a Big Mecha, page 59). 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 as the 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 48), 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 81) with the Linked (Dimensional Portal) Ability (page 87).

DIMENSIONAL PORTAL

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

DIVINE RELATIONSHIP

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

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.

ATTRIBUTES

DIVINE RELATIONSHIP

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. Limiting the character's knowledge to just one discipline, however, 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 Stat check dice roll (see *Chapter 3: 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 Stat 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.

DYNAMIC SORCERY

- LEVEL 1** Can cast short-duration spells of no real power (make noises, tie knots, make a gentle breeze, etc.) Spells of this type are Level 1 spells and cost 1 Energy Point.
- LEVEL 2** Can cast medium-duration spells of no real power (light, protection from elements, climb walls, etc.) Spells of this type are Level 2 spells and cost 4 Energy Points.
- LEVEL 3** Can cast short-term spells of some power (lightning from fingers, X-ray vision, levitate, etc.) Spells of this type are Level 3 spells and cost 9 Energy Points.
- LEVEL 4** Can cast medium-duration spells of some power (flight, wards of protection, limited invisibility, etc.) Spells of this type are Level 4 spells and cost 16 Energy Points.
- LEVEL 5** Can cast spells of great power and of nearly any duration (summon spirits, create matter, teleportation, local weather control, etc.) Spells of this type are Level 5 spells and cost 25 Energy Points.
- LEVEL 6** Can cast spells of immense power (summon very powerful spirits, regional weather control, etc.) Spells of this type are Level 6 spells and cost 36 Energy Points.

NOTE

Dynamic Sorcery was known as "Magic" in the First Edition. It provides a loose, flexible system where mages can create any number of spells on the fly, rather than having to refer to the detailed mechanics given in this chapter for other Attributes. For a more mechanistic system where magic-using characters can only perform a limited number of named spells or magical effects, use the Magic Attribute on page 48. Dynamic Sorcery is much more flexible than the Magic Attribute, but the need to make Stat rolls to focus its power and the higher Energy Point cost of powerful effects tends to balance things out. To avoid having to worry about play balance issues, it is recommended that the GM decide that only one of either Magic or Dynamic Sorcery be used in a particular game. Both can exist simultaneously if the GM wishes, however. Use of Dynamic Sorcery in your game may remove the need for some other Attributes, such as Astral Projection, Illusion, Healing, and others. If this is the case, simply remove the affected Attribute from the list of those available for characters.

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, such as both arms, his or her torso (like a snake), or his or her neck. In the case of a flexible torso, the character can use it to constrict others or slither through smaller-than-usual openings. In the case of flexible extremities, the character can extend them outwards, giving him or her greater than normal reach (usually out to “short range” — see Chapter 4: Game Mechanics). The character receives a +1 to his or her Combat Value when wrestling.
- LEVEL 2** The character’s 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 a +2 to his or her Combat Value when wrestling.

ELECTRONIC COUNTER-MEASURES (ECM)

Cost: 1 point/Level

Relevant Stat: Mind

Type: Technological

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

ECM must be specified to work against one of the following: communications, homing missiles, or sensors. A character can buy one single type of ECM system at a cost of 1 Point/Level. Each additional ECM type only costs a single Point, and functions at the same Level as the primary ECM suite. The different ECM functions are detailed below:

- **Commo 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 81). 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.

ELECTRONIC COUNTER-MEASURES

- LEVEL 1 Local jamming area (up to 0.5 km radius).
- LEVEL 2 Small city-sized jamming area (up to 5 km radius).
- LEVEL 3 County-sized jamming area (up to 50 km radius).
- LEVEL 4 State-sized jamming area (up to 500 km radius).
- LEVEL 5 Continental jamming area (up to 5,000 km radius).
- LEVEL 6 Planetary jamming area (up to 50,000 km radius).

ENERGY BONUS

- Cost: 1 point/Level
- Relevant Stat: None
- Type: Normal

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 129 of Step 7: Derived Values for information on Energy Points and their uses.

ENERGY BONUS

- LEVEL 1 The character's Energy Points are increased by 10 points.
- LEVEL 2 The character's Energy Points are increased by 20 points.
- LEVEL 3 The character's Energy Points are increased by 30 points.
- LEVEL 4 The character's Energy Points are increased by 40 points.
- LEVEL 5 The character's Energy Points are increased by 50 points.
- LEVEL 6 The character's Energy Points are increased by 60 points.

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.

- **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.

• Temperature

The character can alter temperatures in the area from arctic cold to desert heat. If the character wishes to produce heat or cold sufficient to start fires or instantly freeze someone solid, acquire the Weapon Attack Attribute (page 81). 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.

• 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 81). To produce precise effects or keep abnormal or violent weather under control, the GM may require a Mind Stat 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 | Affect a small area (like a room). |
| LEVEL 2 | Affect a modest area (like a house). |
| LEVEL 3 | Affect a local area (like a neighbourhood or village). |
| LEVEL 4 | Affect a regional area (like an entire city). |
| LEVEL 5 | Affect a large area (like an entire county). |
| LEVEL 6 | Affect an entire region (like a state, province or small country). |

ENVIRONMENTAL CONTROL

Lord Morgenstern is a powerful vampire. One of his powers is the ability to blot out the sun over his entire fief, plunging it into complete darkness. Lord Morgenstern has Control Environment (Total Darkness) Level 5 (10 points).

EXAMPLE

Some elements of Environmental Control overlap with Features/Accessories (page 32). In general, there is no need to acquire an Attribute like Environmental Control (Light or Darkness) just to get an ordinary technological feature like a searchlight or smokescreen generator, provided that such features are indeed fairly mundane in the campaign setting.

NOTE

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 Stat 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 Stat check and the entity fails his or her own Soul Stat 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).

EXORCISM

- LEVEL 1** Exorcist’s Soul Stat check made at -1 bonus. Target’s Soul Stat 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 Stat 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 Stat 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 Stat 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 Stat 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 Stat 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 with some finesse. A trunk, tentacle, or prehensile tail is an arm; a limb that simply ends in a gun-barrel, melee weapon, or tool mount is not. 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 32). A tractor beam is a specialized “arm” best simulated by the Telekinesis (page 75) or Special Equipment Attribute (page 98).

Possessing only one arm or no arms is a Defect (page 108).

- LEVEL 1** The character possesses 1 extra arm.
- LEVEL 2** The character possesses 2-3 extra arms.
- LEVEL 3** The character possesses 4-8 extra arms.
- LEVEL 4** The character possesses 9-12 extra arms.
- LEVEL 5** The character possesses 13-20 extra arms.
- LEVEL 6** The character possesses 21-50 extra arms.

EXTRA ARMS

EXTRA ATTACKS

- Cost:** 4 points/Level
- Relevant Stat:** None
- Type:** Normal

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 140 of *Chapter 3: Game Mechanics*).

- LEVEL 1** The character gains 1 extra attack and defense each round.
- LEVEL 2** The character gains 2 extra attacks and defenses each round.
- LEVEL 3** The character gains 3 extra attacks and defenses each round.
- LEVEL 4** The character gains 4 extra attacks and defenses each round.
- LEVEL 5** The character gains 5 extra attacks and defenses each round.
- LEVEL 6** The character gains 6 extra attacks and defenses each round.

EXTRA ATTACKS

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 Armour, page 48), 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 modern vehicle). The Attribute Level determines the number of features or accessories that a character or mecha can have.

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

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 kilometres 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.



• Skimmer / Hovercraft

The character is limited to skimming no more than a metre or two off the ground or water. He or she may be riding on a cushion of air, magnetic lines of force, or even travelling along magical lines. This reduces the point cost of Flight by 1 point (total, not per Level). It is only available to flyers who can hover.

• Glider

This means the flyer can only become airborne if he or she launches from a high place (like a tree or rooftop) or from a fast-moving vehicle. Additionally, he or she can only gain speed by diving, or gain altitude by riding thermals. A glider with 4-6 Levels in the Flight Attribute may glide down from orbit to a safe landing. Glider reduces the point cost of Flight by 2 points (total, not per Level).

- LEVEL 1** Very slow flight, like a bird (up to 75 kph).
- LEVEL 2** Slow subsonic flight, like a helicopter (up to 200 kph).
- LEVEL 3** Fast subsonic flight, like a WW2 fighter (to 600 kph).
- LEVEL 4** Transonic flight, like a jetliner (up to 1,200 kph).
- LEVEL 5** Supersonic flight, like a jet fighter (up to 2,500 kph).
- LEVEL 6** Triplesonic flight, like an SR71 Blackbird (up to 5,000 kph).

FLIGHT

FLUNKIES

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

Flunkies hang around the character doing whatever he or she wants and never ask for anything in return. They can provide a character with more free time ("Got some more homework for you, my faithful friend..."), can keep the character safe from danger ("Quickly! Interpose yourself between me and that rabid wolf..."), or can simply make the character's life easier ("My shoe is untied. Fix it!") Flunkies aim to please, even at their own expense. They are also known as groupies, stooges, or toadies. They are not warriors — see Servant (page 66) 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 Stats and Attributes, although Skills may vary. A character may have Flunkies with varied Stats 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 only possess Normal Attributes, although the GM may consider allowing 1-3 points in a 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 66) if they wish to create combat-capable or exotic companions for their characters.

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

FLUNKIES

Tom Vile, the reigning school bully at Perdition High, has two flunkies with Body 3, Mind 3, Soul 2, and Art of Distraction at Level 2. Tom's player decides he needs a third to do his homework, and creates one with Body 2, Mind 4, and Soul 2. This counts as four flunkies (since the third one has different Stats), and thus Tom will need Flunkies Level 3.

EXAMPLE

FOCUSED DAMAGE

Cost: 1 point/Level

Relevant Stat: None

Type: Normal

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 146 of *Chapter 3: Game Mechanics*.

FOCUSED DAMAGE

- LEVEL 1** Damage delivered in combat for the specific attack is increased by 5 points.
- LEVEL 2** Damage delivered in combat for the specific attack is increased by 10 points.
- LEVEL 3** Damage delivered in combat for the specific attack is increased by 15 points.
- LEVEL 4** Damage delivered in combat for the specific attack is increased by 20 points.
- LEVEL 5** Damage delivered in combat for the specific attack is increased by 25 points.
- LEVEL 6** Damage delivered in combat for the specific attack is increased by 30 points.

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 Armour, since it can be battered down by a sufficiently powerful attack. A Force Field can be “up” or “down.” When down, it does not stop any damage. 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 armour. Thus, if a weapon hit successfully penetrates a Force Field, the Light or Heavy Armour Attribute can still protect against it. A Force Field can be reduced or even knocked down by a sufficiently powerful attack. If an attack does more damage than the Force Field prevents (even if the rest of the damage is absorbed by armour), the Force Field temporarily loses one 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.

The cost is 4 Points/Level if it is an area Force Field that is extendable to protect others nearby, 3 Points/Level if it only protects the character, or 2 Points/Level if it is a two-dimensional wall (up to 10 square metres) that acts as a barrier. A wall can be projected out to a distance of up to 5 metres away from the character.

An extendable Force Field can be assumed to cover a diameter out to about 25% more than the character’s longest dimension (for example, the Force Field of a six-foot human would be about eight feet across). A wall is assumed to be about 10 square metres, 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 73), 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.

ATTRIBUTES

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 armour 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 Field to activate (plus the same per minute to sustain). This is not available for Force Fields acquired as part of Magical Powers since they ordinarily burn Energy Points.

FORCE FIELD

- LEVEL 1 The Force Field stops 15 damage points.
- LEVEL 2 The Force Field stops 30 damage points.
- LEVEL 3 The Force Field stops 45 damage points.
- LEVEL 4 The Force Field stops 60 damage points.
- LEVEL 5 The Force Field stops 75 damage points.
- LEVEL 6 The Force Field stops 90 damage points.

EXAMPLE

Teenager Shin Takabashi, code-named Blue Omega, is the result of a top-secret government experiment on psionic children. Shin can form the "blue omega field," an energy shield that protects himself and his friends and allows him to penetrate other Force Fields. Shin acquires Force Field: Extendable at Level 5, which costs him 20 points, and also adds the Field Penetrating Ability. A Level 5 Force Field normally stops 75 damage, but since Shin's is also Field Penetrating, it stops only 60 damage. This is recorded as Force Field: Extendable Level 5 (Field Penetrating, Stops 60 Damage; 15 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 72 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.

GROUND SPEED

- LEVEL 1 Slow ground speed (up to 50 kph).
- LEVEL 2 Modest ground speed (up to 100 kph).
- LEVEL 3 Fast ground speed (up to 200 kph).
- LEVEL 4 Very fast ground speed (up to 300 kph).
- LEVEL 5 Super-fast ground speed (up to 600 kph).
- LEVEL 6 The character can break the sound barrier during ground movement (up to 1,200 kph).

GUN BUNNY

Cost: 1 point/Level
Relevant Stat: None (Combat Value)
Type: Normal

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 armour, 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 (+2 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, a character with this Attribute has a single bullet left in the gun when the GM declares that it is out of ammunition, which may be used as he or she chooses.

- **Portable Armoury**

The character will always have easy access to any weapon required for a particular task, including illegal weapons and accessories not available to the general public. The actual weapons and accessories must still be acquired via the Personal Gear Attribute (page 62), 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 Armoury may also make field modifications on their weapons, switching gun modifications such as laser sights or scopes as needed at any time, 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 156), 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, calibre, model year, possible outfitted accessories, etc. Characters without this ability will only have such information on weapons they actually own or use regularly and will need to successfully roll a Mind-based Military Science (Hardware Recognition) Skill 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 4: Expanded Combat* for more detailed rules for called shots, two weapon attacks, and similar manoeuvres.

GUN BUNNY

- LEVEL 1 The character has one Gun Bunny ability.
- LEVEL 2 The character has two Gun Bunny abilities.
- LEVEL 3 The character has three Gun Bunny abilities.
- LEVEL 4 The character has four Gun Bunny abilities.
- LEVEL 5 The character has five Gun Bunny abilities.
- LEVEL 6 The character has six Gun Bunny abilities.

ATTRIBUTES

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 Levelled 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. A healer can revive a mortally wounded character, however, 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.

HEALING

- 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 ARMOUR

Cost: 4 points/Level

Relevant Stat: None

Type: Technological

Heavy Armour represents armour 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 Armour.

Heavy Armour acts to reduce damage that is inflicted on the character (see *Chapter 3: Game Mechanics* for how damage works). If a character has Heavy Armour, he or she is assumed to have an obviously armoured body: scales, metal, plastic, etc. Heavy Armour normally reduces the damage of an attack by 10 points per Level.

A number of options are available for the Heavy Armour Attribute, which alter the Attribute's point cost or modify the Armour's effectiveness.

- **Partial**

The armour has a thin area (half armour value, -1 to point cost) or an unarmoured area (no armour value, -2 to point cost) that can be targeted using a Called Shot (see page 156). Point cost reductions apply to the total cost of Heavy Armour, not the cost per Level.

- **Hidden Armour**

This armour is not obvious. It only stops 40% as much damage (4 points per Level), however.

- **Optimized Armour**

The Armour 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 armour and ordinary armour.

The minimum point cost of Heavy Armour, regardless of options, is 1 point. For an alternative to Heavy Armour, see Light Armour on page 48 and Force Field on page 35. A character can combine Light and Heavy Armour to produce intermediate values.



LEVEL 1 All damage reduced by 10 points (4 points if Hidden).

LEVEL 2 All damage reduced by 20 points (8 points if Hidden).

LEVEL 3 All damage reduced by 30 points (12 points if Hidden).

LEVEL 4 All damage reduced by 40 points (16 points if Hidden).

LEVEL 5 All damage reduced by 50 points (20 points if Hidden).

LEVEL 6 All damage reduced by 60 points (24 points if Hidden).

HEIGHTENED AWARENESS

Cost: 1 point/Level
Relevant Stat: Body or Mind
Type: Normal

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 are cumulative with those of Heightened Senses (page 41).

AWARENESSES

- LEVEL 1** The character gets a -2 bonus on all Stat checks relevant to sensory awareness.
LEVEL 2 The character gets a -4 bonus on all Stat checks relevant to sensory awareness.

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 Stat 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 Stat 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 41) allows a lower Level of enhancement for all of a character's senses.

HEIGHTENED SENSES

- LEVEL 1** The character has one Heightened Sense.
LEVEL 2 The character has two Heightened Senses.
LEVEL 3 The character has three Heightened Senses.
LEVEL 4 The character has four Heightened Senses.
LEVEL 5 The character has five Heightened Senses.
LEVEL 6 The character has six Heightened Senses.

ATTRIBUTES

HIGHLY SKILLED

Cost: 1 point/Level
Relevant Stat: varies
Type: Normal

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 117) 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.

ATTRIBUTES

HIGHLY SKILLED

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.

An illusion may be of a particular object or entity or of a complete scene (such as a furnished room or crowd). It may also be thrown over an existing person, scene, or object to make it appear different than it really is. An illusion that is untended is normally static, either remaining in one place or (if thrown over something) moving as the underlying object or entity moves. To give an illusion the semblance of independent activity (such as an illusionary person or crowd that moves and speaks) the character must actively concentrate on manipulating the illusion, doing nothing else.

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. No matter how realistic, however, 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, an existing illusion must first be dispelled.

In order for the character to create a convincing illusion of something complex, the GM may require a Mind Stat 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 metres 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). The audio-only illusion of a tiger roaring from behind a closed door should fool just about anyone, however, 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.

ILLUSION

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

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.

- **Liquid Form**

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 81) with the Aura Ability (page 84) plus the Bane Defect (Water) (page 102).

• 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 non-physical 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 81) must also be acquired in conjunction with the Linked (Insubstantiality) Ability (page 87). If someone is turned insubstantial against his or her will, the attacker controls what state the subject is in.

- | | |
|---------|---|
| Level 1 | The character's natural state is incorporeal, gaseous, or liquid (pick one), and he or she has no ability to assume a solid form. |
| Level 2 | The character can switch between solid and liquid form at will. |
| Level 3 | The character can switch between solid and gaseous form at will. |
| Level 4 | The character can switch between solid and incorporeal form at will. |
| Level 5 | The character can switch between three forms (choose from solid, liquid, gaseous, and incorporeal) at will. |
| Level 6 | The character can switch between solid, liquid, gaseous and incorporeal forms at will. |

INSUBSTANTIAL

Hanako is a ghost who haunts the character's high school. She is always incorporeal and can never turn back! This is Insubstantial Level 1 (4 points). Hanako cannot kiss another person or slug a villain, but she is able to walk through walls. In contrast, the Flying Dutchman is a ghostly ship that sails the oceans. It can switch between incorporeal and solid form. It has Insubstantiality Level 4 as a Mecha Sub-Attribute.

EXAMPLE

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 65) 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 Stat roll, which may be modified by Heightened Awareness (page 41) or an appropriate Heightened Sense (page 41).

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.

INVISIBILITY

- 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 62).

An Item of Power's Level is determined by the benefit it provides to the character. For an alternative way to use objects, see Special Requirement on page 112. A player whose character has an Item of Power must discuss this Attribute with the GM to determine what abilities the Item of Power possesses and how it works. The player, with GM approval, may create unique abilities for Items of Power. As a guideline, a typical item's capabilities should be the rough equivalent of about 5 Character Points worth of Attributes per Level (these should not include Item of Power, Magic, or Own a Big Mecha, however). An Item of Power may be combined with a mundane, minor, or major item of Personal Gear (such as, a normal sword that can also fire energy bolts).



ITEM OF POWER

- LEVEL 1** The item offers a small advantage to the character or is built on 1-5 points.
- LEVEL 2** The item offers a moderate advantage to the character or is built on 6-10 points.
- LEVEL 3** The item offers a good advantage to the character or is built on 11-15 points.
- LEVEL 4** The item offers a great advantage to the character or is built on 16-20 points.
- LEVEL 5** The item offers an extreme advantage to the character or is built on 21-25 points.
- LEVEL 6** The item offers a primal advantage to the character or is 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 metres, 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 153) in *Chapter 4: Expanded Game Mechanics* for additional rules.

- LEVEL 1** The character can jump up to 5 times normal jumping distance.
- LEVEL 2** The character can jump up to 10 times normal jumping distance.
- LEVEL 3** The character can jump up to 25 times normal jumping distance.
- LEVEL 4** The character can jump up to 50 times normal jumping distance.
- LEVEL 5** The character can jump up to 100 times normal jumping distance.
- LEVEL 6** The character can jump up to 500 times normal jumping distance.

JUMPING

KENSEI

Cost: 1 point/Level
Relevant Stat: None (Combat Value)
Type: Normal

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 "sword-saint," but the ability can be used to cover any type of melee weapon master.

- **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, 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 his or her Acrobatics Skill Level (if any) to the damage. If the character fails to hit, however, or the opponent succeeds with his or her defense, the character is off balance and receives a +2 penalty to any 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 armour, weak points, or vital spots, or when attempting a swashbuckling feat 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 156), 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.

Players who wish to use Kensei abilities should refer to *Chapter 4: Expanded Combat* for more detailed rules for called shots, two weapon attacks, and similar manoeuvres.

KENSEI

- LEVEL 1 The character has one Kensei ability.
- LEVEL 2 The character has two Kensei abilities.
- LEVEL 3 The character has three Kensei abilities.
- LEVEL 4 The character has four Kensei abilities.
- LEVEL 5 The character has five Kensei abilities.
- LEVEL 6 The character has six Kensei abilities.

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.

LIFE SUPPORT

- 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 can also 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 ARMOUR

Cost: 1 point/Level

Relevant Stat: None

Type: Universal

Light Armour is armour that is modestly protective (for example, it cannot stop a heavy mecha cannon), but is often effective against normal punches, melee weapons, and small calibre firearms. Thick fur or hide, a lizard's scales, a leather jacket, medieval armour, or an auto body are good examples. Light and Heavy Armour (page 40 & 48) are cumulative; a character can combine the values for intermediate Levels of armour.

Light Armour is assumed to be very obvious unless given the Hidden Armour option. It reduces damage that is inflicted on the character. Light Armour may be given various options that modify its effectiveness or point cost:

- **Partial**

The armour has a thin area (half armour value, -1 to point cost) or an unprotected area (no armour value, -2 to point cost) that can be targeted using a Called Shot (see page 156). Point cost reductions apply to the total cost of Light Armour and not the cost per Level. The minimum point cost of Light Armour, however, regardless of options, is 1 point, so this is only cost effective for a high Level of Light Armour.

- **Hidden Armour**

This armour is not obvious. It only stops about half as much damage compared with normal Light Armour, however, as shown in the table below.

- **Optimized**

The Armour 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 armour and ordinary armour.

The degree of protection that Light Armour affords depends on its Level. For an alternative to Light Armour, see Heavy Armour on page 40 and Force Field on page 35.

LEVEL 1	All damage is reduced by 2 points (1 point if Hidden).
LEVEL 2	All damage is reduced by 5 points (2 points if Hidden).
LEVEL 3	All damage is reduced by 7 points (3 points if Hidden).
LEVEL 4	All damage is reduced by 10 points (4 points if Hidden).
LEVEL 5	All damage is reduced by 12 points (5 points if Hidden).
LEVEL 6	All damage is reduced by 15 points (6 points if Hidden).

LIGHT ARMOUR

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 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.

NOTE

The ability we used to call Magic in BESM First Edition we renamed Dynamic Sorcery (see page 86). 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.

- 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 (“nekromancy”) or pretty much anything else.
- Psionic abilities that produce psychic effects such as Telepathy, Telekinesis, or Precognition; psi powers are normally assumed to be talents with which the character was born, although they may have required special training to awaken.
- Ki-based magic, where the character focuses his or her inner spirit through martial arts training to produce various exotic attacks and abilities.
- Divine powers granted by a deity to a priest, priestess or other holy individual.
- Legendary powers innate to a magical entity such as a fox spirit’s ability to change shape or possess people or the myriad powers of a vampire.



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

MAGIC (PSIONIC)

- LEVEL 1** Character receives 10 Power Points for Magical Powers.
LEVEL 2 Character receives 20 Power Points for Magical Powers.
LEVEL 3 Character receives 30 Power Points for Magical Powers.
LEVEL 4 Character receives 40 Power Points for Magical Powers.
LEVEL 5 Character receives 50 Power Points for Magical Powers.
LEVEL 6 Character receives 60 Power Points for Magical Powers.

EXAMPLE

Magical Bughunter Keiko is a schoolgirl who magically shrinks down to insect size and has fantastic adventures. Her player’s character concept is a magical girl with “insect-theme” powers. Keiko will have the Magic Attribute at Level 2 (8 Character Points).

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 Attributes (but not Stats). 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 characters 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 Bolt: 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 50). 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. A character can choose to use a Magical Power as if it were acquired at a lower Level to conserve Energy Points, however.

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 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-using characters may have intermediate numbers of Power Points. If the character’s 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.

EXAMPLE

As any good magical girl should, Keiko poses dramatically and shouts out the names of her powers when she wishes to invoke them. Magical Bugbunter Keiko has Magic Level 2, giving her 20 Power Points with which to acquire the Attributes that will represent her Magical Powers. Keiko takes the following Attributes and assigns each a descriptive name reflecting her origin as a magical girl with insect-theme powers.

- *Light Armour Level 2 (named "GLITTERING CHITIN ARMOUR UP!") (Stops 5 Damage, 2 Power Points). This power gives Keiko magical protection, costing 2 Energy Points to cast and an additional 2 Energy Points/minute to maintain.*
- *Personal Gear Level 1 (named "KEIKO ITEM CONJURATION") (1 Power Point). This lets Keiko conjure up one major item and four minor items (her bug-eye-like night vision goggles, and a few other useful gadgets) at a cost of 1 Energy Point. The items remain as long as she spends an additional 1 Energy Point/minute to sustain them.*
- *Size Change (Shrinking) Level 5 ("BEAUTIFUL KEIKO DIMINUTION") (5 Power Points). This power lets Keiko shrink down to insect-size at a cost of 5 Energy Points plus an additional 5 Energy Points/minute.*
- *Servant Level 2 ("DRAGONFLY STEED CONJURATION") (2 Power Points). This power lets Keiko summon a fierce magical dragonfly, which she can ride. It costs her 2 Energy Points, plus an extra 2 Energy Points per minute to maintain. Keiko will create the Dragonfly Steed using the Servant rules (page 134).*
- *Transmutation (Own Clothes to Battle Costume) Level 1 ("INSECT POWER CHANGE!") (1 Power Point) turns Keiko's sailor suit into her mask and costume. It costs 1 Energy Point.*
- *Weapon Attack Level 2 (Damage 30, Vampire, Melee) ("CRIMSON MOSQUITO LANCE") (8 Power Points). This Magical Power lets Keiko conjure a magic lance to jab her enemies, draining their life force to increase her own. It costs her 8 Energy Points each time she makes an attack.*
- *Weapon Attack Level 1 (Damage 0, Irritant, Penetrating (Armour) x 2, Short Range, Toxic) ("KEIKO BUG SPRAY!") (1 Power Point). This Magical Power lets Keiko emit a sparkling cloud that causes people to sneeze, but kills most insects. The "zero" damage simply means that the attack's damage is her unmodified Combat Value. It costs 4 Energy Points to use.*

MASSIVE DAMAGE

Cost: 2 points/Level
Relevant Stat: none
Type: Normal

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 spells 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 146 of *Chapter 3: Game Mechanics*.

- LEVEL 1** All damage in combat is increased by 5 points.
- LEVEL 2** All damage in combat is increased by 10 points.
- LEVEL 3** All damage in combat is increased by 15 points.
- LEVEL 4** All damage in combat is increased by 20 points.
- LEVEL 5** All damage in combat is increased by 25 points.
- LEVEL 6** All damage in combat is increased by 30 points.

MECHANICAL GENIUS

Cost: 2 points/Level

Relevant Stat: Mind

Type: Normal

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. A character with this Attribute can also build new gadgets at an astonishing rate, provided he or she has appropriate parts and facilities. In game terms, this means he or she can modify existing mecha (or personal gear, or technology-based Items of Power) as long as the overall point total is unchanged.



- LEVEL 1** The character can build/repair machines at 2 times normal speed; +1 to Mechanics/Electronics Skill.
- LEVEL 2** The character can build/repair machines at 5 times normal speed; +1 to Mechanics/Electronics Skill.
- LEVEL 3** The character can build/repair machines at 10 times normal speed; +2 to Mechanics/Electronics Skill.
- LEVEL 4** The character can build/repair machines at 20 times normal speed; +2 to Mechanics/Electronics Skill.
- LEVEL 5** The character can build/repair machines at 50 times normal speed; +3 to Mechanics/Electronics Skill.
- LEVEL 6** The character can build/repair machines at 100 times normal speed; +3 to Mechanics/Electronics Skill.

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.

MELD

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

The Metamorphosis Attribute allows a character to transform either his or her self, or someone else, into a completely different form. A character can normally only perform a single, very specific type of metamorphosis. For example, he or she may be limited to a transformation into a cat or into a hulking battle robot. A character may know additional transformations for 2 Character Points each, as long as they require the same Level of Metamorphosis, or 1 Character Point each if they require a lower Level of Metamorphosis. Also, specify whether the character can transform himself or herself, or transform other people. If the character can use Metamorphosis to transform himself or herself and other people, acquire two versions of the Attribute at full cost.

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 Stats (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 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). When adding a Defect to another character, the value of the Defect is multiplied by 3 to determine the total magnitude of change. For example, if a character attempted to remove a target’s ability to speak (giving the character the Cannot Talk Defect at 2 BP), this would count as a change of 6 Character Points towards the total amount of change possible. 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 81) must be acquired in conjunction with the Linked Attribute (Metamorphosis) ability (page 87).

Metamorphosis is not intended for transforming people into stone or other forms where they would be effectively immobilized. In order to do that, use the Weapon Attack Attribute (page 81) with the Incapacitating ability (page 86).

A character with Metamorphosis (Self) may take the Involuntary Physical Change Defect (page 105). This means he or she cannot always control the change.

EXAMPLE

Kaori Winter is a mage who knows a Metamorphosis spell that can transform humans into frogs. Kaori has a good idea what a frog's Attributes and Defects will be like, and creates the following metamorphosis template:

ATTRIBUTES: Elasticity (tongue) Level 1 (1 point), Heightened Awareness Level 1 (1 point), Jumping Level 1 (1 point), Water Speed (amphibious) Level 1 (3 points).

DEFECTS: Cannot Talk (1 BP), Diminutive (3 BP), Marked ("frog", 2 BP).

An average human has no innate Attributes or Defects so turning a human into a frog results in 24 points of change (six added Character Points of Attributes and 6 Bonus Points of Defects which count as 18 Character Points worth of change because Kaori is changing another person), so Kaori needs Metamorphosis Level 5 to change another person from "human to frog". If, however, Kaori had instead acquired the ability to turn herself into a frog, she would only need Level 1, as no net increase in Character Points occurs (6 Character points - 6 BP of Defects equals 0 points).

ATTRIBUTES

METAMORPHOSIS

- LEVEL 1 Character may change up to 5 Character or Bonus Points.
- LEVEL 2 Character may change up to 10 Character or Bonus Points.
- LEVEL 3 Character may change up to 15 Character or Bonus Points.
- LEVEL 4 Character may change up to 20 Character or Bonus Points.
- LEVEL 5 Character may change up to 25 Character or Bonus Points.
- LEVEL 6 Character may change up to 30 Character or Bonus Points.

MIND 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 character, although it is more fun if the player (with GM guidance) continues to play the character.

Mind Control requires the character employing it to be able to see (or failing that, touch) his or her subject to establish the initial control. It counts as an attack, but, instead of an Attack dice roll, it requires a successful Mind Stat check (if attacking multiple targets, roll only once). The character receives a modifier of -1 for every level the character has in excess of the minimum Level required to perform that particular feat of Mind Control (page 55). If the attack roll was successful, the target gets a defense roll, but, instead of using Defense Combat Value, the roll is made against the average of his or her Mind and Soul Stats. The defender suffers a +1 penalty

EXAMPLE

For example, placing aggressive suggestions in a group of 2-6 people requires Mind Control Level 4. If a character with Mind Control Level 6 performed the same feat, he or she would have a -2 bonus on his or her roll, and each of the subjects would resist the Mind Control at a +2 penalty.

to the die roll for every Level the attacker has over the minimum required to perform the feat in question.

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 Mind-Controlled 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.

Lord Morgenstern is a vampire. He wants to be able to control wolves, bats, and rats as part of his vampire heritage. The GM decides this is collectively worth 3 points/Level. If he could only control one type of animal, the GM might reduce this to 2 points/Level. Rainbow Princess Ai is a magical girl who is Lord Morgenstern's arch foe. One of her magical girl powers is Prismatic Angst Inversion. This is Mind Control that works on depressed people (which would cost 2 points/Level), but since the mind control is limited to making them really cheerful, the GM reduces the cost to 1 point/Level.

EXAMPLE

- LEVEL 1** The character possesses little Mind Control ability. He or she can give simple, non-aggressive suggestions, which will be followed. A non-aggressive suggestion is defined as one to which the target is not strongly opposed (GM's option).
- LEVEL 2** The character possesses moderate Mind Control ability. He or she can give complex, non-aggressive suggestions. Additionally, brief events can be erased from a victim's memory.
- LEVEL 3** The character possesses good Mind Control ability. He or she has the capabilities of Level 2 but can also give aggressive suggestions. An aggressive suggestion is defined as something that someone is normally opposed to doing such as attacking friends or giving away money. Alternatively, he she can control 2-6 people, simultaneously or sequentially, using non-aggressive suggestions only.
- LEVEL 4** The character possesses great Mind Control ability. He or she has the capabilities of Level 3 and can give aggressive suggestions to a small group (2-6 people) simultaneously or sequentially.
- LEVEL 5** The character possesses extreme Mind Control ability. He or she has the capabilities of Level 3 and can give aggressive suggestions to large groups (7-20 people) simultaneously or sequentially.
- LEVEL 6** The character possesses primal Mind Control ability. He or she has the capabilities of Level 3 and can give aggressive suggestions to a very large group of people (21-50) simultaneously or sequentially.

MIND CONTROL

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 55), telepathic Mind Combat (page 163), or a Weapon Attack with the Soul Attack ability (page 88).

- LEVEL 1 Add 2 to Mind or Soul Stat to resist mental attacks.
- LEVEL 2 Add 4 to Mind or Soul Stat to resist mental attacks.
- LEVEL 3 Add 6 to Mind or Soul Stat to resist mental attacks.
- LEVEL 4 Add 8 to Mind or Soul Stat to resist mental attacks.
- LEVEL 5 Add 10 to Mind or Soul Stat to resist mental attacks.
- LEVEL 6 Add 12 to Mind or Soul Stat to resist mental attacks.

NATURAL WEAPONS

- 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 3: Game Mechanics* (page 146).

• 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 armour gives the character the option to maintain a biting grip and continue to inflict equivalent damage in subsequent rounds. These additional attacks are automatically successful, but the opponent can break the hold with a successful 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

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.

• Spines

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 armoured.

• Tail Striker

If the character has a usable tail (this requires the Extra Arms Attribute, see page 31) 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 +2 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 74) that the character possesses. Characters may further enhance Natural Weapons by acquiring Focused Damage (page 35) 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)

- LEVEL 1 The character possesses one natural weapon.
- LEVEL 2 The character possesses two natural weapons.
- LEVEL 3 The character possesses three natural weapons.
- LEVEL 4 The character possesses four natural weapons.
- LEVEL 5 The character possesses five natural weapons.
- LEVEL 6 The character possesses six natural weapons.

ORGANIZATIONAL TIES

Cost: 1-3 points/Level

Relevant Stat: Soul

Type: Normal

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 62) or Own a Big Mecha (page 59) 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. The GM may prefer to treat organization membership as a background detail instead. In particular, the GM should not require Organizational Ties if the character will not gain significant game benefits from his or her relationship to the group. For example, in many anime fantasy worlds, every other important character is a wandering knight, slumming princess, or exiled heir to the throne.

This is an example of in-genre background (which the GM can use as a hook on which to hang interesting adventure ideas), and so it should not cost Character Points. On the other hand, a knight or baron with a castle, a band of armed retainers, scores of servants, and hundreds of peasant labourers is a good example of someone with this Attribute.

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

OWN A BIG MECHA (OBM)

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 armour 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 34) or Servant (page 66) 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.

- LEVEL 1** Modest mecha. 20 Mecha Points for Sub-Attributes.
- LEVEL 2** Somewhat powerful mecha. 40 Mecha Points for Sub-Attributes.
- LEVEL 3** Moderately powerful mecha. 60 Mecha Points for Sub-Attributes.
- LEVEL 4** Highly powerful mecha. 80 Mecha Points for Sub-Attributes.
- LEVEL 5** Extremely powerful mecha. 100 Mecha Points for Sub-Attributes.
- LEVEL 6** Super mecha. 120 Mecha Points for Sub-Attributes.

Mecha Points are used much like Character Points to acquire a set of specific abilities. Rather than acquiring Attributes, however, 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 Attribute except Dynamic Sorcery, Magic, Own a Big Mecha, or Servant. In addition, Mecha may have special Mecha-Only Attributes described on pages 93 to 99. A mecha may not have Stats or Normal Attributes unless the mecha has the A.I. Attribute at Level 4 or more. Simply read any reference to “the character” as applying to the mecha instead. For example, Heavy Armour normally costs 4 Character Points per Level. To give the mecha Heavy Armour Level 1, simply spend 4 Mecha Points. This means the mecha is now protected by armour (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 Defect (such as Awkward Size or Volatile), which is not noted as inappropriate to a mecha, or any of the Mecha Only Defects (pages 114-116). A mecha can also have these Defects: One Arm/No Arms (page 108 and Not So Tough (page 107). 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

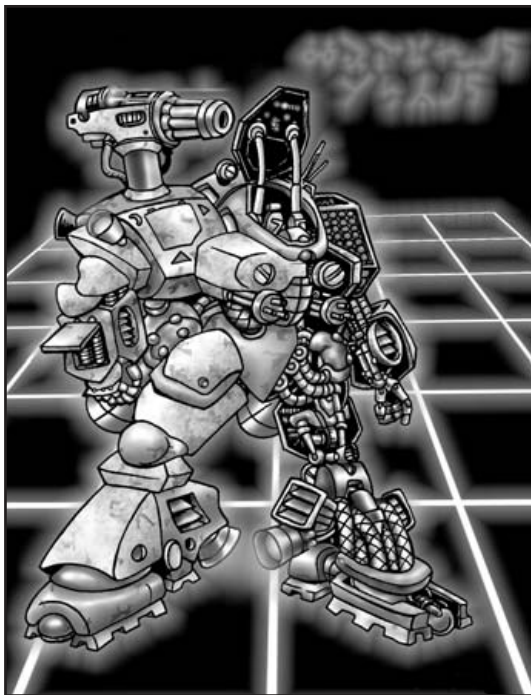
A mecha is assumed to have 40 Health Points and may gain extra Health Points through acquiring additional Levels of the Toughness Attribute (page 99). A mecha does not normally have Body, Mind, or Soul Stats since the owner controls it. It may gain such Stats and the ability to operate itself if given appropriate Levels of the Artificial Intelligence (A.I.) Attribute (page 93). If this is the case, the mecha's Derived Values (see page 129) other than Health Points will need to be calculated as if it were a 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 62) 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).

EXAMPLE

Elizabeth's character Tabitha Yamamoto is a member of the Imperial Bodyguard. As such, she has her own space fighter assigned to her. Tabitha has Own a Big Mecha Level 3 costing 12 Character Points. This gives her 60 Mecha Points to design her space fighter. She selects these Mecha Sub-Attributes to define its capabilities:

- ACCESSORIES Level 2 (Radio and Laser Communicators, 2 MP) — *The fighter's broadcast and tight-beam communication system.*
 - EXTRA CAPACITY Level 1 (1 MP) — *It can carry one other person.*
 - EXTRA ENDURANCE Level 1 (1 MP) — *It can operate for a day or so.*
 - FLIGHT Level 5 (Can Hover, 20 MP) — *It flies at supersonic speeds in a planet's atmosphere and can also take off or land vertically.*
 - FORCE FIELD Level 2 (6 MP) — *It has deflector screens that stop 30 points damage.*
 - HEAVY ARMOUR Level 2 (Thin Area, 7 MP) — *20 points of Armour cover most of the mecha.*
 - LIFE SUPPORT Level 2 (2 MP) — *It protects its occupants in space.*
 - MANOEUVRE BONUS Level 2 (Air, 2 MP) — *It is quite manoeuvrable in the air...*
 - MANOEUVRE BONUS Level 1 (Space, 1 MP) — *... and almost as manoeuvrable in space.*
 - SENSORS Level 3 (3 MP) — *It has long-range radar and infrared sensors.*
 - SPACE FLIGHT Level 4 (8 MP) — *It is capable of fast interplanetary travel.*
 - TOUGHNESS Level 1 (4 MP) — *It gets +20 Health Points, giving it 60 Health Points total.*
 - WEAPON ATTACK Level 3: “Plasma Buster Missiles” (60 Damage, Area Effect, Homing, Long Range, Limited shots x 2, Slow, Stoppable, 12 MP) — *Its main weapon.*
 - WEAPON ATTACK Level 2: “Quad Laser Cannon” (45 Damage, Auto-Fire, Fixed, Unreliable, 1 MP) — *Its secondary weapon.*
- This totals 70 Mecha Points. This is 10 more Mecha Points than Tabitha has available, so Elizabeth chooses some Mecha Defects to get extra Mecha Bonus Points:*
- AWKWARD SIZE (2 MBP) — *It is the size of a typical airplane.*
 - HANGAR QUEEN (1 MBP) — *The fighter needs tender loving care.*
 - NO ARMS (2 MBP) — *The fighter cannot manipulate things.*
 - NO GROUND MOVEMENT (2 MBP) — *The fighter can only fly through air or space, not move on the ground.*
 - NOISY (2 MBP) — *The fighter's engines make a loud jet-engine roar when it is flying through the air.*
 - WEAK POINT (1 MBP) — *The engines are rather vulnerable.*
- Elizabeth decides the fighter is called the “IF-7 Imperial Hellcat.”*

PERSONAL GEAR

Cost: 1 point/Level

Relevant Stat: None

Type: Normal

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). GMs may require players to allot points to this Attribute, however, if their characters will begin the game with numerous pieces of equipment to which the average person might not have easy access such as weapons, body armour, or 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 45). 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 Mecha (page 59). 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 3: 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 armour (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 may be 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 armour, and grenade launchers. Major gear items can also include quite expensive but commercially available equipment such as a science lab, workshop, car, or motorbike. The GM can rule that an occasional, very expensive item (for example, an airplane or semi truck) counts as two items. Ancient or medieval examples of major items include a full suit of chain or plate armour, a cavalry horse, a smith's forge, or an alchemist's lab.

- **Mundane**

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

LEVEL 1	The character possesses 1 major item and 4 minor items.
LEVEL 2	The character possesses 2 major items and 8 minor items.
LEVEL 3	The character possesses 3 major items and 12 minor items.
LEVEL 4	The character possesses 4 major items and 16 minor items.
LEVEL 5	The character possesses 5 major items and 20 minor items.
LEVEL 6	The character possesses 6 major items and 24 minor items.

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.

PLACE OF POWER

- LEVEL 1** The Place of Power is the size of a small rug and provides 15 Energy Points.
- LEVEL 2** The Place of Power is the size of a small room and provides 30 Energy Points.
- LEVEL 3** The Place of Power is the size of a large room and provides 45 Energy Points.
- LEVEL 4** The Place of Power is the size of a house and provides 60 Energy Points.
- LEVEL 5** The Place of Power is the size of a city block and provides 75 Energy Points.
- LEVEL 6** The Place of Power is the size of several city blocks and provides 90 Energy Points.

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 Stat check, with a -1 modifier per Level of Precognition. Characters with the Defect Recurring Nightmares (page 109) 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 Stat 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.

LEVEL 1 The character occasionally has precognitive visions (occurring every couple of game sessions as appropriate).

LEVEL 2 The character often has precognitive visions (but no more than once or twice per game session).

PRECOGNITION

REGENERATION

Cost: 4 points/Level

Relevant Stat: None

Type: Paranormal, Racial

The character can 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 (like fire), it is reduced by 2 points.

LEVEL 1 A character can regenerate 1 Health Point per round while resting.

LEVEL 2 As Level 1 but can be done while active.

LEVEL 3 A character can regenerate 2 Health Points per round while resting.

LEVEL 4 As Level 3 but can be done while active.

LEVEL 5 A character can regenerate 1/5 of his or her original Health Points per round when resting.

LEVEL 6 As Level 5 but can be done while active.

REGENERATION

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 a ritual or equipment. It can be easily prevented.

LEVEL 2 Reincarnation occurs within a few hours or days of death. It can be easily prevented.

LEVEL 3 Reincarnation 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.

REINCARNATION

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. 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 kilometres unless the target is flying, very tall, or atop a hill or building. 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 101) 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 103) 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 73) or ECM (page 28), the GM may require a Mind-based Electronics (Sensors) Skill check for the character to notice the target.

- **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 1/1000th the range of normal sensors. For example, Analytic Sensors Level 1 would have a range of only 10 metres (1 km in space). Analytic Sensors cost 1 point/Level. Alternatively, existing Sensors or Underwater Sensors may have an analytic function (at 1/1000th range) for a single extra point.

- **Indirect Sensors**

Sensors that can "see through walls" or possess similar X-ray vision (or hearing, etc.) capabilities may also exist and can be acquired separately for 1 point/Level. These will normally have only 1/1000th range, the same as Analytic Sensors. Specify whether they are sound or vision based. In addition to representing advanced Technological sensor capabilities, they can also represent paranormal scrying abilities such as Clairvoyance or Clairaudience.

SENSORS

LEVEL 1	Range to 10 kilometres (1,000 km in space).
LEVEL 2	Range to 20 kilometres (10,000 km in space).
LEVEL 3	Range to 50 kilometres (100,000 km in space).
LEVEL 4	Range to 100 kilometres (1,000,000 km in space).
LEVEL 5	Range to 200 kilometres (10 million km in space).
LEVEL 6	Range to 500 kilometres (100 million km in space).

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

A Servant is assumed to be around "all the time." To create a servant that the character summons for a brief period of time, acquire the Attribute as a Magical Power (see Magic, page 48) — this will result in the servant only remaining around as long as the character spends appropriate Energy Points.

This Attribute costs 1 point per Level if the character is limited to a particular Servant. If the character can dismiss the Servant and replace it with a different one between adventures or during an adventure with suitable effort (GM's option such as casting a summoning spell or taming a new animal), then the Attribute costs 2 points per Level. A character can take the Attribute several times to have multiple Servants.

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, some relationship-based Defects should not be taken due to its innate role as a character's servant. Thus, it is inappropriate for a Servant to have the following Defects: Owned by a Megacorp, Red Tape, Significant Other, or Unskilled.

- LEVEL 1** Servant has 5 Character Points.
- LEVEL 2** Servant has 10 Character Points.
- LEVEL 3** Servant has 15 Character Points.
- LEVEL 4** Servant has 20 Character Points.
- LEVEL 5** Servant has 25 Character Points.
- LEVEL 6** Servant has 30 Character Points.

SERVANT

Emily is a Magical Girl who has an animal companion, a talking owl, that advises her. She takes Servant Level 3 (3 points), giving her 15 Character Points to create her Servant. Emily's player creates her Servant as follows:

TARO THE TALKING OWL

STATS: Body 4, Mind 6, Soul 4 (14 Character Points).

ATTRIBUTES: Features (Night Vision, 1 point), Flight Level 1 (Can Hover, 4 points), Heightened Senses Level 2 (Hearing, Distance Vision, 2 points), Natural Weapons Level 2 (Claws and Beak, 2 points).

DEFECTS: Marked (it is an owl, 2 BP), No Hands (2 BP), Not So Tough (2 BP), Not So Strong (2 BP).

DERIVED VALUES: Attack Combat Value 4, Defense Combat Value 2, Health Points 20, Shock Value 4, Energy Points 50.

Taro cannot be replaced between adventures.

EXAMPLE

SHAPE CHANGE

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. If it can be used to change both the character and other people, it costs 3 points/Level. If Shape Change is limited to a single type of change (e.g., from male to female), it costs 1 point less.

If capable of being used on others, Shape Change normally only affects a single willing subject whom the user must touch. For Shape Change to be used as an attack against unwilling persons or over a distance, the Weapon Attack Attribute (page 81) must also be acquired with the Linked (Shape Change) Attack Ability (page 87).

A character who has Shape Change may take the Involuntary Change Defect (page 105).

Unlike most Attributes, there are only two Levels of Shape Change:

SHAPE CHANGE

- LEVEL 1** The character can induce minor physical changes such as eye, skin, or hair colour, as well as altering tiny body features. He or she may also alter apparent age by about 20%. The character may lower his or her Appearance, or increase it by up to one Level.
- LEVEL 2** The character can induce significant physical changes such as altering gender, apparent age (by up to 50% either way), apparent height (by up to 10%), and apparent build (from skinny to obese). The character may increase or decrease Appearance by up to two Levels.

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 armour 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 Armour per Level of the Shield Attribute, which is cumulative with that of Force Fields and other Armour.

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.

LEVEL 1	The shield provides 15 additional points of Armour on some failed defense rolls.
LEVEL 2	The shield provides 30 additional points of Armour on some failed defense rolls.
LEVEL 3	The shield provides 45 additional points of Armour on some failed defense rolls.
LEVEL 4	The shield provides 60 additional points of Armour on some failed defense rolls.
LEVEL 5	The shield provides 75 additional points of Armour on some failed defense rolls.
LEVEL 6	The shield provides 90 additional points of Armour on some failed defense rolls.

ATTRIBUTES

SHIELD

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 metres). The GM may require a Soul Stat check to do this, with difficulty modifiers depending on the strength of the source of whatever emanations the character can sense. In some cases, the GM may allow detection at greater distances if the source is very strong. The GM should give a bonus (-2 modifier or more) if the character is touching the source.

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

Here are a few examples of the types of Sixth Senses that the character could have:

- **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 Spirits**

The character is particularly sensitive to ghosts, demons, and similar entities, as well as anyone using Astral Projection. He or she can sense them even if they are using Meld, Shape Change, Metamorphosis, or Invisibility to disguise their 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.

The character's Sixth Sense gains the ability to sense one category of special phenomena per Level.

SIXTH SENSE

- LEVEL 1 The character's Sixth Sense extends to one category.
- LEVEL 2 The character's Sixth Sense extends to two categories.
- LEVEL 3 The character's Sixth Sense extends to three categories.
- LEVEL 4 The character's Sixth Sense extends to four categories.
- LEVEL 5 The character's Sixth Sense extends to five categories.
- LEVEL 6 The character's Sixth Sense extends to six categories.

EXAMPLE

Ayane is a priestess who has Sixth Sense Level 2 (Magic and Spirits). She is walking through a shopping mall when a stranger walks past her. The GM knows that stranger is a fox spirit disguised as a mortal. The GM has Ayane's player make a Soul Stat check. She succeeds, and the GM says "you sense something odd about that man." Ayane decides to confront the fox spirit, but, after a short battle (in which it reveals its true nature), the fox spirit flees onto a subway train and escapes. It is now outside her range of abilities. Over the next several hours, Ayane engages in ordinary detective work and discovers a series of strange occurrences have taken place on a particular street over the last few weeks. She visits the area, walking past each house, telling the GM she is trying to sense the spirit's presence. When she passes by the house in which the spirit dwells, the GM decides to allow another Soul Check, but with a +2 modifier since it is beyond Ayane's normal range. Ayane rolls well, however, and the GM says "that house smells like a fox." Ayane gets ready for a re-match.

SIZE CHANGE

Cost: 1-2 points/Level

Relevant Stat: Body

Type: Paranormal

This Attribute reflects the ability to increase or decrease the stature of the character. In addition to being an ability that wizards or similar magic-users may perform, Size Change is quite common for martial artists in some over-the-top anime: a fairly unassuming character will, at a climactic moment, transform into a mountain of muscle!

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



A character's lifting capacity is normally proportional to his or her size change. Thus, someone with a 25% increase in size lifts 25% more. A big character will also inflict more damage with muscle-powered weapons and a small character less.

It takes one round for a character to change size. Size Change is normally designed to affect only the user, but it can be specified as usable on others instead. If so, it only affects a single willing subject, whom the user must touch. For it to be used as an attack against unwilling persons or over a distance, the character must also acquire the Weapon Attack Attribute (page 81) with the Linked (Size Change) Ability (page 87).

- LEVEL 1** 25 % increase or decrease to three-quarters of character height. If increased in size, the character adds +2 to damage with muscle-based attacks. A human who shrinks to this degree will do 1 less point of damage with any muscle-based attacks.
- LEVEL 2** 50 % increase or decrease to one-half of character height. If increased in size, the character inflicts +4 damage with any muscle-based attacks. If a human decreases in Size to this level, the character should gain the Not So Strong (1 BP) Defect.
- LEVEL 3** 100 % increase or decrease to one-quarter of character height. If the character has grown, he or she inflicts +6 damage with muscle-powered attacks and gains 1 BP of the Awkward Size Defect. If a human decreases in Size to this level, the character should gain the Not So Strong (2 BP) Defect.
- LEVEL 4** 200 % increase or decrease to one-tenth of character height. If increased in size, the character inflicts +8 damage with muscle-powered attacks and gains two BP of the Awkward Size Defect (page 101). If decreased in size, the character gains 1 BP of the Diminutive Defect.
- LEVEL 5** 1000 % increase or decrease to one-hundredth of character height. A character who has grown inflicts +10 damage with muscle-powered attacks and gains 3 BP of the Awkward Size Defect. If decreased in size, the character gains 2 BP of the Diminutive Defect.
- LEVEL 6** 3000 % increase or decrease to one-thousandth of character height. A character who has grown inflicts +12 damage with muscle-powered attacks and gains 4 BP of the Awkward Size Defect. If decreased in size, the character gains 2 BP of the Diminutive Defect and the Not So Strong (1 BP) Defect.

SPACE FLIGHT

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

Space Flight allows a character to travel through space. Any character with Space Flight can travel between ships, space stations, asteroids, or low-gravity planets or moons such as 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. Travel from planetary orbit to moon(s) take a few days; a flight to a nearby planet (such as Mars) takes a year or more.
- LEVEL 2** Slow interplanetary flight. Trips from planetary orbit to its moon(s) take several hours; a flight to a nearby planet (such as Mars) takes months.
- LEVEL 3** Average Interplanetary Flight. A flight from Earth to Mars only takes a few weeks.
- LEVEL 4** Fast Interplanetary Flight. The character can 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" in normal space, travelling across a solar system in mere minutes, or reach another star in weeks, days, or hours at the GM's discretion.

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: Ageing, Blinding Light, Deafening Sound, Diseases, Electromagnetic Pulse, Poison.

SPECIAL DEFENSE

LEVEL 1 The character is resistant to the ailment or injury and suffers half effects from it. For example, he or she may lose only half as many Health Points or suffer the effects for half as long or receive a -3 bonus on any Stat checks to resist the effects.

LEVEL 2 The character is immune to the ailment or injury and suffers no effects from it.

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.

- **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.

- **Water-Walking**

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

SPECIAL MOVEMENT

LEVEL 1 The character has one special movement ability.

LEVEL 2 The character has two special movement abilities.

LEVEL 3 The character has three special movement abilities.

LEVEL 4 The character has four special movement abilities.

LEVEL 5 The character has five special movement abilities.

LEVEL 6 The character has six special movement abilities.

ATTRIBUTES

SPEED

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

A character with Speed is faster than his or her Body Stat indicates. This Attribute is especially useful for creating animals or monsters, but it can also be used for mecha such as powered suits that can move faster than a person but not as fast as a vehicle.

A character's Level in the Speed Attribute dictates how quickly a character can potentially move (run, swim, fly) in comparison to an average human adult. At Level 3 and above the character gains an Initiative bonus when engaged in physical combat (*Chapter 3: Game Mechanics*, page 140).

- LEVEL 1** The character is one and one-half times faster than an average human adult. Top running speed is Body Stat x 7 kph, or for a mecha, 30 kph.
- LEVEL 2** The character is two times faster than an average human adult. Top running speed is Body Stat x 10 kph, or for a mecha, 40 kph.
- LEVEL 3** The character is three times faster than an average human adult, gaining a +1 to Initiative. Top running speed is Body Stat x 15 kph, or for a mecha, 60 kph.
- LEVEL 4** The character is four times faster than an average human adult. He or she gains a +2 to Initiative. Top running speed is Body Stat x 20 kph, or for a mecha, 80 kph.
- LEVEL 5** The character is five times faster than an average human adult. He or she gains a +3 to Initiative. Top running speed is Body Stat x 25 kph, or for a mecha, 100 kph.
- LEVEL 6** The character is six times faster than an average human adult. He or she gains a +4 to Initiative. Top running speed is Body Stat x 30 kph, or for a mecha 120 kph.

ATTRIBUTES

SPEED

SPIRIT WARD

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

A character with this Attribute can create potent spirit wards against demons, ghosts, or other supernatural spirits. This might only be possible at an appropriate holy place such as a shrine, temple, or church; this is up to the GM. A supernatural entity cannot pass through a doorway, window, or other portal with a ward on it unless the entity expends great effort (spending 20 Energy Points and making a successful Soul Check). A penalty is applied to the roll equal to the ward creator's Level in this Attribute. Repeated attempts are possible as long as the creature still has Energy Points to spend. If the entity does pass through, the spirit ward might burst into flame or otherwise vanish, its power overcome by the intruder.

If a supernatural entity is struck with a spirit ward (this requires a successful Attack in combat), it suffers 5 points of damage per Level of this Attribute for every round the ward is in contact with it. If a Spirit Ward is placed on a person who is possessed by or under the Mind Control of a supernatural entity, the controlled character receives a second chance to break free (see Mind Control, page 55).

- LEVEL 1** Spirit wards do 5 damage. Soul check to pass a spirit ward is at a +1 penalty.
- LEVEL 2** Spirit wards do 10 damage. Soul check to pass a spirit ward is at a +2 penalty.
- LEVEL 3** Spirit wards do 15 damage. Soul check to pass a spirit ward is at a +3 penalty.
- LEVEL 4** Spirit wards do 20 damage. Soul check to pass a spirit ward is at a +4 penalty.
- LEVEL 5** Spirit wards do 25 damage. Soul check to pass a spirit ward is at a +5 penalty.
- LEVEL 6** Spirit wards do 30 damage. Soul check to pass a spirit ward is at a +6 penalty.

SPIRIT WARD

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 superpowered 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. Other possible limitations such as range also need to be addressed. There may be requirements that prevent a character from instantly escaping pursuit, such as Star Flight engines that take a long time to recharge or exhaust their fuel between trips. Navigation could also be tricky, requiring a Mind Star roll to avoid being lost in space or travelling to an unintended destination. In some campaigns, only large spaceships have the room to mount an interstellar drive. If so, the GM may require a minimum Level of the Awkward Size Defect (page 101) as a prerequisite for the Star Flight Attribute.

STAR FLIGHT

- LEVEL 1** A slower-than-average form of Star Flight.
- LEVEL 2** A modest form of Star Flight.
- LEVEL 3** A fast form of Star Flight.
- LEVEL 4** Very fast Star Flight.
- LEVEL 5** Extremely fast Star Flight.
- LEVEL 6** The fastest type of Star Flight or a method that “breaks the rules.”

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 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. Levels of 5 or 6 can represent very efficient chameleon abilities (for example, a “chameleon suit”). A character can have an extra type of Stealth at the same Level for only 1 extra point each.

STEALTH

- LEVEL 1** The detecting character’s Stat check suffers a +1 penalty to the dice roll.
- LEVEL 2** The detecting character’s Stat check suffers a +2 penalty to the dice roll.
- LEVEL 3** The detecting character’s Stat check suffers a +3 penalty to the dice roll.
- LEVEL 4** The detecting character’s Stat check suffers a +4 penalty to the dice roll.
- LEVEL 5** The detecting character’s Stat check suffers a +5 penalty to the dice roll.
- LEVEL 6** The detecting character’s Stat check suffers a +6 penalty to the dice roll.

SUPER STRENGTH

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

Some characters are far stronger than their Body Stat 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 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 Stat checks where pure strength is involved.



A character's Super Strength is independent of his or her Body Stat. When someone or something has Super Strength, strength can move beyond the 1-12 Stat scale; the Body Stat now represents fitness, durability and agility rather than actual muscle. Thus, a player could create someone with a Body Stat of 2, but 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 tonne). Close combat damage +10.
- LEVEL 2** The character can lift a car (about 2 tonnes). Close combat damage +20.
- LEVEL 3** The character can lift a large truck (about 10 tonnes). Close combat damage +30.
- LEVEL 4** The character can lift a battle tank (about 50 tonnes). Close combat damage +40.
- LEVEL 5** The character or mecha can lift a small ship (about 250 tonnes). Close combat damage +50.
- LEVEL 6** The character can lift a large ship (over 1,000 tonnes). Close combat damage +60.

SUPER STRENGTH

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, crows or other creatures or things (such as tiny attack robots). Anime vampires or demons most often possess this dramatic ability.

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

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 metres 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, micromachines, 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). Unless an opponent is using an area-effect or spreading attack, however, only a single member of the swarm can be killed per attack (GM's discretion). Consequently, a swarm of 200 creatures requires 200 attacks to 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 ($130 \div 4 = 32$).

SWARM

- LEVEL 1 The character can transform into one critter for every current Health Point.
- LEVEL 2 The character can transform into two critters for every current Health Point.
- LEVEL 3 The character can transform into three critters for every current Health Point.
- LEVEL 4 The character can transform into four critters for every current Health Point.
- LEVEL 5 The character can transform into five critters for every current Health Point.
- LEVEL 6 The character can transform into six critters for every current Health Point.

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 metres/round) or manipulate it with the dexterity of a human hand. Telekinesis works over a close distance (up to about 5 metres) at full strength; effective strength declines by one Level if used over a short distance (up to 50 metres), or by two Levels if used at medium distance (up to 500 metres). 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 tonne), 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 Stat 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 33) 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.

- **Air**

The character can only move air (or other gases). A cubic metre of air weighs about 1.3 kg. Enough air to fill a 3 metre by 3 metre by 3 metre (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 metre of packed dirt masses about 2 tonnes; the same mass of concrete masses about 2.5 tonnes, while a cubic metre of solid granite masses about 2.7 tonnes.

- **Metal**

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

- **Water**

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

- **Wood**

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



- LEVEL 1** The character can lift up to 1 kg.
- LEVEL 2** The character can lift up to 10 kg.
- LEVEL 3** The character can lift up to 100 kg (a person).
- LEVEL 4** The character can lift up to 1,000 kg (a car).
- LEVEL 5** The character can lift up to 10 tonnes (a large truck).
- LEVEL 6** The character can lift up to 100 tonnes (a small spaceship or house).

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 2 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 can choose to block the telepath, in which case the only way to get through is via mental invasion. A subject will always be aware of a mental invasion (although a non-telepath may not understand exactly what is going on). See the Mind Combat rules (page 163) in *Chapter 4: Expanded Game Mechanics* for details of mental invasions.

- LEVEL 1** The character can, by concentrating, use mind reading to pick up the “loud” surface thoughts of a particular subject. A “loud” thought is something about which the subject is thinking hard or that has a very strong emotional content. The character can also transmit a single feeling, such as “fear” or “love” to another person.
- LEVEL 2** The character can, by concentrating, use mind reading to pick up the ordinary surface thoughts of a particular subject. The character can only read what a person is actually thinking at the time. Two telepaths can communicate with one another at conversational speeds by reading each other’s thoughts. The character can also transmit a word, simple image, or simple concept (like “flower” or a person’s face) to a non-telepath on which he or she concentrates. It requires an entire round of concentration to convey one concept, which makes telepath to non-telepath communication slow.
- LEVEL 3** The character can, by concentrating, pick up a single subject’s surface thoughts and sensory impressions (i.e., see through a subject’s eyes, feel what he or she feels, etc.). The character can choose to edit out some senses if desired. Alternatively, the character can concentrate and read “loud” surface thoughts from 2-6 people. The character can transmit sub-vocalized speech to a single non-telepath at normal conversational speeds or send a single powerful image or word to 2-6 people.
- LEVEL 4** The character has the same capabilities as at Level 3 Telepathy. In addition, he or she can invade another person’s mind. This counts as an attack, and if the subject is unwilling or unaware, the character will enter Mind Combat with him or her (see page 231). If the subject is willing or loses the mental combat, the telepath can probe his or her memory for information he or she needs. The character will also instinctively read “loud” surface thoughts of anyone he or she touches (unless deliberately blocking the ability) without any need for concentration. The character can transmit thoughts at conversational speeds to 2-6 people at a time, simultaneously.
- LEVEL 5** The character has the same capabilities as Level 4 Telepathy, except that he or she can read “loud” surface thoughts of anyone in the general vicinity without any need for concentration, unless deliberately blocking the ability. A successful mental invasion can even probe memories that the subject can no longer consciously remember. The character can transmit thoughts at conversational speeds to 7-20 people at a time, simultaneously.
- LEVEL 6** The character has the same capabilities as Level 5 Telepathy. He or she automatically reads the surface thoughts of everyone in the vicinity and automatically shares the sensory experiences of anyone he or she is actually touching without any need for concentration, unless he or she deliberately tries to block this ability. The character can transmit thoughts at conversational speeds to 21-50 people at a time, simultaneously. If the character succeeds with a mental invasion, he or she may not only probe memories but may also alter them, deleting existing memories or giving the subject false ones.

TELEPORT

Cost: 5 or 10 points/Level

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 intended 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 98).

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 81) with the Linked (Teleport) Ability (page 87) must also be acquired.

- LEVEL 1** The maximum teleportation distance is 10 km, while the safe distance is 10 metres.
- LEVEL 2** The maximum teleportation distance is 100 km, while the safe distance is 100 metres.
- LEVEL 3** The maximum teleportation distance is 1,000 km, while the safe distance is 1,000 metres.
- LEVEL 4** The maximum teleportation distance is 10,000 km, while the safe distance is 10 km.
- LEVEL 5** The maximum teleportation distance is 100,000 km, while the safe distance is 100 km.
- LEVEL 6** The maximum teleportation distance is 1,000,000 km, while the safe distance is 1,000 km.

TELEPORT

TRANSMUTATION

Cost: 1-4 points/Level

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 could 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 Stat 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 81) with the Linked (Transmutation) Ability (page 87).

TRANSMUTATION

- LEVEL 1** Can transmute objects into other related ones as long as the mass remains about the same. For example, it could transmute a TV into a VCR, a suit into a dress, or make spoiled food edible again. The power's effectiveness is limited to transmuting items into mundane items of Personal Gear.
- LEVEL 2** As Level 1, but it extends to Minor Items of Personal Gear.
- LEVEL 3** As Level 2, but it extends to Minor or Major Items of Personal Gear.
- LEVEL 4** As Level 3, but the character can transform unrelated objects that are only very loosely related. For example, he or she can transform a metal clock into a gun (as both have metal in them) or a lump of coal into a diamond (both are carbon) but not a pair of boots into a gun or lead into gold (different elements).
- LEVEL 5** As Level 3, but the character can transform objects that are not related, as long as they have the same general mass. He or she could turn a lump of coal into a golden crown.
- LEVEL 6** As Level 3, but the character can transform totally unrelated objects of drastically different relative masses (up to 100 fold). For example, he or she could transmute a big pumpkin into a stagecoach.

TUNNELLING

Cost: 2 points/Level

Relevant Stat: None

Type: Racial, Technological

The Tunnelling Attribute allows a character to move earth and/or burrow underground. It is usually possessed by burrowing monsters (such as giant worms or badgers or earth elementals) or by specialized machines. Tunnelling assumes that the character is going through sand or packed earth; boring through solid rock is one Level slower. The tunnel the character leaves behind will either be permanent or will collapse immediately (must be specified during character creation).

TUNNELLING

- LEVEL 1** The character tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
- LEVEL 2** The character tunnels slowly, similar to the tunnelling speed of a bulldozer.
- LEVEL 3** The character tunnels at a snail's pace (up to 1 kph).
- LEVEL 4** The character tunnels at a walking speed (up to 10 kph).
- LEVEL 5** The character tunnels at slow vehicle speeds (up to 30 kph).
- LEVEL 6** The character tunnels at fast vehicle speeds (up to 100 kph).

UNIQUE CHARACTER ATTRIBUTE

Cost: 1-4 points/Level

Relevant Stat: Varies

Type: Normal, Universal

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 “flavour,” but more points can be allocated to enhance the effects on game play and must be added if the Attribute would be of considerable benefit. Discuss the Attribute with the GM to determine what specific game effects the Unique 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.

- LEVEL 1** The Attribute has little character or game effect.
- LEVEL 2** The Attribute has a moderate character or game effect.
- LEVEL 3** The Attribute has a large character or game effect.
- LEVEL 4** The Attribute has a major character or game effect.
- LEVEL 5** The Attribute has an extreme effect on the character or game.
- LEVEL 6** The Attribute has a primal effect on the character or game.

UNIQUE ATTRIBUTE

BESM normally abstracts issues of money. The GM prefers, however, to add detailed consideration of wealth and finance into the game, and so decides to create a Wealth Attribute. The GM decides the Attribute is going to be fairly important, and is also similar in some ways to Organizational Ties, which costs 1-3 points/Level. For this reason, the GM assigns a cost of 3 points/Level to the Attribute. He then writes up the Attribute’s effects as follows.

NOTE

UNIQUE CHARACTER ATTRIBUTE SAMPLE — WEALTH

Cost: 3 points/Level

Relevant Stat: None

Type: Normal

The character is more financially stable than an average person. This will allow him or her to easily acquire commercially available goods, and bribe or hire people. Note that hirelings that are intensely loyal to the character should still be acquired through Flunkies or the Servant Attributes. The character can be assumed to have non-liquid assets (like houses or real estate) commensurate with his or her wealth. In order to have access to things that are difficult to acquire without special licenses, or which are illegal, he or she should still take Organizational Ties, Own a Big Mecha, or Personal Gear.

- LEVEL 1** The character is well off. In a modern-day setting, he or she has assets totalling about \$100,000.
- LEVEL 2** The character is wealthy. In a modern day setting, he or she has assets totalling about \$500,000.
- LEVEL 3** The character is rich. In a modern day setting, he or she has assets totalling a few million dollars.
- LEVEL 4** The character is very rich. In a modern day setting, he or she has assets totalling several million dollars.
- LEVEL 5** The character is extremely rich. In a modern day setting, he or she has assets 100 million dollars.
- LEVEL 6** The character is fantastically rich. In a modern day setting, he or she has assets worth billions of dollars.

WEALTH

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 Armour. A mecha can normally dive a few hundred feet; one with armour that stops at least 30 damage points can dive a few thousand feet, while one with armour 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).

WATER SPEED

- 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 steamship (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

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

- LEVEL 1** The attack delivers 15 points of damage.
- LEVEL 2** The attack delivers 30 points of damage.
- LEVEL 3** The attack delivers 45 points of damage.
- LEVEL 4** The attack delivers 60 points of damage.
- LEVEL 5** The attack delivers 75 points of damage.
- LEVEL 6** The attack delivers 90 points of damage.

Weapon Attacks may be further customized by assigning one or more attack Abilities from the list on pages 83-89. 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 89-92. 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 15. To create a "zero damage" Weapon Attack, one would select the No Damage Disability (see page 91). For example, suppose a character has a Weapon Attack at Level 1. He or she must select one Disability to be able to assign the attack one Ability, which would result in an attack that delivered 15 points of damage. If the character wanted to purchase a second Ability, he or she must also assign a second Disability, which would keep the attack's damage at 15.

A Weapon Attack should always be given a descriptive name such as "90mm Auto-Cannon" or "Raging Thunder Dragon Fist." When designing the attack, the player (with GM input) should determine what Skill and specialization is appropriate for its use. For most magical or superpowered 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 48) 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 32). If the mecha carries multiple people, however, it may be designed with many

independently operated weapons, each manned by a different character, which allows simultaneous attacks. If a weapon is created from this category, it should be noted as requiring a “Different Gunner” and purchased at an additional 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 Gear (page 62) are less powerful than ordinary Weapon Attacks. When they are created, they will inflict only one-third the listed 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.

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 Armour nor (except for Tangle) Force Fields will normally protect against these special effects.

WEAPON ATTACK ABILITIES

Accurate	Flexible	Penetrating (Armour)
Affects Incorporeal	Homing	Penetrating (Force Field)
Area Effect	Incapacitating	Quake
Aura	Incurable	Soul Attack
Auto-Fire	Indirect	Spreading
Burning	Irritant	Stun
Concealable	Linked (Attack)	Tangle
Contagious	Linked (Attribute)	Trap
Drain Body	Long Range	Unique Ability
Drain Energy	Muscle-Powered (Mecha Only)	Vampiric
Drain Mind	No Regeneration	
Drain Soul		
Flare		

• Accurate

The attack is unusually accurate giving a -2 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 -4 or -6 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.

- **Area Effect**

This is an attack, like an explosive blast, that affects not only the direct target, but also anyone in the immediate area. All affected characters are allowed a Defense roll (diving for cover, swerving out of the way), but a successful Defense is not enough to escape completely. Unless the character has some way to rapidly escape the area of effect (such as Jumping or Flight), he or she still takes half damage from the attack (round down). Characters and mecha that can shield themselves with very solid objects or terrain in the vicinity may avoid damage completely (GM's discretion) on a successful Defense roll. This represents the character ducking or moving behind cover. The GM will decide whether an object or person is within the area of effect, and may assume the area radius, in metres, is equivalent to one-third the weapon's damage. Area Effect can be assigned multiple times. Each Ability doubles the area radius.

Realistically, an Area Effect attack will produce less powerful secondary effects over an even wider area. If the GM wishes to use this complication, in addition to the primary area effect radius, any attack that delivers 75 or more damage points has a secondary area with double the radius of the primary. Everyone in it will suffer one-third the damage the attack normally inflicts. As usual, this damage is halved or negated (depending on circumstances) on a successful Defense roll. The secondary radius also doubles if the Ability is assigned multiple times. In addition, if the attack does 75 or more damage, there will be a tertiary area equal to four times the primary radius. Everyone in it takes 1/15 the attack's damage.

NOTE

- **Aura**

Rather than having to make an actual Attack, the character instead automatically damages anyone who touches his or her body. An example might be a character who was sheathed in flame or electrified. The attack delivers instantaneous damage to anyone who touches 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. Aura is incompatible with the Backblast, Melee, and Short Range Disabilities.

- **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. The defender's chance to avoid the attack is derived in a similar way, however: 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). Damage bonuses from Combat Value, Focused Damage, Massive Damage, Super Strength, and critical hit multipliers are only applied to the first hit in an Auto-Fire burst — all others only inflict the base damage of the attack. Auto-Fire counts as three Abilities.

- **Burning**

This represents acid, flaming liquid, or similar attacks that deliver continuing damage over several rounds. If the initial attack damage penetrates the opponent's armour, the target will suffer an additional 1/10 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). Armour does not protect against the extra burning damage in subsequent rounds. Alternatively, Burning can be defined as a "slow burn," in which case the damage is 1/5 of the basic damage rather than 1/10 but is applied on a daily basis (rather than round-by-round). This ability may best represent a disease or slow poison attack. Unlike a regular Burning attack, the slow burn damage will continue until the victim is dead or makes a successful check against the average of his or her Soul + Body (made on a daily basis).

- **Concealable**

This option is only available for hand weapons, mecha weapons, or personal gear. Such weapons are normally assumed to be visible — a weapon built into a mecha has obvious barrels or gun ports, for example. A Concealable Weapon is not so obvious; it may extend out from the mecha or be disguised as something else. If built as a Hand 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.

- **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 Stat 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 Stat 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.

- **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 Stat, but inflicts no other punishment, the No Damage Disability must also be assigned. Lost Body Stat points are recovered at one point per hour of rest. Losing Stat 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 Energy**

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

- **Drain Mind**

The Attack causes the victim to lose his or her sanity. The attack may be a psionic attack, a 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 Stat drain is in addition to any Health Point losses from the attack. To design an attack that only drains the Mind Stat, 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 other willpower-destroying emotion. Drain Soul is far more common as a Special Attack than 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 Stat, 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 Stat check at a +1 penalty for every 15 points of weapon damage (ignoring armour). If a target character rolls greater than his or her Body Stat, he or she is blinded for a number of combat rounds equal to the difference between the Body Stat and the dice roll. Characters with appropriate Special Defenses (page 71) will not be blinded. Flare may be taken multiple times; each time it is taken, add an extra +1 penalty to the Stat 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**

The attack or weapon fires a projectile or energy bolt that can track and follow its target. The character receives a -2 bonus to his or her Attack roll, and if the attack misses or the target successfully defends, the weapon will return to try again (only one more time) in the next combat round. A Homing attack is vulnerable to ECM missile jamming, however (see Electronic Counter-Measures, page 28). 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 Stat 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.

- **Indirect**

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 armour, the subject must make a Body Stat 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 (Attack)**

An attack with this Ability is "attached" to another primary attack. The primary attack may be an ordinary weapon (such as an item of personal gear like a sword), a natural weapon or unarmed attack, or a different Weapon Attack. If that attack is successful, this "linked" attack automatically hits as well (no Defense allowed), but if it misses or fails to penetrate armour, the linked attack automatically fails too (with full Energy Point cost, if applicable). If the primary attack hit and delivered enough damage to successfully penetrate armour, then the armour does not protect at all against the damage of the second linked attack. An attack with the Linked Ability may not be given the Accurate or Long Range Abilities or the Inaccurate, Melee, or Short Range Disabilities; its range and accuracy are dependent on the attack to which it is linked. Linked (Attack) counts as two Abilities. Linked (Attack) cannot be taken in combination with the Low Penetration Disability.

- **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 Stat 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 91).

- **Long Range**

An ordinary attack is assumed to have an effective range of about 500 metres (10 km in space). 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**

The mecha or character may add any damage bonus from the Super Strength Attribute (page 74) to the attack's basic damage. The Melee Disability is usually taken as well. If an A.I. mecha does not possess the Super Strength Attribute, its Body Stat 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 (Armour)**

The Light Armour, Heavy Armour, 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, armour stops no damage against the attack (this may represent poison gas, a high-energy gamma-ray laser, or a similarly insidious weapon).

- **Penetrating (Force Field)**

The Force Field Attribute only stops half as many (round down) damage points against an attack with this Ability. Penetrating may be taken twice; if so, a Force Field offers no protection against the attack.

- **Quake**

This attack causes a linear shock wave in 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 crevasse if 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 of 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, or 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 Armour, 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.

- **Stun**

An attack with this Ability inflicts temporary damage such as an electric shock that shorts out electronics and renders people unconscious. Lost Health Points are recovered or repaired at one point every minute rather than the normal one per hour. Stun damage cannot kill. Although the attack does less damage than a regular attack of a comparable level, it has the advantage that it may be used to incapacitate a foe without the risk of killing him or her.

- **Tangle**

Attacks that can entangle the victim may include a spray that freezes the target in ice, or traps him or her in the branches of an animated plant, or simple webbing. The entanglement has 10 health per 15 points of damage the attack delivers. If a target does not successfully defend a Tangle attack, he or she is trapped until sufficient damage is delivered to the entanglement to reduce its Health Points to zero or lower (at this point it

is destroyed). A trapped character is unable to move, attack physically, or defend, but is usually able to speak and perform actions that do not require complex gestures. A victim who has partially destroyed an entanglement may regain additional body movement, however (GM's discretion). A Tangle attack also inflicts damage as normal unless the No Damage Disability is also assigned to the attack. An "Incurable" entanglement can only be damaged by some special means (such as fire or water) defined when the Tangle attack is created.

• Trap

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 91) 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 Stat 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

Some, none, or many of these Disabilities may be assigned to a Weapon Attack. The GM may disallow any combination that seems inappropriate. "Mecha Only" means the Disability is only applicable to attacks built into mecha created with Own a Big Mecha, and not to Special Attacks that characters possess.

WEAPON ATTACK DISABILITIES

Backblast	Limited Shots	Slow
Drop Shields	Low Penetration	Static
Exposed (Mecha Only)	Melee	Stoppable
Extra Energy	No Damage	Toxic
Fixed (Mecha Only)	Only In (Environment)	Unique Weapon Disability
Inaccurate	Self-Destruct	Unreliable
Internal	Short Range	Uses Energy

• Backblast

The attack produces some sort of backblast or other side effect that affects anyone or anything standing directly behind the attacker (within 1-2 metres). An example is a rocket launcher that produces a hazardous backblast to anyone standing behind the gunner, but some spells or 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 Armour 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 armour. 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.

- **Fixed (Mecha Only)**

The weapon has a very limited arc of fire and must be aimed by turning the mecha rather than the weapon. For example, the weapon could be a set of fixed forward-firing guns on a fighter plane or a ramming prow on a galactic ship. In many battles, a manoeuvring enemy who has a higher Initiative score can move to a position that cannot be targeted by the Fixed weapon. A hand-held weapon may not be Fixed.

- **Inaccurate**

The attack is not as accurate as normal ones, and imposes a +2 penalty to all Attack rolls (or Soul Stat checks, if it is a Soul Attack). This ability can be taken two or three times for a +4 or +6 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 84), one "attack" means a single Auto-Fire burst (one combat round).

- **Low Penetration**

The attack has an inferior ability to penetrate armour relative to its damage. Examples include shotgun blasts, or hollow-point bullets. Any armour, Shield or Force Field Attributes stop 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 on or in a particular limited environment, for example, “only in water” (representing a torpedo) or “only in space” (representing a powerful weapon that requires a vacuum to work). The environment should not be one that is ubiquitous in the campaign (for example, “only in air” is not valid unless a lot of the game action will take place in airless environments). If the environment is very rare in the campaign, the GM may allow this to count as two Disabilities.

- **Self-Destruct**

Use of this attack destroys the 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.

- **Slow**

The attacker must use one combat action to aim, charge, chant an incantation, load the weapon, or perform some other necessary activity before each attack. Someone with the Extra Attacks Attribute (see page 32) 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.

- **Toxic**

The attack is a gas, toxin, biological weapon, sound, radiation, or other harmful effect that only damages living things and against which Life Support offers protection. Non-living material (such as most mecha) or characters who have Life Support (or are inside a mecha equipped with it) are immune to its effects.

- **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 Disability instead, page 90).

Elizabeth gave Tabitha’s Hellcat fighter (page 127) Weapon Attack Level 3 “Plasma Buster Missiles” (12 Mecha Points), representing a missile launcher. She also took a secondary Weapon Attack, Level 2 “Quad Laser” (costing only 1 Mecha Point, since it is a secondary attack one Level less than the primary Weapon Attack), which denotes a battery of laser cannon. WEAPON ATTACK Level 3 does a base 45 points of damage, but Elizabeth assigns it three Abilities: Area Effect (it is an explosive missile), Homing (the missiles are guided) and Long Range. Each Ability taken reduces the damage by 15 points, so this would lower the attack’s damage from 45 to 0 points. Elizabeth decides this is too low, and thus she selects a number of Disabilities: she picks Limited Shots twice (limiting the launcher to 3 shots), Slow (it takes one round to lock the missiles on target), and Stoppable (the missiles can be shot down). The four Disabilities add 15 points of damage each, which boosts the damage up from 0 to 60 points. This is recorded as Weapon Attack Level 3: Plasma Buster Missiles (Area Effect, Homing, Long Range, Limited Shots x 2 {3 shots}, Slow, Stoppable, 60 Damage, 12 MP). WEAPON ATTACK Level 2 does a base of 30 points of damage. Using the same procedure, Elizabeth decides the laser cannon has the Auto-Fire Ability (reducing damage by 15) and the Disabilities, Fixed (it fires forward) and Unreliable (it overheats occasionally), adding 30 to damage for a net 45 Damage. Elizabeth records Weapon Attack Level 2: Quad Lasers (Auto-Fire, Fixed, Unreliable, 45 Damage, 1 MP).

The method used to create Tabitha’s mecha attacks can be used for any other form of anime-type attack from a mage’s combat spells to a martial artist’s techniques.

EXAMPLE

MECHA-ONLY ATTRIBUTES

These Attributes are only applicable to mecha.

ARTIFICIAL 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 mecha 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 Stats 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 Stat 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 Stats, but does not have a Soul Stat.

• 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 Stats. Levels 4 and 5 A.I.'s do not have Soul Stats, 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.

If the mecha possesses A.I. at Levels 3-5, the player should choose its Body and Mind Stats by dividing the point total listed below between them. For example, a Level 4 A.I. could have a Body 8 and Mind 4, or a Body 3 and Mind 9. If the mecha is a Level 6 A.I., the player should divide the points among all three Stats (Body, Mind, and Soul).

ARTIFICIAL INTELLIGENCE

- LEVEL 1** Basic Remote Control.
- LEVEL 2** Advanced Remote Control.
- LEVEL 3** Semi-Autonomous. Body and Mind Stats total 10.
- LEVEL 4** Intelligent. Body and Mind Stats total 12.
- LEVEL 5** Intelligent. Body and Mind Stats total 14.
- LEVEL 6** Intelligent. Body, Mind, and Soul Stats total 18.

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 101).

Extra Capacity is normally intended as a Mecha Sub-Attribute. It may also be appropriate for large non-human creatures such as a horse or dragon, however, 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.

- LEVEL 1** The mecha can transport 1 extra person. It must have a minimum of 1 BP of Awkward Size.
- LEVEL 2** The mecha can transport up to 5 extra people. It must have a minimum of 2 BP of Awkward Size.
- LEVEL 3** The mecha can transport up to 10 extra people. It must have a minimum of 2 BP of Awkward Size.
- LEVEL 4** The mecha can transport up to 50 extra people. It must have a minimum of 3 BP of Awkward Size.
- LEVEL 5** The mecha can transport up to 500 extra people. It must have a minimum of 4 BP of Awkward Size.
- LEVEL 6** The mecha can transport up to 5,000 extra people. It must have a minimum of 5 BP of Awkward Size.

EXTRA CAPACITY

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.

- LEVEL 1** The mecha can operate for a full day.
- LEVEL 2** The mecha can operate for several days.
- LEVEL 3** The mecha can operate for several weeks.
- LEVEL 4** The mecha can operate for several months.
- LEVEL 5** The mecha can operate for several years.
- LEVEL 6** The mecha can operate indefinitely.

EXTRA ENDURANCE

MANOEUVRE BONUS

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

A mecha with a Manoeuvre 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 race cars, aircraft, spacecraft, helicopters, motorcycles, and many giant robots or powered armour suits to have a Manoeuvre Bonus. The Manoeuvre

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 manoeuvrable; another fighter may be slow, but highly manoeuvrable in combat.

A Manoeuvre Bonus must be bought individually for each movement method to which it applies: ground, water, flight, or space flight.

MANOEUVRE BONUS

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

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.

MECHA REGENERATION

- LEVEL 1** A mecha can regenerate 1/20 of original Health Points per hour when shut down.
- LEVEL 2** As Level 1, but can be done while active or operating.
- LEVEL 3** A mecha can regenerate 1/20 of original Health Points every five minutes when shut down.
- LEVEL 4** As Level 3, but can be done while active or operating.
- LEVEL 5** A mecha will regenerate 1/10 its original Health Points per round when resting or shut down.
- LEVEL 6** As Level 5, but can be done while active or operating.

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 99) 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 one form exists, name each form and specify a transform order. For example, if a mecha has a "walker," a "hybrid," and a "flyer" form, the sequence may be "walker-hybrid-flyer." The mecha can turn from hybrid into walker or flyer, but not from flyer to walker (or vice versa). A mecha with three or more forms can ignore this restriction and perform non-sequential transformation for a single extra Point.

- LEVEL 1** The mecha has one additional form.
- LEVEL 2** The mecha has two additional forms.
- LEVEL 3** The mecha has three additional forms.
- LEVEL 4** The mecha has four additional forms.
- LEVEL 5** The mecha has five additional forms.
- LEVEL 6** The mecha has six additional forms.

MECHA TRANSFORMATION

MERGING

- Cost:** 2 points/Level
- Relevant Stat:** None
- Type:** Mecha

Merging allows several mecha (each of which must have this Sub-Attribute at the appropriate Level) to combine into a single giant mecha. The Sub-Attribute Level determines how many mecha can combine together. Players and the GM should design the "merged mecha" as a new mecha with Mecha Points equal to the Mecha Point total of the highest-point mecha plus one-third (round up) of the undamaged point total of the other mecha. Three additional restrictions apply to the combined mecha: First, it must have sufficient levels of Extra Capacity to carry the combined crews and passengers of all individual mecha. Secondly, its Toughness must be at least equal to the Toughness Level of the mecha with the greatest Health Point total. Finally, it must take at least as many Awkward Size Defect Levels as the biggest individual mecha.

One character should be designated as the primary mecha pilot. Other crew members may fire individual weapons (if the mecha has more than one), or run other equipment; who operates what should ideally be specified when the mecha is designed. The mecha cannot merge if any one of them is reduced to 0 or fewer Health Points. If damaged mecha merge together, some damage carries over to the combined mecha. Determine the total Health Points of all the mecha if none were damaged. Divide the sum of the current (damaged) Health Points by the total. Multiply the combined mecha's normal Health Points by the result to find out how many Health Points it has left. When a merged mecha that was damaged while merged separates into individual mecha, divide the current (damaged) Health Points of the combined mecha by its normal undamaged Health Points and multiply this by each mecha's undamaged Health Points to find their uncombined status. Mecha that were damaged before merging cannot have more Health Points after separation than they did before the merging.

- LEVEL 1** Two mecha can merge together.
- LEVEL 2** Up to 4 mecha can merge together.
- LEVEL 3** Up to 8 mecha can merge together.
- LEVEL 4** Up to 12 mecha can merge together.
- LEVEL 5** Up to 20 mecha can merge together.
- LEVEL 6** Up to 50 mecha can merge together.

MERGING

MULTIPLE MECHA ATTACKS

Cost: 10 points/Level

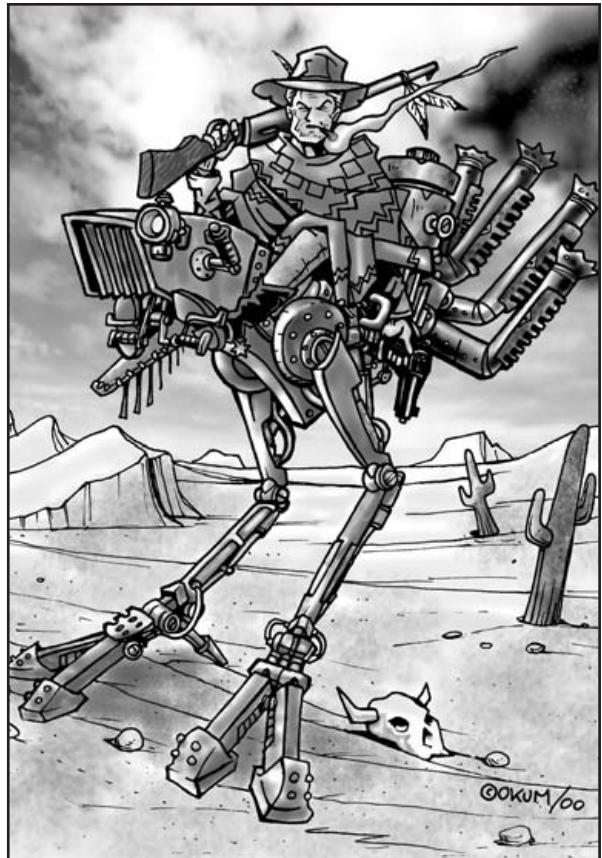
Relevant Stat: None

Type: Mecha Only

Multiple Mecha Attacks reflects the ability of a mecha to attack multiple targets at a time. It is different from the Extra Attacks Attribute (see page 32) 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 140). 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.



MULTIPLE MECHA ATTACKS

- LEVEL 1** The mecha gains 1 extra attack and defense each round.
- LEVEL 2** The mecha gains 2 extra attacks and defenses each round.
- LEVEL 3** The mecha gains 3 extra attacks and defenses each round.
- LEVEL 4** The mecha gains 4 extra attacks and defenses each round.
- LEVEL 5** The mecha gains 5 extra attacks and defenses each round.
- LEVEL 6** The mecha gains 6 extra attacks and defenses each round.

SPECIAL EQUIPMENT

Cost: 2 points/Level

Relevant Stat: Varies

Type: Mecha

Some mecha have special equipment that provides useful non-combat advantages. Special Equipment differs from Accessories since the equipment is usually large, costly, or rare. 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. Thus, 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 101).

- LEVEL 1** The equipment offers a small advantage such as a sound surveillance system, a sick bay, etc.
- LEVEL 2** The equipment offers a moderate advantage such as a high-tech science lab.
- LEVEL 3** The equipment offers a good advantage such as a tractor beam.
- LEVEL 4** The equipment offers a great advantage such as an medical bay that doubles a patient's healing rate.
- LEVEL 5** The equipment offers a powerful advantage such as a cloaking device that turns the mecha invisible.
- LEVEL 6** The equipment offers an incredible advantage such as a ship-to-surface teleportation system.

SPECIAL EQUIPMENT

SUBORDINATE MECHA

Cost: 1 point/Level

Relevant Stat: None

Type: Mecha only

A mecha that possesses this 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 against the character's Mecha Points. Instead, each subordinate mecha is designed with up to 10 Mecha Points or with one-tenth the total number of mecha points with which their base mecha was built (round down), whichever is less. They may be given Mecha Defects to gain extra Mecha Bonus Points.

Subordinate mecha may not have the following Attributes: A.I. at Level 6, Subordinate Mecha, or Summonable. They must also be small enough to fit inside the base mecha. See Awkward Size and Extra Capacity and how much space large mecha may have inside for supporting subordinate mecha.

- LEVEL 1** The master mecha uses 1 subordinate mecha.
- LEVEL 2** The master mecha uses 2 subordinate mecha.
- LEVEL 3** The master mecha uses 3-5 subordinate mecha.
- LEVEL 4** The master mecha uses 6-10 subordinate mecha.
- LEVEL 5** The master mecha uses 11-20 subordinate mecha.
- LEVEL 6** The master mecha uses 21-50 subordinate mecha.

SUBORDINATE MECHA

SUMMONABLE

Cost: 4 points/Level

Relevant Stat: None

Type: Mecha Only

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 116). Unlike most other Attributes, Summonable has only two Levels.

SUMMONABLE

LEVEL 1 The mecha takes several rounds to summon (GM's option, or roll two dice). The character cannot carry out other activities during the summoning.

LEVEL 2 The mecha takes only one round to summon.

SUPER TRANSFORMATION

Cost: 3 or 5 points/Level

Relevant Stat: None

Type: Mecha Only

Super Transformation is similar to the Mechanical Transformation Attribute (page 95) 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.

SUPER TRANSFORMATION

LEVEL 1 The mecha possesses one additional form.

LEVEL 2 The mecha possesses two additional forms.

LEVEL 3 The mecha possesses three additional forms.

LEVEL 4 The mecha possesses four additional forms.

LEVEL 5 The mecha possesses five additional forms.

LEVEL 6 The mecha possesses six additional forms.

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.

TOUGHNESS

LEVEL 1 The mecha possesses +20 Health Points. Example: a car or powered armour suit.

LEVEL 2 The mecha possesses +40 Health Points. Example: a truck or a jet fighter.

LEVEL 3 The mecha possesses +60 Health Points. Example: a battle tank.

LEVEL 4 The mecha possesses +80 Health Points. Example: a small ship.

LEVEL 5 The mecha possesses +100 Health Points. Example: a large ship.

LEVEL 6 The mecha possesses +120 Health Points. Example: a gigantic ship.

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 and Special Defects. A character may take both kinds of Defects. Special Defects, however, 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.

D DEFECTS

DEFECT	BP	PAGE	DEFECT	BP	PAGE
Ageism	1-2	101	Recurring Nightmares	1-2	109
Attack Restriction	1-2	101	Red Tape	1-2	109
Awkward	1-2	101	Restricted Ground Movement	1-2	110
Awkward Size	1-6	101	Restricted Path	1-2	110
Bane	1-2	102	Sensory Impairment	1-2	110
Cannot Talk	1-2	102	Significant Other	1-2	111
Conditional Ownership	1-2	103	Skeleton in the Closet	1-2	111
Cursed	1-2	103	Special Requirement	1-2	112
Diminutive	3 or 6	103	Unique Character Defect	1-2	112
Easily Distracted	1-2	104	Unskilled	1-2	112
Girl/Guy Magnet	1-2	104	Volatile	1-2	113
Hangar Queen	1-2	105	Vulnerability	1-2	113
Inept Combat	1-2	105	Wanted	1-2	113
Involuntary Physical Change	1-2	105	MECHA-ONLY DEFECTS		
Magical Restrictions	1-2	105	Crew Requirement	1-6	114
Marked	1-2	106	Exposed Occupants	1-2	114
Nemesis	1-2	106	Limited Endurance	1-2	114
Not So Fast	1-2	107	Mutual Damage	1-2	115
Not So Strong	1-2	107	Noisy	1-2	115
Not So Tough	1-2	107	Poor Manoeuvrability	1-2	115
One Arm/No Arms	1-2	108	Reduced Capacity	1-2	115
One-Way Transformation	1-2	108	Start-Up Time	1-2	116
Owned by a Megacorp	1-2	108	Summoning Object	1-2	116
Phobia	1-2	108	Wind Powered	1-2	116
Physically Unappealing	1-2	109			

TABLE 2-3: DEFECTS

Tabitha will need 6 points of Defects. Elizabeth decides to select the following Defects for Tabitha: Conditional Ownership (Tabitha's mecha belongs to the Imperial Bodyguard — she can occasionally “borrow” it, but it is the property of the Empire 1 BP), Easily Distracted (she has a bad temper and also chases small rodents and balls of string, 2 BP), Marked (she is a furry alien in a galaxy where most people are humans, 2 BP) and Skeleton in the Closet (her unit once blew up a planet during a mission, but she and friends covered it up and blamed it on the enemy, 1 BP). This totals 6 BP of Defects.

EXAMPLE

AGEISM

Type: Normal

Ageism is discrimination based solely on the age (or perceived age) of the character. Characters with this Defect are younger than average and may be treated differently by others. He or she may be subject to parental discipline or not taken seriously by older characters. The GM may adjust the range of ages given below to reflect the social details of the campaign setting.

AGEISM

- 1 BP The character is slightly younger than average (age 12-14) and experiences a small degree of ageism.
- 2 BP The character is much younger than average (age 11 or less) and experiences a large degree of ageism.

NOTE

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, religion, physical features, etc. We strongly encourage the players and GM to discuss these contentious issues, and their role in the game, before play begins.

ATTACK RESTRICTION

Type: Normal

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.

RESTRICTION

- 1 BP The character's restriction applies to very few people, or the character has moderately strong reservations.
- 2 BP The character's restriction applies to a number of people, or the character has very strong reservations.

AWKWARD

Type: Normal

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 129) for more information on the Combat Value.

AWKWARD

- 1 BP The character is generally clumsy and accident-prone.
- 2 BP The character is very awkward. Combat Value is decreased by 1 point.

AWKWARD SIZE

Type: Special

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 corridors 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 for mecha, giant monsters, or similar entities.

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

- | | |
|-------------|--|
| 1 BP | Bulky such as a tiger, gorilla, horse, motorbike, or big powered suit. Mass: 100 to 1,000 kilograms. Stands out in a crowd and cannot move through narrow spaces. |
| 2 BP | Large such as an elephant, dragon, car, van, light plane, or speed boat. Mass: 1-10 tonnes. Cannot pass through normal doors. A character that possesses arms but has two or more BP of Awkward Size is too big to use equipment designed for human hands. |
| 3 BP | Very large such as a brontosaurus, whale, big rig truck, tank, or fighter plane. Mass: 10 to 100 tonnes. |
| 4 BP | Huge such as a jet airliner or small ship. Mass: 100 to 1,000 tonnes. Cannot fit on most city streets, and normal roads and bridges might collapse under its weight. |
| 5 BP | Gigantic such as a large ship or a huge Tokyo-eating monster. Mass: 1,000 to 10,000 tonnes. |
| 6 BP | Titanic. Mass: 10,000 to 100,000 tonnes. |

AWKWARD SIZE

BANE

Type: Special

A character with the Bane Defect is exceptionally vulnerable to an otherwise non-damaging substance 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 touched 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.

- | | |
|-------------|---|
| 1 BP | The Bane causes minor damage (usually 10 points each round of exposure, or 2 points per round if the bane need not touch the character). |
| 2 BP | The Bane causes severe damage (usually 30 points each round of exposure, or 6 points per round if the bane need not touch the character). |

BANE

CANNOT TALK

Type: Normal

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

- | | |
|-------------|--|
| 1 BP | The character can make sounds and communicate like a beast but cannot actually speak a real language. This is appropriate for most normal animals. |
| 2 BP | The character has no means of vocal communication at all. |

CANNOT TALK

CONDITIONAL OWNERSHIP

Type: Special

This Defect can only be acquired by a character who possesses the Own a Big Mecha Attribute (page 59). 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).

"Strict conditions" indicate that the character is only permitted to use the mecha for activities as ordered by the organization. This is the way most military and police mecha are issued. If the character is caught using the mecha for personal pleasure, he or she will receive a severe reprimand.

OWNERSHIP

- 1 BP Mild conditions are imposed on the mecha's ownership and usage.
- 2 BP Strict conditions are imposed on the mecha's ownership and usage.

CURSED

Type: Special

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.

CURSED

- 1 BP The character suffers from a small disadvantage.
- 2 BP The character suffers from a large disadvantage.

DIMINUTIVE

Type: Special

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.

DIMINUTIVE

- 3 BP The character is the size of a rodent. His or her Health Points are divided by 5, and he or she can lift only a few kilograms. Any Damage the character inflicts using muscle-powered attacks (including natural weapons and Focused or Massive Damage bonuses) is divided by 5. The character is harder to hit with ranged attacks (unless they use Area Effect or Spreading): a +2 penalty. He or she gets a +6 penalty on any Body Stat rolls that require lifting, wrestling, or carrying things larger than rodent-size.
- 6 BP The character is the size of a bug. His or her Health Points are divided by 20, and he or she can lift only a few grams. Any Damage the character inflicts using muscle-powered attacks (including natural weapons and relevant Massive or Focused Damage bonuses) is also divided by 20. The character is harder to hit with ranged attacks (unless they use Area Effect or Spreading): a +4 penalty. He or she gets a +12 penalty on any Body Stat rolls that require lifting, wrestling, or carrying things larger than rodent-size and a +6 penalty if they are not bug-sized or smaller.

EASILY DISTRACTED

Type: Normal

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.

DISTRACTED

GIRL/GUY MAGNET

Type: Normal

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 any one time, only a couple of girl/guy characters are actively chasing the character.
- 2 BP Swarms of girls/guys may be after the character; a new one appears every adventure or two.

MAGNET

HANGAR QUEEN

Type: Special

The character has an artificial body (a cyborg, for example) that requires extra careful maintenance to function properly. If this maintenance is not available, the GM can impose breakdowns of various systems whenever it seems dramatically appropriate.

HANGAR QUEEN

- 1 BP The character spends much of his or her time under repairs. Every hour “awake” or “in operation” requires at least an hour of maintenance.
- 2 BP The character spends most of its time under repairs. Every hour “awake” or “in operation” requires at least two or more hours of maintenance.

INEPT COMBAT

Type: Normal

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.

INEPT

- 1 BP The character’s Combat Value is decreased by 1 point.
- 2 BP The character’s Combat Value is decreased by 2 points.

INVOLUNTARY PHYSICAL CHANGE

Type: Special

A character with this Defect will undergo a physical change when a specific game condition is met. Changes can include height, weight, sex, colour, 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 who 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.

A character who has undergone an Involuntary Physical Change will normally be unable to transform back until additional conditions are fulfilled.

CHANGE

- 1 BP A physical change that occurs infrequently.
- 2 BP A physical change that occurs frequently, or one that occurs infrequently but is very disadvantageous.

MAGICAL RESTRICTIONS

Type: Special

Only someone with the Dynamic Sorcery or Magic Attributes can take this Defect. The character’s magic is either difficult to perform or occasionally ceases to function or both. Magical restrictions can be minor or major.

Some examples of minor restrictions are:

- The character must always dress in a peculiar set of ritual clothing (or body paint, or whatever) to use magic.
- The character must transform into a special costume in order to use his or magic. This is very common for “magical girl” type characters.

- The character's magic works at the pleasure of a patron spirit, god, goddess, or demon and may cease to function if the character disobeys the patron's commands or violates particular religious or other strictures.

- The character's magic is limited if the character violates certain minor taboos.

- About half of the character's magic powers are dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access these powers.

Some examples of major restrictions are:

- The character's magic ceases to function if he or she is in contact with metal, carrying it, or wearing it on his or her body.

- The character must perform blood sacrifices for his or her magic to work.

- The character's magic only functions half or less of the time; for example, it may not work during daylight or only work when the moon is visible.

- Nearly all the character's magic (except possibly a minor power or two) is dependent on possession of a particular item, which may or may not also be an Item of Power. Should the character ever lose or misplace the item, he or she cannot access the item-dependent powers.

Magical Restrictions of this sort are a good way to establish the nature of a particular form or school of magic. This Defect cannot be taken if its BP value would be equal to or greater than the points the character spent to acquire Magic or Dynamic Sorcery.

1 BP The character's magic suffers from 1-2 minor restrictions.

2 BP The character's magic suffers from a major restriction, or 3-5 minor restrictions.

RESTRICTION

MARKED

Type: Normal

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, or an armoured exoskeleton, would possess this Defect at Level 2.

1 BP The mark is easily concealable because it is small or in an inconspicuous location.

2 BP The mark is difficult to conceal because it is large or in an obvious location.

MARKED

NEMESIS

Type: Normal

The character has someone in his or her life that actively interferes with goal achievement on a regular basis. This Nemesis can take several forms. He or she could be a professional rival such as someone competing for the favour of the character's boss. The Nemesis could also be personal; for example, a thief may be pursued by a cop who devotes his or her existence to putting the character behind bars. The Nemesis may even be a

romantic rival such as someone chasing the same 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 they cannot avoid. An overbearing parent who lives at home with the character or a nosy kid brother who follows the character no matter where he or she goes are examples of this. If for any reason the Nemesis goes away, the GM should create another Nemesis, unless the player also wishes to use Advancement Points (see page 188) to eliminate the Defect permanently.

NEMESIS

- 1 BP The Nemesis is not trying to actively harm the character or only interferes infrequently.
- 2 BP The Nemesis is actively trying to harm the character and/or interferes frequently.

NOT SO FAST

Type: Normal

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

NOT SO FAST

- 1 BP The character receives a +2 penalty on Stat or Skill checks where agility or speed is important.
- 2 BP The character receives a +4 penalty to Stat or Skill checks where agility or speed is important.

NOT SO STRONG

Type: Normal

The character is much smaller or weaker than his or her Body Stat would otherwise suggest. Although Combat Value and Health Points are not affected, the character's Body Stat 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 Stat, 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 Defect, page 103.

NOT SO STRONG

- 1 BP The character receives a +2 penalty when making Body Stat 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 The character receives a +4 penalty when Body Stat rolls in situations where physical strength is paramount. He or she inflicts -2 damage points when making any attack that depends on muscular strength.

NOT SO TOUGH

Type: Normal

The character is not as durable as he or she might otherwise be.

NOT SO TOUGH

- 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 ARM/NO ARMS

Type: Normal

A character with fewer than two arms (or appendages) has limitations in combat, as well as in many everyday situations.

- 1 BP The character only has one useable arm. He or she cannot hold onto objects while punching or using a hand-held weapon.
- 2 BP The character has no useable arms. He or she cannot carry hand-held weapons, grab or push objects, or punch enemies in combat.

ONE/NO ARMS

ONE-WAY TRANSFORMATION

Type: Special

This Defect can only be taken in conjunction with the Metamorphosis, Mechanical Transformation, or Super Transformation Attributes (pages 53, 95, and 99). 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.

- 1 BP It takes several hours of work or special circumstances to enable the character to transform back to an earlier form.
- 2 BP As above, but the process requires expensive (or hard to find) replacement components, ingredients, or other prerequisites.

1-WAY TRANSFORMATION

OWNED BY A MEGACORP

Type: Normal

Free will has little meaning for the character. Control over the character can be exerted through a variety of methods including blackmail, brainwashing, legal contract, cybertechnology, or 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.

OWNED

PHOBIA

Type: Normal

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.
- 2 BP The character has a significant phobia or one that is encountered frequently.

PHOBIA

PHYSICALLY UNAPPEALING

Type: Normal

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.

UNAPPEALING

- 1 BP The character is mildly unappealing. He or she receives a +2 penalty on any Seduction Skill use.
- 2 BP The character is highly unappealing. He or she receives a +4 penalty on any Seduction Skill use.

RECURRING NIGHTMARES

Type: Normal

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.

NIGHTMARES

- 1 BP The nightmares occur infrequently and have a small effect on the character's lifestyle.
- 2 BP The nightmares occur frequently and have a large effect on the character's lifestyle.

RED TAPE

Type: Normal

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 Attributes.

RED TAPE

- 1 BP The Red Tape only impedes the character before or after a major action (but not both) or the Red Tape is easy to manage most of the time.
- 2 BP The Red Tape impedes a character both before and after a major action, and/or is very difficult to manage most of the time.

RESTRICTED GROUND MOVEMENT

Type: Special

Characters are normally assumed to be as agile as an average human adult and are able to traverse many different types of terrain. In the case of a mecha, this normally means they walk on legs, crawl on treads, or use thick off-road wheels. Taking Restricted Ground Movement reflects more extensive ground movement limitations.

Restricted Ground Movement is most suited for a mecha, but it can also reflect a character who does not have functional legs such as a dolphin, a mermaid, or a person confined to a wheelchair.

A wheeled vehicle such as an ordinary car, truck, or motorcycle or someone in a wheelchair, would be “road-bound” (1 BP) while mecha such as a boat, helicopter, or starship or a species that can swim but not move on land would have “no ground movement” (2 BP). Also, by assigning the 2 BP version of this Defect and no other form of movement, you can create “mecha” that are houses, buildings, and star bases.

- 1 BP Road-Bound. The character can only operate only on roads or similar smooth terrain. He, she, or it travels at 1/2 (or less) of ground speed when travelling off-road, and gets stuck in very rough terrain and cannot climb stairs.
- 2 BP No Ground Movement. The character cannot move at all over normal ground. Exception: flyers with airplane-style movement may taxi on smooth runways during a landing or takeoff. This Defect Level cannot be acquired in conjunction with the Ground Speed Attribute.

RESTRICTED MOVEMENT

RESTRICTED PATH

Type: Special

This Defect prevents the character leaving a narrowly defined area. This may represent a ghost that is cursed to haunt a particular place, a robot that is programmed to follow a specific guard route, or a railway train or cable car that cannot leave its track. It can also represent a mecha attached to a generator by a power cable; it operates normally unless the cable is unplugged, after which it only has a short supply of reserve power.

- 1 BP Restricted to a large path, such as a national railway line, or a neighbourhood.
- 2 BP Restricted to a small path, such as in and around a single building.

PATH

SENSORY IMPAIRMENT

Type: Normal

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). In a setting where a hearing aid was unavailable or could not correct his or her particular impairment, he or she would have Sensory Impairment (deaf, 2 BP) instead. A character can take Sensory Impairment multiple times to affect more than one primary sense or a larger group of secondary senses.

- 1 BP The character has a diminished primary sense (such as short-sightedness or being hard of hearing), or has lost a secondary sense (such as taste or smell).
- 2 BP The character has completely lost a primary sense (like sight or hearing), or has two diminished primary senses.

SENSORY IMPAIRMENT

SIGNIFICANT OTHER (S.O.)

Type: Normal

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.O. The character's sense of obligation towards the S.O. is enough that the character will take great pains to ensure his or her safety and well-being. Examples include spouses and steady boy or girl friends, immediate relatives (parents and grandparents, brothers and sisters, perhaps very close cousins) and close co-workers (such as a cop's partner). It is acceptable for a character to take another character as an S.O., provided the players role-play this relationship appropriately. In this case, the S.O. relationship is always worth just 1 BP but is treated as a 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.

S.O.

- 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

Type: Normal

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.

SKELETON IN THE CLOSET

- 1 BP The Skeleton is very difficult to discover, the consequences of discovery are not too severe, or the character's reputation will be impacted slightly.
- 2 BP The Skeleton is relatively easy to discover and/or the consequences of discovery are major and/or the character's reputation will be seriously impacted.



SPECIAL REQUIREMENT

Type: Special

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.

REQUIREMENT

UNIQUE CHARACTER DEFECT

Type: Normal or Special

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 large effect on the character.

UNIQUE

UNIQUE DEFECT SAMPLE — WEAK POINT

Type: Special

The character possesses an Achilles' Heel. If an attacker knows the location of the weakness (this may require study of enemy wreckage, espionage, or sensor scans), an attack aimed at that point is much more likely to cripple or kill the character. If the Weak Point is ever hit in an attack, the result is an automatic critical hit. If an actual critical hit is scored against a weak point, the character is instantly killed no matter how many Health Points he or she has.

Note that this Achilles' Heel is above and beyond normal "weak points" that people possess such as their head, heart and the like — it represents an abnormal weak point such as a bum-knee which, if hit, can cause the character to suffer potentially fatal damage, beyond what he or she would normally suffer.

- 1 BP The mecha has a small weak point. Opponents suffer a +4 attack roll penalty when aiming for the weak point.
- 2 BP The mecha has a large weak point. Opponents suffer a +2 attack roll penalty when aiming for the weak point.

WEAK POINT

UNSKILLED

Type: Normal

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 The character has 10 fewer starting Skill Points.
- 2 BP The character has 20 fewer starting Skill Points (normally none).

UNSKILLED

VOLATILE

Type: Special

This is normally intended for mecha, but it can also be applicable to some character types such as robots or cyborgs. It means the subject is prone to exploding when badly damaged. If a character with this Defect is reduced to zero Health Points or lower, the player must roll one die to see if he or she explodes. This results in instant destruction. If a mecha, occupants will also be affected: everyone inside it suffers 60 points of damage. An additional 15 points of damage is added for every BP Level it had in the Awkward Size Defect (page 101). Any object or person nearby suffers blast damage as if the explosion was an Area Effect attack (page 84).

VOLATILE

- 1 BP The character or mecha explodes on a roll of 1-2 on one die.
- 2 BP The character or mecha explodes on a roll of 1-4 on one die.

VULNERABILITY

Type: Special

The character loses twice as many Health Points as normal from a particular attack form, which must fit with the character concept. It might be something with appropriate mystic resonance, such as wooden stakes for vampires or silver for werewolves. It could also reflect the character's nature such as a fire elemental taking extra damage from water (or a Faerie's vulnerability to cold iron). The GM must approve any Vulnerability Defects. A character may have Vulnerability to either a common or a rare attack form (in the context of the campaign). Examples of common attack forms are fire, metal weapons, wooden weapons, and special attacks. Examples of rare attack forms include a particular kind of attack (such as lightning or wind), silver weapons, and a weapon blessed by a religious leader.

VULNERABLE

- 1 BP The attack form is rare.
- 2 BP The attack form is common.

WANTED

Type: Normal

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.

WANTED

- 1 BP The incentive offered for hunting the character is minor. For example, he or she may be wanted on outstanding warrants, but there may be no actual reward posted, or the reward is fairly small.
- 2 BP The reward, contract, or other incentive offered to hunt the character is significant.

MECHA-ONLY DEFECTS

These Defects are applicable only to mecha designs.

CREW REQUIREMENT

Type: Mecha-Only

Some mecha require two or more people to operate them effectively. Note that the mecha must have sufficient Extra Capacity (page 94) to carry the necessary crew. If a mecha is operated with less than a full crew compliment, it still retains partial function (provided there is someone to pilot it), but it will not run smoothly. For every 20% a mecha is understaffed (round up), the GM can impose a +1 or +2 penalty on all mecha-related Stat checks or combat dice rolls or pick a system (Sensors, Force Fields, a weapon) that has gone unmanned and thus cannot be used. An understaffed, overworked crew is more likely to make mistakes, leading to equipment breakdowns.

- 1 BP Mecha operation requires 2 crew members.
- 2 BP Mecha operation requires 3-10 crew members.
- 3 BP Mecha operation requires 11-40 crew members.
- 4 BP Mecha operation requires 41-200 crew members.
- 5 BP Mecha operation requires 201-1,000 crew members.
- 6 BP Mecha operation requires 1,001-5,000 crew members.

CREW REQUIREMENT

EXPOSED OCCUPANTS

Type: Mecha-Only

Sometimes the pilot (and other crew and passengers) is not situated completely inside the mecha. Riding a motorcycle is a good example of complete exposure. The exposed rider does not receive any benefits from the mecha's Armour when attacked. A convertible sports car or open-cockpit airplane are good examples of partial exposure. Occupants are open to attacks from above and do not receive mecha Armour benefits. They are fully shielded from attacks from below, however. Attacks from the side, front or back may be aimed at occupants at a +2 penalty to the Attack roll, to bypass any mecha Armour or other mecha-based physical protection. Area Effect attacks that hit the mecha also deliver full damage to the exposed occupants (page 84).

- 1 BP The mecha occupants are partially exposed.
- 2 BP The mecha occupants are completely exposed.

EXPOSED

LIMITED ENDURANCE

Type: Mecha-Only

A normal mecha operates for a few hours at a time, but a Limited Endurance mecha can only operate for a very limited duration before it must refuel, recharge or be maintained. The mecha should require a minimum of 30-60 minutes of rest, which can be a critical weakness in a battle. The Limited Endurance Defect cannot be combined with Extra Endurance Attribute (page 94). A mecha with Limited Endurance and Mechanical must take the same level of Limited Endurance for each of its forms.

- 1 BP The mecha can only operate for one hour.
- 2 BP The mecha can only operate for a few minutes.

ENDURANCE

MUTUAL DAMAGE

Type: Mecha-Only

Some mecha are small enough that any damage they receive is likely to injure the wearer or pilot. Others have control systems (such as a neural interface) that have the side effect of causing the operator injury or pain proportionate to the damage the mecha sustains. A form-fitting powered armour suit will usually exhibit the Mutual Damage Defect. Mecha Armour and Force Fields will reduce the damage delivered to both the mecha and the occupant.

DAMAGE

- 1 BP Partial Damage. The operator takes 1 point of damage for each 5 points delivered to the mecha.
- 2 BP Full Damage. The operator suffers equal damage to that which the mecha sustains.

NOISY

Type: Mecha-Only

The mecha makes plenty of noise, usually as a result of a noisy engine or propulsion system. Consequently, it can never hope to sneak up on someone. A mecha that is only useable in space (only type of movement is provided by the Space Flight or Star Flight Attributes) may not be Noisy. While on or under water, a noisy mecha is also detected by underwater sensors at double (1 BP) or quadruple (2 BP) normal range.

NOISY

- 1 BP Slightly noisy, similar to a typical car engine.
- 2 BP Very noisy, similar to a typical airplane engine.

POOR MANOEUVRABILITY

Type: Mecha-Only

The mecha lacks agility, resulting from large size or poor control interface. This Defect is common in big trucks, tanks, trains, and ships. Poor Manoeuvrability applies to all modes of movement. The penalty is incompatible with the Manoeuvre Bonus Attribute (page 94). Characters should take Awkward Defect instead.

MANOEUVRABILITY

- 1 BP The mecha suffers a +1 dice roll penalty when making any complex manoeuvres or Defense rolls and a -1 penalty to Initiative rolls.
- 2 BP The mecha suffers a +2 dice roll penalty when making any complex manoeuvres or Defense rolls and a -2 penalty to Initiative rolls.

REDUCED CAPACITY

Type: Mecha-Only

The mecha has a shortage of room for the pilot and his or her supplies. This Defect is unavailable to mecha with the Extra Capacity Attribute.

REDUCED CAPACITY

- 1 BP The pilot can only wear skin-tight (or no) clothing while in the mecha and cannot bring along extra equipment. It takes at least two rounds to enter and exit the mecha due to cramped conditions.
- 2 BP No room for the pilot at all! This is only useful for mecha that possess the Artificial Intelligence Attribute (page 93).



START-UP TIME

Type: Mecha-Only

Whenever the mecha is shut down or otherwise disengaged, the pilot must wait for a period of time before it can be operated once again. For example, the mecha might be a complicated powered armour suit that requires a few minutes of adjusting to assure a proper fit, a power plant that requires time to warm up, or a space shuttle or battleship that requires several hours of complex preparation in order to be ready for launch. The Start-Up Time Defect should not be assigned to mecha with the Extra Endurance Attribute at Level 2 or higher, since the start-up time is trivial compared to the time they can continue running (page 94).

- 1 BP Starting-up the mecha requires several minutes.
- 2 BP Starting-up the mecha requires several hours.

START-UP

SUMMONING OBJECT

Type: Mecha-Only

This Defect can only be assigned to a mecha with the Summonable Attribute (page 98). The character must possess a special item in order for the mecha to appear. Consequently, the mecha can be prevented from being summoned if the item is ever lost, misplaced, or stolen. The item may in fact be the mecha in a more compact (but powerless) form or a device that enables the mecha to be summoned from another dimension.

- 1 BP The required object is small such as a medallion or compact.
- 2 BP The required object is bulky such as a sword or suitcase.

SUMMONING

WIND-POWERED

Type: Mecha-Only

A Wind-Powered mecha depends on wind for all of its propulsion systems. Examples include a sailing vessel, a balloon, a sky-ship, and many others. A Wind-Powered vessel is vulnerable to becalming, being blown off course, or otherwise affected by bad weather.

- 1 BP Contrary winds will slow the mecha (reduce movement speeds at least one Level) but do not cripple its movement. An example would be a sailboat with oars or a small auxiliary motor.
- 2 BP The mecha is completely at the wind's mercy for all movement. An example would be a hang glider.

WIND-POWERED

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 42) that he or she possesses. A character with the Unskilled Defect (page 112) has 10 or 20 fewer Skill Points. Non-player characters 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 LEVEL DESCRIPTIONS

- SKILL LEVEL 1** Trained. The character has had some training and practice within the Skill.
SKILL LEVEL 2 Well-Trained. The character has had moderate training and practice within the Skill.
SKILL LEVEL 3 Expert. The character has had significant training and practice within the Skill.
SKILL LEVEL 4 Veteran. The character has had extensive training and practice within the Skill.
SKILL LEVEL 5 Master. The character has had exhaustive training and practice within the Skill.
SKILL LEVEL 6 Grand Master. The character has unparalleled ability and knowledge within the Skill.

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. Here is a guide line for determining how much a particular Skill should be worth in any given campaign:

A number of examples of sub-genres and suggested Skill Costs appropriate to them are given on Table 2-4: Skills (page 119).

SKILL COST DESCRIPTIONS

- 6 POINTS/LEVEL** This is appropriate for Skills that define a particular campaign setting and will be vital in nearly every adventure.
5 POINTS/LEVEL This is appropriate for Skills that will be used multiple times in a particular game session. In most action-adventure settings, the majority of combat Skills appropriate to the setting should be priced at this level.
4 POINTS/LEVEL This is appropriate for general adventuring Skills that characters will find useful in any given adventure.
3 POINTS/LEVEL This is appropriate for Skills that are specialized enough that a character might use them only once in a typical session, but which are either of general utility or are likely to be important to the campaign.
2 POINTS/LEVEL This is appropriate for Skills that may be beneficial, but for which opportunities for use will probably not come up every adventure.
1 POINT/LEVEL This is appropriate for Skills that are mainly used to flesh out character backgrounds, but which will not usually be important to play.

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 Stat rolls for non-combat activities.

SKILLS AND SPECIALITIES

Most General and Combat Skills have a number of associated “specialities,” which describe the different ways that the Skill may be used. For example, Gun Combat is divided into Autofire, Pistol, and Rifle. When you assign a Skill to your character, choose one of the listed specialities or create a new speciality with GM approval. Your character will be significantly better 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. If your character has Skill Points to spare, however, 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 Stat 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 136), 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 *cordons 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.

The GM decides that the campaign in which Elizabeth is playing will use the Space Opera Skill costs. Considering Tabitha’s background as a soldier and mecha pilot, Elizabeth selects the following Skills for her character using her 30 Skill Points. Acrobatics Level 1 (Jumping, 3 points), Heavy Weapons Level 1 (Gunnery, 5 points), Military Sciences Level 1 (Tactics, 3 points), Piloting Level 2 (Spacecraft, 10 points), Ranged Defense Level 1 (Air Vehicle, 5 points), Unarmed Attack Level 1 (Striking, 4 points).

EXAMPLE

TABLE 2-4: SKILLS

GENERAL SKILLS	CYBER PUNK	HOTRODS AND GUNS	MARTIAL ARTS	MEDIEVAL FANTASY	MODERN MILITARY	OCCULT HORROR	SPACE OPERA	TEENAGE ROMANCE
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
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

SKILLS

SKILL DESCRIPTIONS — GENERAL SKILLS

ACROBATICS

Relevant Stat: Body
Specializations: Balance, Flexibility, Jumps, Tumbling

The ability to perform gymnastic feats including jumps, flips, bends and contortions.

ANIMAL TRAINING

Relevant Stat: Soul
Specializations: Any single animal such as dogs, horses, dolphins, etc.

The ability to teach and train animals with an intellect above that of instinctive insects. An animal will usually have a Mind Stat of 0-2.



ARCHITECTURE

Relevant Stat: Mind
Specializations: Aquatic, Bridges, Small Buildings, Skyscrapers, Fortifications

Knowledge of construction methods, architectural drafting, etc. A successful use of this Skill can also find weak points in constructions or help in locating old structural plans.

ARTISAN**Relevant Stat:** Average of Body and Soul**Specializations:** Carpentry, Leatherworking, Metalworking, Plumbing, Tailoring, Woodworking

This Skill represents a character's ability to work with a variety of materials to repair or produce useful or aesthetically pleasing objects not electronic or mechanical in nature.

BIOLOGICAL SCIENCES**Relevant Stat:** Mind**Specializations:** Bacteria/Viruses, Botany, Ecology, Genetic Engineering, Physiology, Zoology

This field covers scientific knowledge of how living things function.

BOATING**Relevant Stat:** Average of Body and Mind**Specializations:** Hovercraft, Large Ships, Small Boats, Submarines

The ability to safely operate a watercraft.

BURGLARY**Relevant Stat:** Body or Mind**Specializations:** 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**Specializations:** 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**Specializations:** Artificial Intelligence, Databases, Intrusion/Security, Networks, Programming

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

CONTROLLED BREATHING**Relevant Stat:** Body**Specializations:** 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**Specializations:** Ethnic, Exotic, Fast Food, Gourmet, Home

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

CULTURAL ARTS

Relevant Stat: Mind

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

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

DEMOLITIONS

Relevant Stat: Body or Mind

Specializations: 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

Specializations: Costume, Make-up, Prosthetics

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

DRIVING

Relevant Stat: Body or Mind

Specializations: 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.

ELECTRONICS

Relevant Stat: Mind

Specializations: Communications, Computers, Consumer Electronics, Robotics, Security, Sensors

The ability to maintain, repair, build, modify (and at high levels, design) electronic equipment.

FORGERY

Relevant Stat: Mind

Specializations: 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)

Specializations: 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

Specializations: 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
Specializations: 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
Specializations: 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
Specializations: Any one 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)
Specializations: Aeronautical, Armourer, Automotive, Gunsmith, Locksmith, Micro, Traps

The ability to maintain, repair, or build mechanical and electro-mechanical devices. This also includes knowledge of tool use, welding, etc. Armourer applies to heavy vehicle-mounted weapons while Gunsmith covers personal weaponry. Use Artisan for archaic weapons.

MEDICAL

Relevant Stat: Mind (sometimes Body)
Specializations: 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
Specializations: 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
Specializations: 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
Specializations: 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
Specializations: Astronomy, Biochemistry, Chemistry, Physics

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

PILOTING

Relevant Stat: Average of Body and Mind
Specializations: 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
Specializations: 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
Specializations: Ballistics, Criminology, Forensics

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

RIDING

Relevant Stat: Body, Mind or Soul
Specializations: 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 manoeuvres safely and without balking, and how to best pace it for long distance rides.

SEDUCTION

Relevant Stat: Body or Soul, modified by Appearance
Specializations: 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
Specializations: Card Sharking, Lock Picking, Pick Pocketing, Stage Magic

A character with this Skill (also known as prestidigitation) has superior manual dexterity, greater than that suggested by his or her Body Stat. This includes the ability to perform “magic” tricks, palm small objects, cheat at cards, plant an item on someone, etc.

SOCIAL SCIENCES

Relevant Stat: Mind
Specializations: Anthropology, Politics, Psychology, Social Work, Sociology, Theology

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

SPORTS

Relevant Stat: Body (sometimes Mind or Soul)
Specializations: 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)
Specializations: 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

Specializations: Competition, Deep-Sea Diving, Free Diving, Scuba, Snorkelling

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

URBAN TRACKING

Relevant Stat: Mind

Specializations: Academic, Corporate, Residential, Underworld

Urban Tracking is the ability to “shadow” someone (or follow a vehicle in another vehicle) through an industrialized, populated area or to find certain people in a particular sub-culture or environment by asking the right questions.

VISUAL ARTS

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

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

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

WILDERNESS SURVIVAL

Relevant Stat: Mind (sometimes Body)

Specializations: 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)

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

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

WRITING

Relevant Stat: Average of Mind and Soul

Specializations: Academic, Fiction, Journalistic, Poetic, Technical

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



SKILL DESCRIPTIONS — COMBAT SKILLS

ARCHERY

Relevant Stat: None (uses Attack Combat Value)
Specializations: 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)
Specializations: Autofire, Pistol, Rifle

The ability to accurately shoot with a hand-held firearm and to keep it properly maintained. Autofire 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)
Specializations: 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)
Specializations: Axe, Baton/Club, Knife, Improvised Weapons (chairs, lamps, ladders, etc.), Polearms (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)
Specializations: 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)
Specializations: 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)
Specializations: 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 81) Attribute. The player should create whatever specializations seem appropriate to the nature of the attack.

UNARMED ATTACK

Relevant Stat: None (uses Attack Combat Value)
Specializations: 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)
Specializations: Strikes, Holds, Throws, Wrestling

The ability to block unarmed or melee 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 Stats and thus do not afford any choices of point distribution.

COMBAT VALUE

This value governs all facets of physical conflict including your character's abilities in attacking, defending, and delivering damage. A higher Combat Value reflects fighting spirit and an increased knowledge of all physical combat forms: armed, unarmed, martial arts and ranged weapons. There are two separate components of the Combat Value — Attack 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 the Complete Self. Lack of self-unity through weakness of any facet of the character will restrict his or her ability in combat. Consequently, the Body, Mind, and Soul are all of equal importance to the combat master: Body Stat for a forceful attack and defense, Mind Stat for quick wit, knowledge of combat techniques and anticipation of an opponent's actions, and Soul Stat for the winning spirit and good fortune. For example, 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 ($(\text{Body} + \text{Mind} + \text{Soul}) \div 3$).

The Defense Combat Value is two less than the Attack Combat Value ($\text{Attack Combat Value} - 2$).

EXAMPLE

Tabitba's Attack Combat Value is equal to her Body 7 + Mind 4 + Soul 6 divided by 3, giving her a Combat Value of 5.66, which is rounded down to 5. Her Defense Combat value is 2 less than that, or 3.

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 24) and by the Not So Tough (page 107) and Diminutive (page 103) 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.

EXAMPLE

Tabitba's Health Points are equal to the sum of her Body 7 and her Soul 6, multiplied by 5. This gives her a Health Points value of 65.

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 Attributes such as Magic, but they can also be used to temporarily increase Stats or Health Points. This advantage usually lasts for a few minutes

— the duration of an important task. Any Stat can be raised by 1 point for every 10 Energy Points drained from your character's total. The new Stat 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 Soul Stat and multiply by 5 ($[\text{Mind} + \text{Soul}] \times 5$). Energy Points may be further modified by the Energy Bonus Attribute (page 29).

Tabitha's Energy Points are equal to the sum of her Mind 4 and her Soul 6, multiplied by 5. This gives her an Energy Points value of 50.

EXAMPLE

SHOCK VALUE (OPTIONAL)

This Derived Value dictates the amount of physical damage a single attack must inflict to have a chance of stunning your character. If the attack penetrates the skin (such as a bullet or knife), it may also be the damage necessary to inflict a major wound, which, if untreated, can result in the character bleeding to death. The rules for Shock Value and major wounds are covered in *Chapter 4: Expanded Game Mechanics* (see page 161).

To calculate your character's Shock Value, divide his or her Health Point total by 5 ($\text{Health Points} \div 5$), rounding any fractions up.

Tabitha's Shock Value is calculated by dividing her Health Point total (65) by 5. That means that Tabitha's Shock Value is 13.

EXAMPLE

STEP 8: BACKGROUND POINTS

Now that the numerical component of your character is complete (Stats, 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 gameplay 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.

Elizabeth decides to write up a short description of the comet-city where Tabitha grew up, and the events involving a pirate raid and a human foster brother who was kidnapped by slavers when she was little. Elizabeth also draws a sketch of Tabitha. The GM approves and awards Tabitha two Background Points. Elizabeth decides to use those Background Points to acquire the Attribute of Combat Mastery Level 1 (2 points) for Tabitha. This increases her Attack Combat Value by one to 6 and Defense Combat Value by one to 4.

EXAMPLE

Tabitha's final character description looks like this.

TABITHA YAMAMOTO

A 19 year-old genetically modified tiger-woman, Tabitha is a lieutenant in the Imperial Star Legion, where she pilots a Hellcat space fighter. Tabitha has striped fur, shoulder-length hair, and a cat's eyes, ears, and tail. She is naïve, impetuous, and loyal and feels a bit out of place as a comet people barbarian in the splendour of the court.

Stats

Body 7 Mind 4 Soul 6

Attributes

Appearance Level 2 (2 points), Aura of Command Level 1 (1 point), Combat Mastery Level 1 (2 points), Features Level 1 (Night Vision, 1 point), Heightened Senses Level 2 (2 points), Highly Skilled Level 1 (1 point), Jumping Level 1 (1 point), Light Armour Level 1 (1 point), Personal Gear Level 1 (Laser Pistol, Medical Kit, Spacesuit, Radio Communicator, Tool Kit, 1 point), Own a Big Mecha Level 3 (12 points), Natural Weapons Level 2 (Claws and Fangs, 2 points), Special Movement Level 2 (Cat-Like, Balance, 2 points), Super Strength Level 1 (3 points)

Defects

Conditional Ownership (Mecha Owned by Imperial Guard, 1 BP), Easily Distracted (Things that Distract Cats, 2 BP), Marked (Cat-Girl Features, 2 BP), Skeleton in the Closet (Blew up a Planet, 1 BP)

Skills

Acrobatics Level 1 (Jumping, 3 Skill Points), Heavy Weapons Level 1 (Gunnery, 5 Skill Points), Military Sciences Level 1 (Tactics, 3 Skill Points), Piloting Level 2 (Spacecraft, 10 Skill Points), Ranged Defense Level 1 (Air Vehicle, 5 Skill Points), Unarmed Attack (Striking, 4 Skill Points) Level 1 (4 Skill Points).

Derived Values

Attack Combat Value 6
 Defense Combat Value 4
 Health Points 65
 Energy Points 50
 Shock Value 13





CHAPTER 3:
GAME MECHANICS

TRI-STAT GAME MECHANICS

Anime-style role-playing can be fast and furious, but it can also involve emotional subtleties and plenty of time for character interaction. Many anime series are as much soap operas as action adventures. In a role-playing game, the majority of actions that the characters or NPCs take will not require any particular rules. A player simply says that his or her character walks across a room, picks up an object, drives a vehicle, or talks to someone, etc., and if the GM agrees that it is possible, this is just what happens. Personal interaction between player characters or between characters and NPCs normally consists of the player and GM talking “in character” and describing what their characters are doing as well as (in the GM’s case) what the characters are seeing, hearing, smelling, touching, and tasting.

In the course of an adventure, circumstances may arise where more specific rules are helpful to determine what happens. This is usually the case when the outcome of an action or event is uncertain and the result is important to the story. If a character needs to fix a broken reactor pump to prevent a nuclear meltdown, can he or she do it in time? If a character’s car drives off a cliff, can he or she jump clear in time, and if not, how badly will the crash injure the character? If two people get into a fight, who will win?

These and other dramatic questions are resolved by the GM, guided by the game mechanics presented in this chapter. The Stats, Attributes, Skills and Derived Values of the characters involved usually adjudicate the outcome. In many cases, dice rolls will be used to add additional uncertainty and drama to the action. The dice rolls represent elements beyond the direct control of the character involved or the uncertainty that results when opposing characters interact. In some situations, the GM may elect to determine the results by simple fiat without rolling dice. The GM may do so if he or she thinks a particular outcome is certain or is dramatically necessary to the game.

One situation the rules cover in more detail is combat. Although fighting may only be a small part of an actual adventure, it is singled out because the characters’ lives are usually at risk during each battle. The rules for combat are covered at length to give players a greater sense that they are in control of their character every step of the way. If they lose, they will know that the GM has not arbitrarily killed or injured their characters. The GM is encouraged to follow a similar procedure with any other actions that impact a character’s fate: treat routine activities in passing and go into more detail whenever an action is physically or emotionally important to the player characters.

THE PASSAGE OF TIME

The “in game” passage of time in a role-playing game is very fluid, just as it is in movie or TV series. In some situations, such as a conversation between two characters, the passage of game time can be assumed to directly match real world time. More often, the amount of time that passes will depend on the characters’ activities set by the players’ actions and officiated by the GM, who may say something like “It takes you two hours to reach the castle” or “fixing the computer takes 20 minutes.” In a campaign, the GM should telescope time until something interesting happens: “Two weeks pass as you go about your jobs and engage in routine training. Then the Emperor summons you for a special mission....” Finally, in very dramatic situations, such as combat, the GM may keep very precise track of time, using individual “combat rounds” (see Combat, page 139).

TAKING ACTION

Every character is capable of performing or attempting a nearly endless list of actions. These actions can be mundane activities (talking, breathing, thinking), skilled activities (forging a sword, hacking into a computer, moving silently, climbing a mountain), or combat activities (fighting, dodging, shooting). Combat actions are covered in greater detail in the Combat section and thus will not be discussed here. Additionally, routine skilled

activities can normally be assumed to be carried out successfully on a regular basis by each character unless specified otherwise by the player or GM. For example, the GM can assume that characters with the Gun Combat Skill routinely keep their weapons clean, safely stored and properly maintained.

Every GM will have his or her own preferred method for having players describe their characters' actions. Usually this involves the GM moving from player to player asking, "What is your character doing?" Experienced GMs try to give each player equal role-playing time so that every character is an important aspect of the story, switching between characters as necessary. As a player, you are responsible for relating your character's intended actions to the GM. In return, the GM will describe to you the results of the action or will request a Stat or Skill check dice roll to determine the outcome.

DICE AND DICE ROLLS

BESM uses two six-sided dice to handle all game mechanic related dice rolls. By adding the two numbers shown on each die, values between 2 and 12 can be generated. The distribution of values almost follows a standard or bell curve, with the middle value of 7 generated most frequently (6 times out of 36 possibilities or 1/6th of the time).

On singular occasions, one six-sided die is rolled, to generate numbers from one to six. Single die rolls are only used for Initiative checks and the effects of Critical Hits.

There are three major types of dice rolls a GM or player may use during game play, all using two six sided dice: a Stat check dice roll, a Skill check dice roll and an Attack/Defense combat dice roll. When a player announces the intended actions of his or her character, the GM must decide if a dice roll is necessary. Should a roll be required, the GM will choose which of the above types of dice roll is most appropriate.

In most cases, a player will be the one to roll the dice to determine the success of an action his or her character performs, and the GM will roll the dice to determine the results of NPC actions where they impact the characters. In situations where NPCs are only involved with other NPCs, the GM may opt to simply decide what happens rather than rolling dice.

In some circumstances, the GM may choose to roll the dice to determine the results of a character's action instead of having a player roll, keeping the actual dice roll — or the reason for rolling — secret. This is normally done when having a player roll would give away an event that should be unknown to the character. For example, if there is something hidden that the character may or may not notice, the GM may secretly roll dice to see if the character spots it. If the GM had chosen to have the player roll the dice, he or she would know that a clue existed even if the character did not succeed if noticing it.

STAT CHECKS

A Stat check is used when the GM believes that innate ability is more important than any learned expertise or combat capability. During a Stat check, the GM decides which Stat (Body, Mind, or Soul) would be most relevant to the action in question. If two or three Stats are closely related to the action, an average Stat Value should be calculated instead, rounding up to the closest whole number. For actions that fall under an Attribute, the relevant Stat is usually given in the Attribute description (see page 16 of Chapter 2: Character Creation).

A successful Stat check involves the player rolling less than or equal to the character's Stat Value or Stat Value average on two dice. The Stat check is unsuccessful if the dice roll generates a value greater than the target number. The greater the difference between the target number and the dice roll, the greater the degree of success or failure (see **Table 3-1: Degrees of Success**, page 135). Very low rolls (2 or 3) are extremely successful while very high rolls (11 or 12) can result in a disastrous failure.

The GM has the option of modifying the dice roll should the action the character is undertaking be particularly easy or difficult (see **Table 3-2: Dice Roll Modifications**, page 135) or if the character has Attributes or Defects that might modify the chance of success. A more difficult action gains a positive modifier to the dice roll since the goal is to roll under the Stat Value or Stat Value average, while an easier action gets a

negative modifier. A positive modifier that makes a check harder is called a penalty; a negative modifier that makes a check easier is a bonus. Thus, a reference to a “+1 penalty” means the die roll is increased by one, making it harder to roll equal to or less than a Stat Value; a “-1 bonus” has the opposite effect.

Regardless of the actual target number, an unmodified or “natural” roll of 2 always succeeds (considered to be at least a “marginal success”), and an unmodified roll of 12 always fails (considered to be at least a “marginal failure”). After all, sometimes even the most talented characters fail in their tasks, and sometimes even the most inept characters succeed. If two or more characters are working directly or indirectly against each other (such as two people pulling on a contested object), each character must make a Stat check dice roll. The character with the greatest degree of success (or least degree of failure) is considered to have the advantage over the other.

TABLE 3-1: DEGREES OF SUCCESS

Roll is greater than the target number by 8 or more	Overwhelming Failure
Roll is 6 or 7 greater than the target number	Extreme Failure
Roll is 4 or 5 greater than the target number	Major Failure
Roll is 2 or 3 greater than the target number	Minor Failure
Roll is 1 greater than the target number	Marginal Failure
Roll is equal to or 1 less than the target number	Marginal Success
Roll is 2 or 3 less than the target number	Minor Success
Roll is 4 or 5 less than the target number	Major Success
Roll is 6 or 7 less than the target number	Extreme Success
Roll is less than the target number by 8 or more	Overwhelming Success

TABLE 3-2: DICE ROLL MODIFICATIONS

DICE ROLL MODIFIER	ACTION DIFFICULTY
-6	Trivial. Why roll dice?
-5	Nearly Trivial
-4	Outrageously Easy
-3	Extremely Easy
-2	Quite Easy
-1	Easy
0	Average Difficulty
+1	Slightly Difficult
+2	Difficult
+3	Quite Difficult
+4	Extremely Difficult
+5	Outrageously Difficult
+6	Practically Impossible

EXAMPLE

Lieutenant Tabitha Yamamoto and her friend Yoko are battling the notorious Crossbones Space Pirates, who are trying to steal the Black Hole Bomb from Imperial Arsenal Planet 13. Yoko's fighter is crippled by enemy fire and crashes. The GM tells Tabitha that her friend's fighter is on fire — Yoko is trapped in the burning wreckage and will die if not rescued in the next minute or so. Tabitha breaks off from the dogfight and lands her own fighter, running over to save Yoko. The GM rules that pulling Yoko free requires a difficult Body Stat check with a difficulty penalty of +2. Her player rolls two dice and gets a 7, which the difficulty modifier increases to 9. This is greater than Tabitha's Body 7. Normally this would be a failure, but Tabitha has Super Strength at Level 1 which gives Tabitha a -4 bonus as she uses her strength to pry open the fighter's canopy. The 9 becomes a 5, and Tabitha succeeds. Checking Table 3-1, the GM sees this is a minor success. He rules that Tabitha pulled her friend free, but that Yoko suffered 10 damage points as a result of serious burns in the time it took Tabitha to rescue her.

SKILL CHECKS

A Skill check is similar to a Stat check, except it is used when the task is one that the GM decides would be governed by the combination of a particular Stat and a given Skill. Refer to the list of Skills in Chapter 2: Character Creation (page 117) to see which Skills govern what sorts of tasks. For example, if a task required general intellectual ability (such as remembering the name of a person the character had met), a Mind Stat check would be made. Knowing where to locate a professor who was an authority on ancient Incan artifacts would also require a Mind Stat check, but the GM may decide that this is governed by the Urban Tracking Skill (and more specifically, the Academic specialization). In Tri-Stat™ terminology, the rules would call this a “Mind-Based Urban Tracking (Academic) Skill check.” If a description of a task involves averaging two or three Stats, they are all listed, as in a “Body/Mind-Based Medical (Surgery) Skill check.”



The GM is responsible for deciding which Stat, Skill, and specialization is relevant to a given task, using the Stat and Skill descriptions given in Chapter 2: Character Creation. Since this can vary a lot depending on the situation, the GM should listen to players' reasoning why a particular Skill or specialization might apply. The final decision always belongs to the GM, however, and players should respect this.

As with a Stat check, the GM will assign difficulty modifiers for the task as described on Table 3-2: Dice Roll Modifications (page 135). For example, landing a crippled airliner on an icy runway at midnight during a blizzard might be a +5 penalty. Landing the same crippled jet during daylight in fair weather might not involve any dice roll penalty at all. A Skill check is performed exactly like a Stat check with the difference that the character's Skill also acts as a modifier. The character's Skill modifiers are cumulative with all other modifiers for difficulty.

If the character undertaking the Skill check does not possess the relevant or necessary Skill, the GM will normally apply no additional penalty to the die roll if the task is something that an average person can be assumed to have some talent for doing anyway. If it is something that would require expert knowledge of some sort, however, the GM may further increase the difficulty modifier. The GM may decide that certain tasks (such as brain surgery, or the translation of ancient hieroglyphics) automatically fail when performed by characters lacking the required Skill.

If the character does possess the appropriate Skill that the GM decides is necessary to perform a task, he or she receives a bonus to the Skill check dice roll. This bonus is equivalent to the character's Skill Level if the task does not fall under his or her specialization or one more than the character's Skill Level if his or her specialization does apply. The modifiers provided by each particular Skill Level are summarized below:

SKILL LEVEL EFFECTS

- SKILL LEVEL 1** A character is awarded a -1 bonus on the Skill check or a -2 bonus if the character possesses the relevant specialty.
- SKILL LEVEL 2** A character is awarded a -2 bonus on the Skill check or a -3 bonus if the character does possess the relevant specialty.
- SKILL LEVEL 3** A character is awarded a -3 bonus on the Skill check or a -4 bonus if the character does possess the relevant specialty.
- SKILL LEVEL 4** A character is awarded a -4 bonus on the Skill check or a -5 bonus if the character does possess the relevant specialty.
- SKILL LEVEL 5** A character is awarded a -5 bonus on the Skill check or a -6 bonus if the character does possess the relevant specialty.
- SKILL LEVEL 6** A character is awarded a -6 bonus on the Skill check or a -7 bonus if the character does possess the relevant specialty.

EXAMPLE

Tabitha flies the badly burned Yoko back to base, where she is taken to the sick bay. Another character, Yoko's boyfriend, Doctor Amaranth, attempts a medical procedure to save Yoko's life. The GM rules this requires a Body/Mind-based Medical (Surgery) Skill Check. Doctor Amaranth has Body 4, Mind 6 and Medical Level 3 (Surgery). Since Amaranth has the correct Skill and specialization, his Skill gives him a -4 modifier. He will try to roll equal to or less than the average of his Body and Mind, which is 5. Although Yoko is in bad shape, the GM knows the sick bay has excellent medical facilities, so he assigns no other modifiers. Doctor Amaranth's player rolls a 9, but his Skill reduces this result to a 5 so he just barely succeeds. The GM decides that Yoko's life was saved, although she will be confined to the hospital for the next week and will emerge badly scarred from the serious wounds (acquiring the Marked Defect). Angry at what the enemy did to her best friend, Tabitha swears revenge. She vows to spend the next several weeks hunting down the skull-masked pirate leader, Dokuro Kamen, and stop him before he can use the Black Hole Bomb to hurt anyone else.

COMBAT DICE ROLLS

The combat dice roll is used to resolve any type of physical combat including armed, unarmed, martial arts, and ranged weapons attacks. The combat dice roll is very similar to a Skill check except the target number is now the character's Attack Combat Value (for attack combat rolls) or Defense Combat Value (for defense combat rolls) rather than a Stat. A successful combat action involves the player or GM rolling less than or equal to his or her character's Attack Combat Value or Defense Combat Value on two dice. The attack or defense is unsuccessful if the dice roll (after any modifiers) is greater than that target number. Unlike Skill check dice rolls, combat dice rolls do not usually involve degrees of success or failure. They either succeed, or they fail.

A character can generally attack or defend with a weapon (or unarmed) even if he or she does not possess the relevant attack combat Skill. Consequently, attacking or defending characters lacking the appropriate Skill do not suffer a dice roll penalty; a character without the appropriate combat Skill simply does not receive a dice roll bonus. The exception is the Heavy Weapon Combat Skill since these weapons have more complex procedures; apply a +2 dice roll penalty to unskilled characters. Skills that are described in Chapter 2: Character Creation as "Attack Combat Skills" modify Attack Combat rolls when a character is using the particular weapons or techniques they describe. Similarly, Skills described as "Defense Combat Skills" modify defense rolls.

Skills not only modify the dice roll, but some individual weapons or special attacks also have certain Abilities (notably Accurate, Inaccurate, Flexible, and Spreading) that may provide modifiers as well. The GM also has the option of modifying the dice roll should the attack or defense be particularly easy or difficult (see Table 3-2: Dice Roll Modification, page 135). Remember that an easy attack or defense gains a negative modifier to the dice roll since the goal is to roll under the Attack or Defense Combat Value. Regardless of the actual target number, an unmodified roll of 2 always succeeds and a roll of 12 always fails. Additionally, a natural dice roll of 2 (“snake eyes”) is considered to be a critical success and cannot be negated by an opponent’s defense (the defender is not even given the opportunity to make a defense roll). A critical success also inflicts increased damage on the opponent (see Table 3-5: Critical Damage, page 146).

USING ATTRIBUTES

If an Attribute does not specifically require a Stat or Skill check or a Combat Dice Roll, it can be assumed to function automatically in most situations, although the GM may decide that a Stat or Skill roll is necessary in unusual circumstances. For example, a character with the Flight Attribute can be assumed to be capable of flying without any need for dice rolls, but the GM might require an Acrobatics or Piloting Skill check were he or she to attempt a particularly difficult maneuver. If the Flight Attribute was possessed by a mecha, a Piloting Skill check would be appropriate.

Certain Attributes will occasionally require Stat checks (or sometimes Skill checks) in order to properly use the Attribute. Other Attributes will provide favourable modifiers to Stat checks or Skill checks. If an Attribute interacts with Stat or Skill checks, this is noted in the Attribute’s description in Chapter 2.

WHEN TO ROLL DICE

It is important for the GM to realize that not all actions require Stat checks, Skill checks, or Combat dice rolls. Obviously, mundane character activities such as running or driving down the street, reading a book, or eating sushi should never need dice rolls unless there are exceptional circumstances surrounding the character’s actions. The following is a list of suggestions for when the dice should and should not be rolled. If a dice roll is unnecessary, the character should automatically succeed at the action.

• Roll dice when...

- the unpredictability of dice adds to the excitement of the game.
- the action is foreign to the character.
- the action has been a weakness for the character in the past.
- the character is distracted or cannot concentrate.
- another character or NPC is working directly against the character.
- only pure luck is involved (requiring a Soul Stat check).
- the action is not of trivial difficulty.
- outside forces influence the actions.
- the player or GM wants to roll the dice.

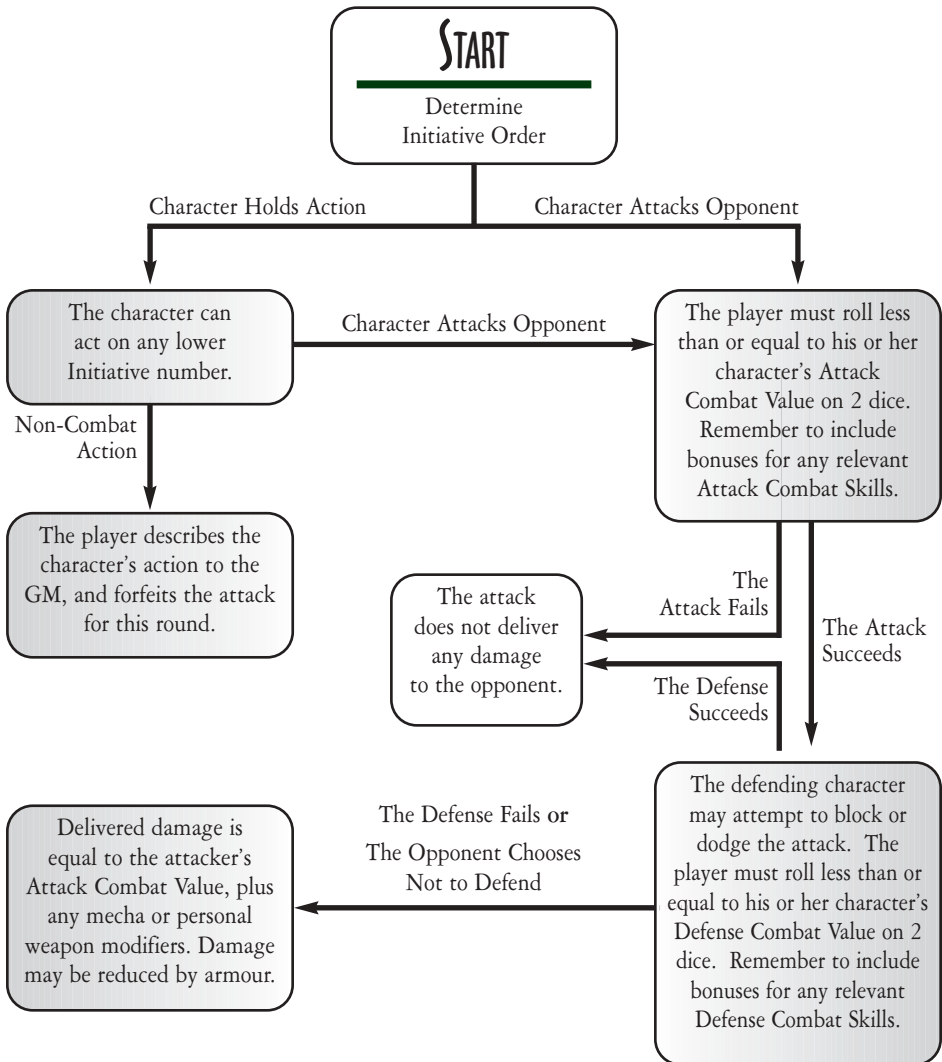
• Do not roll dice when...

- a roll would reduce the enjoyment of the game.
- the action is routine for the character.
- the action is performed by an NPC and will have no impact on any characters or significant NPCs in the game.
- the action requires a trivial amount of talent compared to the character’s Stats or Skill Level.

COMBAT

Conflict can occur in many forms: against other beings, against nature, or against one's own weaknesses. Physical conflict (for example, combat) is particularly prevalent in many anime shows or movies and consequently can play an important role in *BESM*. Important is not the same as frequent, however. Combat should not usually become the primary focus of an adventure since it is most effective when used sparingly such as at the dramatic climax. When combat does occur, it should be an exciting experience for the players involved. Anime combat is fun to watch, and playing it should be exciting and dramatic. The simple combat engine of *BESM* provides the groundwork to make this possible.

COMBAT FLOWCHART



COMBAT ROUNDS

Whenever a character attacks (or is about to attack) another character, combat begins. In *BESM*, the chaotic experience of battle is simplified by handling combat as a series of rounds, each representing a period just long enough for the average person to make a single attack, perform another brief action such as readying a weapon, diving madly for cover, bandaging a friend's injuries, or perform some other special action (such as invoking a magical power).

Each round of combat covers a short but fluid 1 to 10 seconds of time from the characters' perspectives, depending on their actions and the circumstances (the time scale is not usually relevant; if necessary, assume 15 rounds to a minute). Should the conflict not be resolved at the end of the first combat round, subsequent rounds will follow.

Each round consists of two parts: Initiative and Character Action. Character action is further sub-divided in other activities as each character involved gets a chance to act or react. The Combat Flowchart on page 139 summarizes the events in a round.

INITIATIVE

Initiative determines who acts first in a fight and is checked at the beginning of each round. Each player involved in the fracas rolls one die and adds the result to his or her character's Attack Combat Value. The GM does the same for any NPCs engaged in the conflict.

The Speed (page 72) or Manoeuvre Bonus (page 94) Attributes may add a bonus to Initiative, while Poor Manoeuvrability (page 115) may penalize it. The GM may also grant bonuses if he or she believes characters have taken an opponent by surprise.

The character with the highest total has "gained initiative" and acts first, followed by others in descending order. Should two or more characters or NPCs have the same Initiative, their actions are simultaneous. This means that both characters attack and deliver damage at the same time; if one character drops below zero Health Points or Energy Points as a result, he or she still gets to make an attack before dying or falling unconscious.

A character may decide to delay his or her action until any time later in the round, in order to see what the other characters intend to do. If all his or her opponents also delay their actions waiting for something to happen, the round ends and a new one begins.

In the case of mecha with multiple occupants (such as a car with a driver and passengers, or a space battleship with a large crew) the mecha's operator decides where the vehicle will move, how fast it will go, and what it will do while in motion; these actions are carried out with his or her Initiative value. If any crew or passengers are involved in combat (for example, firing other weapons, shooting out of the windows, or wrestling for control of the wheel), each one rolls Initiative and takes action separately.

Tabitha Yamamoto has infiltrated the pirate asteroid of High Shanghai. Disguised as a serving wench, she sneaks through the fortress, searching for clues to the location of the stolen Black Hole Bomb. While searching Dokuro Kamen's quarters, she runs into his lieutenant, Black Maria. The one-eyed pirate lady spots Tabitha and says, "I don't remember capturing any cat-girls." She reaches for the wooden sword hanging by her bed. Elizabeth, Tabitha's player, tells the GM the cat-girl uses her Jumping Attribute to try to pounce on Maria, shouting "Mrrrow! Taste the vengeful claws of the Bakeneko!" Elizabeth rolls for Initiative, adding Tabitha's Combat Value of 6. The GM allows Tabitha to add an extra +1 for her sudden pounce. The roll is $4 + 6 + 1 = 11$. Maria rolls a 5 and adds her own Combat Value of 5 for a 10. Tabitha acts first!

EXAMPLE

CHARACTER ACTION

Characters act in the sequence determined by the Initiative roll. When it is time for a character to act, he or she may take a maximum of one offensive or one non-combat action. (For an exception to this rule, see the Extra Attacks Attribute, page 32, and Multiple Mecha Attacks, page 97).

In addition, a character can perform one or more defensive actions at other times during the round in a reflexive response to another character's attack.

Some activities do not count as attack or non-combat actions. A character can perform all of the following activities in addition to an attack or non-combat action:

- Move a short distance or manoeuvre a vehicle he or she is operating.
- Speak, shout or scream anything that takes only about 1-10 seconds.
- Perform Defensive Actions in response to any attacks he or she suffers. Note that if the character performs more than one Defensive Action in a round, the later Defensive Actions in the round suffer penalties.

MOVEMENT IN COMBAT

It is up to the GM to decide whether or not he or she wishes to keep a detailed track of movement, ranges, and distances. In most close-in combat situations, GMs should not worry about exact speeds and distances — a general idea of the overall situation should be sufficient. Alternatively, GMs can measure ranges in a more abstract fashion: “you're behind him and in melee range,” “you can reach her in three rounds, if you hurry,” or “you can hit the robot with any medium or long-range weapon.” The GM should judge how quickly range can be changed based on relative speeds and dramatic necessity. For example, in a race between two opponents with equal speeds, the GM can let someone who keeps winning initiative gradually increase the distance between them. A good way to resolve long distance chases is for the GM to establish a certain number of combat rounds to arrive at a destination or escape out of range. Then it becomes a simple matter of staying alive for that long.

If the GM wishes to keep a more precise track of movement and distances, assume an average human adult can run about 5 metres per round times his or her Body Stat (one metre times Body Stat if swimming or crawling). If the character or mecha possesses an Attribute (such as Ground Speed or Flight) for which a more precise speed is given in kilometres per hour, the character or mecha can move that distance in metres every combat round. For example, if a character can fly at 75 kph, he or she can move 75 metres in a round. Similarly, if a fast mecha (150 kph) is chasing a slower one (100 kph), the faster one will gain 50 metres per round. In that same amount of time, an average human adult with a Body Stat of 4 can run about 20 metres. This guideline assumes about 3-5 seconds per round, but the GM can modify any exact speeds when dramatically appropriate.



OFFENSIVE ACTIONS

When it comes time for a character to act during combat as determined by Initiative, he or she may perform an Offensive Action (for example, an attack). An attack is normally made against a single target, though some weapons or Attributes may allow attacks to engage multiple targets simultaneously.

A single attack can include one of the following combat forms: an unarmed assault, an attack with a melee weapon, the firing of a hand-held ranged weapon, an assault with a thrown object, or the offensive use of a Attribute such as Mind Control or Special Attack.

If a character is controlling an armed mecha, he or she can only fire one of the mecha's built-in or hand-held weapons each round unless he or she possesses the Extra Attacks Attribute or the mecha was assigned the Multiple Mecha Attacks Sub-Attribute (page 97). Some mecha carry multiple crewmembers and have weapons specifically designed to be used by them (see Different Gunners, page 82). If so, these crewmembers may use these weapons when it is their turn to act in the round.

Before rolling the dice, the player should clearly describe the method of attack, the weapon his or her character is using (if any), and the target. If the character is attempting to do something unusual (such as making a called shot or attacking with two weapons as described in the next chapter), this should also be specified.

To succeed in the attack against an opponent, the player (or GM for an NPC) must roll less than or equal to his or her character's Attack Combat Value on two dice as described under Combat Dice Rolls on page 137. Remember to include all relevant Attribute, Skill, Defect, Weapon Ability/Disability, and difficulty modifiers (refer to Table 3-3: Attack Roll Modifiers, page 143). In a few rare instances (Mind Control, Soul Attack), an attack will involve a roll against a particular Stat rather than Attack Combat Value.

If the attack roll succeeds, the character is deemed to be on target, and the attack will hit unless the opponent is capable of deliberately defending against the attack. Refer to Defense Rolls, page 145, for more information. If a Defense Roll fails or is not attempted at all, the target will suffer the effects of the attack. This is normally damage and/or any other special effects associated with the attack. If the attack is a Weapon or Special Attack, its combination of damage, weapon abilities, and weapon disabilities sets the effect. To reflect some of the brutally successful attacks demonstrated in anime, a natural dice roll of 2 ("snake eyes") is considered to be a critical success and cannot be negated by an opponent's defense. A critical success also inflicts increased damage on the opponent, as outlined on page 146 and in Table 3-5: Critical Damage.

If an attack roll fails, the character has either missed or (if a psychic-type attack) failed to focus properly. The attacker's action is over, and the attack will have no effect, though a miss with a ranged weapon may cause collateral damage if a projectile or energy blast strikes somewhere else instead (this is up to the GM). A natural roll of 12 ("box cars") will always miss and may result in an exceptional failure, such as hitting an innocent bystander or a weapon malfunctioning. Note that if a Weapon Attack has the disability Unreliable (page 92), a roll of 11-12 means it fails to work.

MELEE VS. RANGED ATTACKS

Some attacks can be used at a distance, while others are limited to close, hand-to-hand fighting. For simplicity, ranges are grouped into the four categories listed below. It is up to the GM to decide whether he or she wishes to keep a detailed track of ranges and distances or abstract them.

- **Melee**

The attack is only usable against adjacent opponents within touching distance (usually one to five metres for humans or a human-sized powered suit). This is the range for swords, unarmed combat, etc.

- **Short**

The attack has an effective range out to about 50 metres. Most pistols, shotguns, grenades, submachine guns, and hurled weapons, such as a thrown rock or throwing knife, are short-ranged.

- **Medium**

The attack has an effective range out to about 500 metres. Most bows, crossbows, rifles, and machine guns are medium-ranged as are many magical or paranormal attacks, such as fireballs or lightning bolts. This is the default range for the Weapon/Special Attack Attribute if no other range is listed.

- **Long**

The attack is effective out to considerable ranges: about 5 km (or more if specifically noted). A surface-to-air missile, an anti-tank rocket, or a tank's main gun are examples of this.

ATTACK ROLL MODIFIERS

The GM may impose whatever modifiers seem appropriate when the players make an attack roll. An attack action normally assumes that characters are engaged in active combat — dodging to avoid enemy attacks, making quick attacks when the opportunity arises, moving about, etc. The GM should not apply any penalties for this sort of normal combat-related activity. On the other hand, if circumstances are such that a character's aim or concentration seems likely to be impeded (such as shooting someone whom the character cannot clearly see or attacking a foe while hanging upside down from a speeding airplane in the midst of a raging blizzard), the

TABLE 33: ATTACK ROLL MODIFIERS

ATTACK SITUATION	MODIFIER
Weapon Attack Abilities:	
Accurate	-1
Homing	-2
Indirect (to perform indirect fire)	+2
Flexible (to perform stunt)	+2
Weapon Attack Disabilities:	
Inaccurate	+1
Target beyond Melee range, and:	
Concealed by trees or brush	+1
Concealed by darkness, fog, or smoke	+2
Taking cover	+1 to +3
Diminutive Size (3 BP)	+2
Diminutive Size (6 BP)	+4
Attacker is:	
Making a Total Attack	-1
Making a Trick Shot	+1 to +6
Taking an action to aim	-1, or -2 with scope
Firing personal weapons from a moving vehicle	+2 to +3 (0)
Firing personal weapons while swimming or performing acrobatics	+2 (0)
Using Kensei Two Weapons ability to attack and defend	+1
Called Shots:	
Targeting a partially armoured point:	+2 (0)
Targeting a vital spot	+4 (+1)
Targeting a large weak point	+2 (0)
Targeting a small weak point	+4 (+1)
Range Modifiers:	
Attacking at up to twice range:	+2 (0)
Attacking at up to five times range:	+4 (0)

GM may assign various penalties to the attack roll. Likewise, in stress-free situations (such as whacking a dummy or immobile victim, or practice shooting on a target range with nothing riding on the outcome), the GM can apply favourable bonuses or assume automatic success.

A number of possible penalties or bonuses are described on **Table 3-3, Attack Roll Modifiers**. The GM may adjust or ignore these modifiers if he or she prefers.

For partially armoured points, see **Light Armour** (page 48) or **Heavy Armour** (page 40). **Weak Points** are **Defects** described on page 112. Rules for **Total Attack** (page 158), **Called Shots** (page 156), **Firing personal weapons from a moving vehicle** (page 158), **Range Modifiers** (page 158), and **Aiming** (page 156) are in **Chapter 4: Expanded Rules**. Values in parentheses apply to characters with appropriate **Kensei** (page 46 or **Gun Bunny** (page 38) **Abilities**. A character with **Sensors** (page 65) can ignore penalties for fog or smoke. One with **night vision** or **Sensors** can ignore penalties for darkness.

Since the evasive pirate lady, Black Maria, has evaded all of Tabitha's past attacks, Elizabeth decides that Tabitha will try to spring off a wall and pounce on Black Maria's back with her claws; she will make a Trick Shot (see page 158). Tabitha has an Attack Combat Value 6, and the Unarmed Attack (Strikes) Skill at Level 1 so she receives a -2 bonus. The GM decides that Tabitha's acrobatic attack is Extremely Difficult (see Table 3-2: Dice Roll Modifiers) and thus imposes a +4. With the bonus from her Skill the check will be made with a +2 penalty. Tabitha rolls a 4, modified to a 6 — she's successful. Black Maria must now make a Defense Combat check with a +4 penalty (due to Tabitha's successful Trick Shot attack) or else Tabitha's claws will cut a nasty gash in the pirate's back...

EXAMPLE

NON-COMBAT ACTIONS

Rather than taking an offensive action during any combat round, a character may use a non-combat action on his or her Initiative. Such actions include untying a rescued captive, running, using analytic sensors, changing weapons, climbing into or out of a vehicle, writing a note, changing clothes, etc. The non-combat action may also be used to safely withdraw from armed or unarmed combat, provided the character's opponent does not attack at a later Initiative number in the same round. Use of some Attributes may constitute a non-combat action, as detailed in their descriptions. Note that speaking a few words during combat, running about while attacking, or making a dramatic speech does not constitute an action.

A non-combat action may succeed automatically, or the GM may require a Stat Check, Attribute Check, or Skill Check in order to determine whether it succeeds. Some non-combat actions may take a number of rounds to perform at the GM's option.



DEFENSIVE ACTIONS

If a character is the target of a successful attack, he or she may attempt to defend against it by blocking, dodging, or running away. Defensive actions are not carried out according to Initiative order but are resolved immediately after the attack.

Each character can defend only once against a particular attack. A character may defend against more than one attack in a round, but a penalty will be applied to each Defense after the first. Should the character choose not to attempt a Defense (perhaps in anticipation of a more powerful attack still to come), the decision cannot be changed later in the round. When defending against multiple attacks in a single round, each defense after the first is subjected to a cumulative penalty of +2 to each dice roll: +2 for the second defense, +4 for the third, +6 for the fourth, etc. This means that even the greatest hero may be overwhelmed if badly outnumbered.

To successfully defend against an attack, the player must roll less than or equal to his or her character's Defense Combat Value on two dice, remembering to include all relevant Attribute, Skill, Defect, and difficulty modifiers. If the defense roll is successful, the attack is blocked, dodged, or otherwise negated, and no damage is delivered to the character. An occasional exception is an attack with the Area Effect ability, described on page 84. Sometimes an area effect may be large enough that even a successful Defense cannot fully protect a character. See the description for details.

When a character opts to defend against a ranged attack, the relevant Skill is Ranged Defense. For a hand-to-hand or other melee-ranged attack, the relevant Skill is either Unarmed Defense (if the character is trying to dodge or block the attack with his or her body), or Melee Defense (if the character is using a weapon to parry).

If a vehicle is the target of an attack, its driver or pilot will make the Defense rolls. If a vehicle is unable to manoeuvre (trapped in a confined space, for example) the GM may rule that it cannot defend at all. Likewise, a vehicle cannot normally defend against attacks made by a character who is riding in or on it.

• Indefensible Attacks

A character may not attempt a Defense Roll if he or she is unaware of the attack or unable to move. In a few instances (described in Chapter 2: Character Creation) a normal Defense Roll is not permitted against a particular form of attack. These include Exorcism (page 31), Mind Control (page 55), or attacks with the Soul Attack Ability (page 88). 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 67, and Force Fields (page 35).

See Chapter 4: Expanded Combat, page 152 for an explanation of total defense, and Kensei, page 46, for an explanation of two weapons defense.

TABLE 3-4: DEFENSE ROLL MODIFIERS

DEFENSE SITUATION	MODIFIER
Defending against:	
Multiple attacks	+2 per attack after the first
Spreading attack	+1
Flexible attack	+1
Trick Shot	+1 to +6, depending on attack
Defender's 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)

DAMAGE

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 armour 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 2: Character Creation.

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 Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (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 51) and any relevant Focused Damage (page 35) Attributes.

- **Unarmed Combat**

If the attacker has Super-Strength, add 10 points to the base damage for each Level of the Super Strength Sub-Attribute possessed. Natural Weapons such as claws or fangs (page 57) may also be used to increase damage. It may also be decreased if he or she has the Diminutive (page 103) or Not So Strong Defect (page 107). 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 81-92) 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 150 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 character in exceptional circumstances. See Falling (page 154) and Crashing (page 153) in the next chapter for detailed rules for such mishaps.

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 3-5: Critical Damage** (page 146). 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).

DICE ROLL	DAMAGE MODIFIER
1-3	Double Damage
4-5	Triple Damage
6	Quadruple Damage (or an Instant Kill/KO)

TABLE 3-5 (CRITICALS)

ARMOUR, FORCE FIELDS AND DAMAGE

If a character, mecha, or item the character is wearing has the Light Armour (page 48) or Heavy Armour (page 40) Attributes, this reduces the delivered damage from a successful attack by an amount equal to its armour rating. A Shield (page 67) may, in some circumstances, also function as armour.

Force Fields are energy fields that function like Armour, but special rules may apply — see the Force Field Attribute on page 35. The effectiveness of Armour, Force Fields or Shields is modified if an attack has the Penetrating Ability (page 88) or Low Penetration Disability (page 90).

DAMAGE AND HEALTH POINTS

The character suffers any damage not negated by Force Fields, Shields, or Armour. This damage value is subtracted from the target's current Health Point total. A character who is reduced to zero or fewer Health Points is incapacitated (a mecha is crippled), 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 character 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 a final action.

EFFECTS OF DAMAGE TO A MECHA

As with characters, the penetrating damage is subtracted from the mecha's remaining Health Points. If the mecha has the Mutual Damage Defect (page 115), its occupants also suffer damage.

• Crippled Mecha

If a mecha is reduced to zero or fewer Health Points, it is crippled. A crippled mecha is out of action, but can eventually be repaired. Until then, none of its equipment works (except emergency equipment, such as ejection seats), including Weapons and Force Fields, although its Armour still offers protection. The mecha is incapable of sustained, powered movement or flight. Consequently, it will crash if it was moving along the ground, fall out of the sky if it was flying, or start sinking beneath the surface of the water if it was floating. Additionally, a crippled mecha may explode if it has the Volatile Mecha Defect.

• 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.

Tabitba has caught up with the masked pirate, Dokuro Kamen, as he prepares to drop the planet-busting Black Hole Bomb on the Imperial throne-world. In a fierce space battle, Tabitba's Hellcat fighter is damaged but so is Dokuro's Cutlass Star Bomber. The pirate contacts Tabitba and begs her to join with him and topple the decadent empire. When she refuses, he rips off his skull-mask to reveal the face of Rikimaru, Tabitba's human foster-brother, who was kidnapped by when she was only a kitten! "Don't stand in my way Tabby," he shouts, and readies the Black Hole Bomb. Tabitba decides she cannot let the throne world be destroyed. "I'm sorry, big brother," she cries. She wins Initiative and fires her last plasma buster torpedo, scoring a direct hit. Riki fails his Defense Roll, so damage may be inflicted. The torpedo's base damage is 60 points and Tabitba adds her Combat Value 6, for 66 points of damage. Riki's Cutlass has Heavy Armour Level 3 (stops 30 points of damage), so 36 points penetrate armour and are subtracted from the mecha's Health Points. The bomber only had 20 Health Points left, so it is reduced to -16 Health and crippled. Riki himself suffers 8 damage points (see Occupant Injuries, page 147) and is lightly wounded.

EXAMPLE

RECOVERY

A character or object that has suffered lost Health Points due to damage may be able to 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 Stat for each hour (or day, for more "realistic" campaigns) of rest. Thus, a character with a Body Stat of 10 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 spend time to rest. The healing rate can be further increased if the character has the Regeneration Attribute (page 64) or via the Healing Attribute (page 39). For non-living objects (such as mecha), see Repairs, below.

RECOVERING ENERGY POINTS

The average of the Mind and Soul Stat (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 ($7 + 3 = 10$; $10 \div 2 = 5$).

REPAIRS

Unless a mecha possesses the Mecha Regeneration Attribute (page 95), it cannot heal naturally and thus requires repairs. A character needs appropriate tools (GM's discretion) and Skills (usually Mechanics for a complex vehicle or robot, or Artisan for a much simpler mecha, like a wooden boat or sailing ship) to attempt repairs. If these are available, he or she can restore one Health Point for every hour he or she works on the repairs. The GM 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 would be needed for a giant space battleship. A crippled, but not destroyed, mecha can be restored 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. A 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 was 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 52) can drastically speed repairs.

GMs can optionally require that spare parts be available in stock (or be purchased) in order for a given repair to be possible, especially if the mecha is crippled or a specific system was 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 or parts.

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

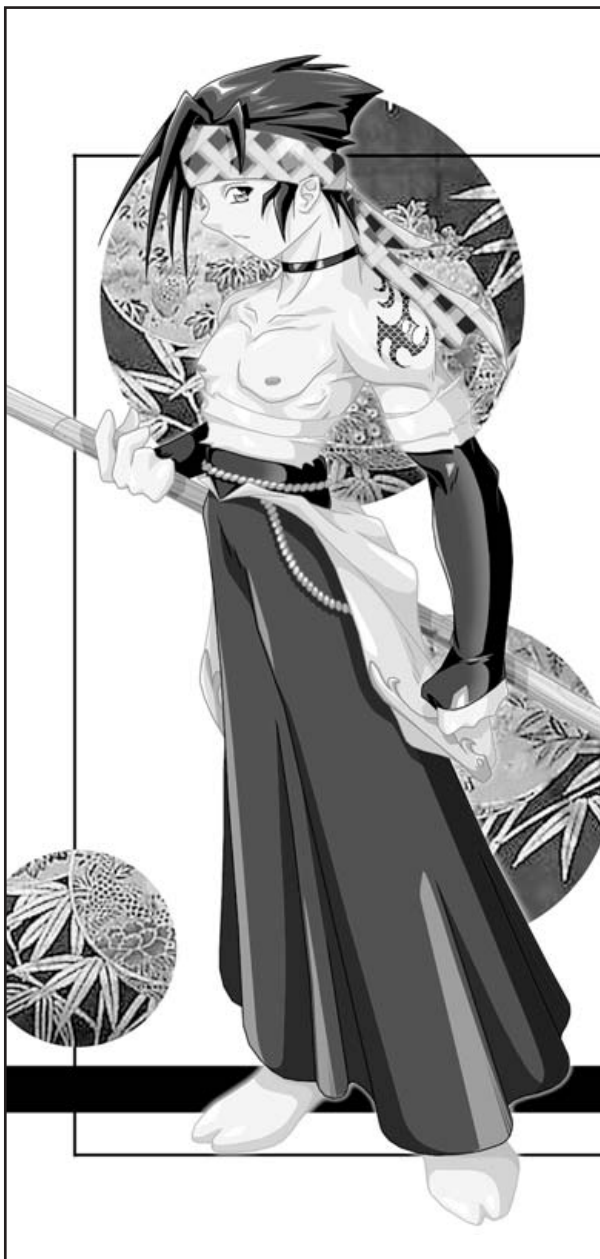
WEAPONRY AND EQUIPMENT

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 3-6: 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 81-92.



WEAPON	DAMAGE	ABILITIES	DISABILITIES	SKILL	ITEM
Melee Weapons					
Battle Axe	10	none	Inaccurate Melee	Melee (axe)	mundane
Baton or Club	5	none	Melee	Melee (baton/club)	mundane
Bo (wooden staff)	5	none	Melee*	Melee (polearm)	mundane
Bokken (wooden sword)	5*	none	Melee	Melee (sword)	mundane
Broadsword	10	none	Melee	Melee (sword)	minor
Combat Yo-Yo	0	Accurate Concealable Flexible	Low Penetration Melee	Melee (whips/chains)	minor
Katana (long sword)	10*	none	Melee*	Melee (sword)	minor
Knife	5	Concealable	Melee	Melee (knife)	mundane
Naginata (bladed staff)	10	none	Melee*	Melee (polearm)	minor
Nunchuku	5	Flexible	none	Melee (whips/chains)	minor
Yari (spear)	10	none	Melee	Melee (polearm)	mundane
Wakizashi (short sword)	10	Concealable	Melee	Melee (sword)	minor
Whip	5	Concealable Flexible	Low Penetration Melee	Melee (whips/chains)	minor
Bows					
Crossbow	10	none	Slow, Static*	Archery (crossbow)	minor
Dai-Kyu (long bow)	5	none	none*	Archery (bow)	minor
Guns					
Assault Rifle	10	Auto-Fire	Limited Shots (6)*	Gun Combat (autofire)	major
Light Pistol	5	Concealable	Low Penetration Short Range	Gun Combat (pistol)	minor
Heavy Pistol	10	Concealable	Short Range	Gun Combat (pistol)	major
Hunting Rifle	10	none	none*	Gun Combat (rifle)	minor
Machine Pistol	5	Auto-Fire** Concealable	Inaccurate Limited Shots(6) Short Range	Gun Combat (autofire)	minor
Medium Pistol	5	Concealable	Short Range	Gun Combat (pistol)	minor
Shotgun	15***	Spreading	Limited Shots(6) Low Penetration Short Range*	Gun Combat (rifle)	minor
Sniper Rifle	15	Accurate	none*	Gun Combat (rifle)	major
Submachine Gun	5	Auto-Fire	Limited Shots(6) Short Range	Gun Combat (autofire)	minor
Blaster Pistol	10	Concealable	none	Gun Combat (pistol)	major
Blaster Rifle	15	none	none	Gun Combat (rifle)	major
Heavy Weapons					
Machine Gun	15	Auto-Fire	Static	Heavy Weapons (machine gun)	major
Rocket Launcher	30	Area-Effect Penetrating	Inaccurate Limited Shots(1) Slow Static	Heavy Weapons (launcher)	major
Thrown Weapons					
Grenade	15	Area Effect Concealable	Limited Shots (1) Short Range	Thrown Weapons (grenades)	minor
Shuriken	5	Concealable	Short Range Limited Shots (4)	Thrown Weapons (blades)	minor
Thrown Knife	5	Concealable	Limited Shots (1)	Thrown Weapons (blades) Short Range	mundane

TABLE 3-6. PERSONAL WEAPONS

“Damage” is how much damage the weapon inflicts. The character’s Attack Combat Value will be added to this number to determine total attack damage.

“Abilities or Disabilities” are any special capabilities or limitations the weapon possesses. See Weapon/Special Attack, pages 81-92. Note that unless noted otherwise, a weapon has Medium range.

“Skill” is the Skill and specialization that provides a bonus when firing the weapon.

“Item” is whether the weapon counts as a major or minor item of Personal Gear, or is a sufficiently mundane item that it does not count as Personal Gear (anyone can have it).

NOTES:

* requires two-hands to wield properly; a katana can be used one-handed, but does +5 Damage (15) if used with both hands.

** if firing single shots, ignore the Auto-Fire Ability and the Inaccurate and Limited Shots Disabilities. *** Some shotguns are “double barrelled” and can fire both barrels at once. If so, treat as Auto-Fire, but a maximum of two hits can be scored. Double Barrelled shotguns have the Limited Shots (2) Disability.

BODY ARMOUR

• Leather Jacket

A basic jacket of tough leather, which can easily pass as ordinary clothing. It is Light Armour Level 1 (Hidden Armour, 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 Armour Level 2 (Hidden Armour, Partial, Stops 2 points of damage). A minor item.

• Partial Metal Armour

A mail hauberk or cuirass, open helmet, and arm or leg protection. It is Light Armour Level 3 (Partial, Stops 7 points of damage). A minor item.

• Complete Heavy Metal Armour

A complete head-to-foot suit of metal armour, similar to that worn by medieval knights or dismounted samurai in battle. It is Light Armour Level 4 (Partial, Stops 10 points of damage). A major item.

• Bullet Proof Vest

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

• Tactical Body Armour

A modern, heavily-reinforced outfit made of modern ballistic materials with a rigid vest and an open-faced helmet. It is Light Armour Level 5 (Partial, Stops 12 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 unbreathable atmospheres. A “mecha” with Light Armour 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 armour affects both the suit and its wearer. Minor item.



CHAPTER 4:
EXPANDED GAME MECHANICS

This chapter presents various advanced and optional rules for combat and other actions. These rules are not suitable for all games. The decision of whether or not to use these rules is up to the GM. The GM may use some of these rules and ignore others.

EXPANDED MOVEMENT RULES

These rules add extra options that are most suitable for mecha action such as car chases 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 Water Speed may require time to accelerate or slow down from their top speeds. A simple (if somewhat unrealistic) way to resolve this is to require as many rounds as the character or 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 all kinds of crazy stunts if they make successful Stat rolls. On the other hand, acceleration or 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 dive at one-fifth their top speed.

JUMPING

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 46) 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 Stat check results in falling short.

CRASHING

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.

GMs should assess whatever damage they deem appropriate from a crashing mecha. Most Armour and Force Fields do protect against this damage, although Shields do not. Similar damage can be applied to a character who jumps or is pushed from a speeding mecha, or who is struck by one. Unprotected characters involved in crashes exceeding 100 kph will often not survive.

Table 4-1: Crashing and Falling Damage assists the GM in determining the damage for hitting the ground, water, a building, or some other immovable object based on how fast the mecha was moving 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.

FALLING

A character, mecha or other object that falls into a solid surface (such as the ground) will also suffer damage. The height that a character or mecha falls determines the equivalent crash speed.

If a falling character or mecha has the Awkward Size Defect, each BP of Awkward Size adds an additional 5 points of damage: the bigger they are, the harder they fall! Falling damage assumes an Earth-like gravity (1 G) — on alien worlds, multiply damage by the actual gravity. If the mecha both falls and crashes, add the derived “falling speed” to the crash speed. If speeds fall between two damage values, use the greater of the two.

When characters fall from great heights, they should be allowed to make an Acrobatics Skill check with success halving the damage they sustain. Similarly, if a flying mecha is crippled, the pilot must make a Body Stat check to gain some control. Success allows the pilot to bring the mecha down for a crash landing (see Table 4-1: Crashing and Falling Damage), but failure results in both a fall and a crash.

CRASH SPEED	FALLING DISTANCE	DAMAGE INFLICTED
20 kph	up to 5 metres	20
30 kph	5 to 10 metres	30
50 kph	10 to 20 metres	40
75 kph	20 to 40 metres	50
100 kph	40 to 60 metres	60
150 kph	60 to 150 metres	70
200 kph	150 to 500 metres	80
300 kph	500 metres (or greater)	90
500 kph		100
1,000 kph		120
2,500 kph		140
5,000 kph		160
10,000 kph		180
25,000 kph		200
25,000 kph+		200+

TABLE 4-1: CRASHING OR FALLING DAMAGE

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 car, 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. If the collision was “head on,” the speeds of those involved add together. If one mecha rammed 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 armour 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). A mecha that was moving quickly on the ground may be knocked off the road and crash, however, which can inflict additional damage (see *Crashing*, page 153).

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 Attribute Level. Light Speed is approximately 300,000 kilometres per second, and is the only “absolute” speed limit without any kind of Star Flight Attribute. A spaceship blasting off at high acceleration may require 5-10 minutes to reach orbit from Earth or less time from low-gravity worlds such as Mars. Any kind of spaceship can land on a small, airless moon or planet such as Luna. Re-entry through an atmosphere without burning up also requires a spaceship to possess the Flight Attribute at Level 4 or higher. Travelling from orbit to Earth normally extends over a few minutes with the mecha reaching screaming speeds of up to 17,000 kph.



EXPANDED COMBAT RULES — ATTACKS

These rules add to the options possible when making attacks. They should also be used if characters possess the Gun Bunny or Kensei Attributes.

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 period, 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 chooses 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 at a severe penalty. A character with the Gun Bunny Ability, Two Guns (page 38), 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 38), or a character making a melee attack has the Kensei Ability, Two Weapons (page 47), 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 an unfavourable difficulty modifier to hit in exchange for a Called Shot that provides some special advantage. For example, a called shot may ignore armour (by attacking a small, unarmoured spot) or may be aimed at a vital point inflicting greater-than-normal damage results. A Called Shot must be specified before the dice roll is made.

If a character making a ranged attack has the Gun Bunny Ability, Dead Eye (page 38), or a character making a melee attack has the Kensei Ability, Precise Stroke (page 47), the penalty for making each individual Called Shot is reduced by three to a minimum of zero. These reduced penalties are noted in parenthesis.

• Called Shot — 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.

• Called Shot to Weak Point

The same procedure as targeting a vital spot may be used when shooting at mecha that have the Weak Point Defect (page 112). Similar rules can be applied for shooting out tires or achieving other special effects.

• Called Shot to Partial Armour

Light or Heavy Armour may be partial (see Light Armour, page 48 or Heavy Armour, page 40), with a thin area (armour offers only half protection) or unarmoured area (armour provides no protection at all). An attack aimed at a thin or unarmoured area suffers a +2 (0) Attack roll penalty.

• Called Shot: Ricochet Attack

This is a special type of ranged attack. To perform it a character needs both the Dead Eye and Steady Hand Gun Bunny Abilities. It allows a shooter who does not have a direct shot at the target

(because of a hostage or cover, for example), to score a hit by ricocheting the shot off of another surface. This imposes a +2 penalty per surface the attack must bounce off to perform the attack (for example, one that went around three corners would be at +6). A variation is to ricochet it off a surface behind the target, so the attack seems to miss, but actually strikes the victim from behind (+2 penalty on subject's Defense, but this only works once in a given combat). This trick works best with normal bullets or an aerodynamic, thrown weapon. It may be impossible with some weapons (for example, explosive bullets, knives or arrows) or may require special surfaces (for example, a laser beam might only bounce off a highly polished surface).

Other trick attacks should be allowed using similar guidelines. For example, a carefully fired bullet intended to disarm a bomb might warrant a +6 (+3) penalty.

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.

FIRING PERSONAL WEAPONS FROM WITHIN A MECHA

If a mecha has the Exposed Occupants Defect (page 114) or has windows, doors, or firing ports, characters that are inside can fire at nearby targets with their personal weapons. Firing personal weapons while a mecha is moving is usually difficult, however, and the GM should impose a +2 Attack roll penalty or +4 penalty if a character is also piloting the mecha while firing. These penalties are halved if a character has the Gun Bunny Ability, Steady Hand (page 38).

RANGE MODIFIERS

The distances given for weapon ranges (see Melee vs. Ranged Attacks, page 142) are the effective ranges the weapon can shoot. Many weapons may be fired out to twice that range at +2 (0) penalty or five times the range at +4 (+1), although the GM may decide that the ranges given for some weapons cannot be exceeded. Note that the penalty is reduced to the value shown in parenthesis if the character has the Gun Bunny Ability, Dead Eye.

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 lift heavy things, including other characters or mecha, and throw them to deliver damage. It takes one action to grab and lift a large object, and another to 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 BP of Awkward Size based on their size and mass; see Awkward Size on page 101. Defense Combat 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.

TRICK SHOTS

Some characters are known to make trick shots (such as bouncing weapons or energy blasts off of walls or incredibly complex melee attacks). Trick shots make the attack much harder to defend against, but likewise it is harder for the attacker to successfully hit. If the attacker takes a voluntary penalty to his or her Attack Combat dice roll, reflecting the difficult nature of the trick shot, the defender will suffer the same penalty to his or her Defense Combat check.

TRICK SHOT DEGREE OF DIFFICULTY	ATTACK'S PENALTY	DEFENDER'S PENALTY
Fancy Trick Shot	+2	+2
Complex Trick Shot	+4	+4
Fantastic Trick Shot	+6	+6

TABLE 4-2: TRICK SHOTS

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 28) 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 Defense roll against a wrestling attack is made against the target's Defense Combat Value (modified by Elasticity). The Unarmed Defense (Wrestling) Skill is applicable. The defender suffers a +1 penalty if the attacker has 50% more limbs free than the attacker, +2 if 100% more limbs free, +3 if 200% more limbs free and +4 if 400% more limbs free. "Free" means not holding weapons or other objects or not somehow incapacitated. The defender also suffers a +1 modifier if the attacker is using tentacles or claws instead of normal hands and arms.

A character who has been grabbed will be held relatively stationary. He or she suffers a +2 penalty on all Attack and Defense rolls when performing other unarmed attacks or defenses (including grabbing, biting, kneeling, etc.) or +4 when attempting to perform other tasks that require 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 Stat is at least 4 levels higher. For this purpose, each Level of Super-Strength counts as +4 to Body, each Level of Diminutive counts as -6 to Body, and each Level of 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 Super-Strength). It is, of course, possible for one character to grab an opponent who then grabs the character in return (this is what often happens when 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), the opponent also falls and is considered "grabbed." An attacker gains a -2 modifier to the attack roll 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 Stat 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 manoeuvre 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 an opponent and who is standing up can hurl the foe to the ground. This move will always break the grip on the 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 Defense outcome results in a throw that delivers damage equal to the attack Combat Value plus 5 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. This manoeuvre 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 attacker's body. Pinning may not be attempted if the opponent is much stronger (see Grab Attack for 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 characters roll a Body Stat check with modifiers for the Unarmed Attack (wrestling) Skill. Super Strength (page 74), Diminutive (page 103), and Not So Strong (page 107) 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 armour is taken into account) equal to or greater than his or her foe's Body Stat, 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).

EXPANDED COMBAT RULES — DEFENDING

TOTAL DEFENSE

A character can opt not to take any offensive or non-combat actions in a round. Instead of attacking or doing something else, he or she concentrates completely on defending himself or herself. 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 frantically, 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 again in the next round. Total Defense is a good tactic for a character who is retreating, or one who wants to buy time until allies arrive.

EXPANDED COMBAT RULES — DAMAGE

The following provide rules for grittier, more realistic campaigns where attacks as well as rules for variable damage rather than fixed damage.

SHOCK VALUE

If a character loses more Health Points than his or her Shock Value (page 130) as a result of a single attack, he or she must make a Soul Stat roll. If the roll fails, the character collapses, is stunned, and falls down. The character will also let go of anything he or she is holding. His or her incapacitation will last for a number of rounds equal to the amount by which the Soul Stat 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 offensive, defensive, or non-combat 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, see below). Just 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 for Critical Injuries

If a character suffered a critical injury (see above), he or she will lose one Health Point every round (or every minute if out of combat) until treated via first aid. This requires a successful Mind/Body-average based Medical (Emergency Response) Skill check. Each attempt takes 10 rounds (or one minute); several tries can be made until successful. If the character is trying to perform first aid on himself or herself, apply a +1 penalty. If the character does not have an actual first aid kit handy but is forced to improvise dressings, etc., apply an additional +1 penalty.

A critical injury that is treated will still result in the 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 staff 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 to 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 can rule that keeping the character alive until adequate medical attention is available requires a successful Medical (Emergency Response) Skill check and that full recovery (at doubled healing rate) will require a Medical (Surgery) Skill check. In both cases, use the average of the caregiver's Body and Mind Stats.

VARIABLE DAMAGE — OPTIONAL RULE

Rather than having attacks inflict a fixed amount of damage, GMs may prefer to have attack inflict a variable amount of damage. The following rules outline how to add variable damage to a game of *Big Eyes, Small Mouth*. The following replaces the rules for Delivering Damage on page 146.

Amount of Damage Inflicted

Each attack has a Maximum Damage Rating, which is equal to the base damage of the attack plus any bonuses from Focused Damage, Massive Damage, and Super Strength, as is appropriate for the attack. When the character successfully strikes an opponent, he or she rolls on Table 4-3: Variable Damage to determine the amount of damage the attack inflicts (always round fractions up). The character's Attack Combat Value, a reflection of the balance between Body Stat (force of the blow and manual dexterity), Mind Stat (knowledge of a body's vulnerable areas) and Soul Stat (determination and luck), is added to that value to determine how much damage is inflicted upon the target. The Maximum Damage Rating for normal, unarmed attacks by characters lacking Super Strength, Focused Damage, and Massive Damage is zero — thus the attack just delivers the attack's Attack Combat value (do not roll on Table 4-3).

If an attack delivers a percentage of damage, such as a Special Attack with the Burning Ability (page 84), the percentage of damage is based on the Maximum Damage of the attack, not on the amount of damage that the successful attack inflicts upon the target. If an attack inflicts multiple hits, such as Special Attacks with the Auto-Fire Ability (page 84), each additional hit inflicts the same percentage of damage as the first hit.

For example, a character possesses a Special Attack that delivers 60 points of damage. In addition, he has Massive Damage at Level 2 adding an additional 20 points of damage and Super Strength at Level 2 but since the attack is not Muscle Powered, it does not gain the damage bonus associated with Super Strength. Thus, the maximum damage for the character's Special Attack is $(60 + 20 = 100)$ 80 points of damage. The character attack's a villain bent on stealing the temple's holy statue and successfully hits the miscreant. The player rolls two dice, scoring a result of 6, and consults Table 4-3. It shows the player that the attack inflicts 75% of the attack's Maximum Damage, thus the villain suffers 60 (75% of 80) points of damage plus the attacker's Attack Combat Value.

Players should record, on their character sheets, the Maximum Damage as well as the 25%, 50%, and 75% damage values of each of their attacks to avoid slowing down game play.



DICE ROLL	RESULT
2-3	Maximum Damage
4-6	75% of Maximum Damage
7-10	50% of Maximum Damage
11-12	25% of Maximum Damage

TABLE 4-3: VARIABLE DAMAGE

MIND COMBAT

Mind combat is a special type of conflict, in which characters can become involved using the Telepathy Attribute (page 76) to forcibly invade another's mind. Most telepaths make mental attacks using the Special Attack Attribute with the Mind Attack Ability. This mental conflict, however, is a clashing of two psyches, each struggling to subdue the other — it is akin to two people getting into a mental fist fight. Mental combat can become lethal if either person begins tearing down neural pathways, erasing memories, and destroying brain cells. Physical strength does not play a role in this battle: only the power of the Mind. Each round of mind combat covers from 1 to 10 seconds of time from the characters' perspectives. The exact time scale is not relevant, since one round of physical combat should cover 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 using the Telepathy Attribute. Once two minds have touched, the initiator of the contact may withdraw at any time. Alternatively, physical damage to the initiator or perhaps use of an appropriate Item of Power can break the contact. For the target to break unwanted mind contact, the player cannot initiate any other actions for one round and must make a successful Mind Stat check. If the check is successful, the aggressor is forced from the character's mind and the mind combat ends immediately.

If any character in mental contact forfeits all physical actions for the round (including attack, defense, and non-combat action), he or she can attack through mind combat. A successful attack requires the player to make a successful Stat check using the average of his or her Mind and Soul Stats. The GM has the option of modifying the check should the attack be particularly easy or difficult. The target can attempt to defend with a Stat check using the average of his or her Mind and Soul Stats with a +2 penalty.

The psychic damage of a successful attack is equal to the average of the attacker's Mind and Soul Stats. This damage is subtracted from the target's current Energy Points. If a character is ever reduced to or below zero Energy Points while in mind combat, his or her mind has been broken and is now at the mercy of the opponent. The victor can end the character's life, search through memories, plant powerful suggestions, erase thoughts, or simply render the character unconscious. Any changes to a character's mind (other than death) will remain until reversed by another character skilled in the Telepathy Attribute. The GM should decide exactly how this must be accomplished. Role-playing a character whose mind has been altered is challenging but can also be very rewarding when played with consistency.

The Mind Shield Attribute (see page 56) provides a bonus to a character's attempts to resist Mind Combat as well as Armour against Mind Combat damage equal to 10 points of Armour per Level of the Attribute.

PSYCHE

The rules for Psyche are only appropriate for mystically-oriented games where the characters will be confronted with supernatural horrors that will test the limits of their willpower..

In a world of surreal terror, supernatural mysteries that unfold before a character's eyes can challenge his or her sanity. For some, seeing a ghost might bring the character to the brink of madness, while others can face down anything save the very Gates of Hell. It is all a measure of a person's Psyche rating. Psyche is equal to the average of the characters Mind and Soul Stat ($(\text{Mind} + \text{Soul}) \div 2$). Whenever the GM throws a horror beyond rational comprehension at a character, be it ghost, demon, or the like, the character must make a Psyche Stat check. If the character succeeds, he or she maintains his or her sanity and is able to function normally. The character may still be afraid, but is sufficiently in control. Additionally, the character's Psyche increases by 1 point (to a maximum of 20). Conversely, if the character fails the Psyche Stat check, he or she is unable to accept what has been encountered. The character's mind refuses to acknowledge the truth, impeding his or her actions through this objection. Additionally, his or her grip on reality slips a notch, dropping the character's Psyche by one point (to a minimum of one).

SUPERNATURAL BEINGS

Every supernatural being possesses a Psyche modifier that ranges from 0 (ie: a simple ghost) to a +5 (ie: a greater demon of Hell) penalty. The scarier the entity, the larger the penalties it engenders against others. GMs should assign each supernatural entity a Psyche modifier appropriate to how terrifying and unnatural it is.

FAILED PSYCHE CHECKS

While the Psyche check itself is important for the character's ability to act, the degree of failure dictates the result of the encounter. This could range from the character simply forgetting the event to a complete nervous breakdown, to earning an extreme psychological defect. Some sample results are listed in Table 4-4: Effects of Failed Psyche Checks. These should only be used as a guideline — GMs may choose a different outcome based upon the type of encounter.



Should the character ever reach a Psyche of one, he or she has gone completely insane (probably reducing the character to the status of a villain).

A character's starting Psyche is equal to an average of his or her Mind and Soul Stats ($\{ \text{Mind} + \text{Soul} \} \div 2$).

DEGREE OF FAILURE	EFFECT
1-2	The character might suffer a +2 penalty to all checks for the duration of the scene.
3-4	The character suffers a +2 penalty to all checks for the remainder of the session (the character was visibly shaken and disturbed).
5-6	The character's mind is barely able to deal with the encounter. He or she will attempt to escape post-haste. All actions during the remainder of the session suffer a +3 penalty.
7+	The character not only flees the scene with a +4 penalty to all subsequent actions for the session, but he or she also gains a new Defect. Potential Defects include Attack Restriction (too afraid to attack priests, nuns, etc. for example), Cursed, Easily Distracted (the character is jittery), Marked (white hair or haunted stare), Phobia, or Recurring Nightmares to name the obvious choices.

TABLE 4-4: EFFECTS OF FAILED PSYCHE CHECKS

DESTROYING BUILDINGS AND PLANETS

Characters usually gain automatic successes when they target a building in a melee or ranged attack. Most stone, brick, and steel-frame buildings have about 10 points of Armour. One with very thick walls or solid metal construction can have 15 or more, while a light wooden shed might have only 5 points (see **Table 4-5: Buildings**).

Buildings should be given Health Point values consistent with their size and construction. If a building is reduced to 0 or fewer Health Points, it is considered “wrecked,” and any powered systems within (such as electrical power and phone lines) stop working. At -20 Health Points, some parts of the building will collapse. Characters and mecha within or adjacent to a collapsing building may suffer damage equal to half the building’s original Health Point total, unless they can reach safety (GM’s discretion).

Weapons with the Area Effect or Spreading Abilities are much more effective against immobile structures such as buildings: any damage that penetrates the building’s armour is doubled.

TABLE 4-5: BUILDINGS

TYPE OF BUILDING	AWKWARD SIZE	HEALTH POINTS
Phone Booth	1	20
Wood Shed	2	40
Outdoor Garage, Bungalow	3	60
Four-Bedroom House	4	80
Mid-Sized Office Building	5	100
Huge Skyscraper	6	120

BLOWING UP WORLDS

A really big thing like an asteroid, moon, or planet will not only have a lot of Health Points but will also have a high Armour Value representing the massive thickness of rock or gas that surrounds its core. In order to do any significant damage to the planet itself (rather than just blowing away cities, vegetation, or other surface features) this armour value must also be penetrated. Only weapons with Area Effect are useful. The damage necessary to cripple a world (blow away its atmosphere, sink continents, etc.) is shown in **Table 4-6: Blowing Up Worlds**. Inflicting twice as much damage will actually destroy the world, blasting it into an asteroid belt. Lesser damage can also be devastating: any single attack that inflicts 1/5 or more of the world’s Health Points in damage will cause massive earthquakes and (if it has oceans) tsunamis, with terrible loss of life on any inhabited planet. A mountain would also qualify as a large or small asteroid when determining Health Points.

TABLE 4-6: BLOWING UP WORLDS

SIZE OF OBJECT	ARMOUR	HEALTH POINTS
Small asteroid (1 km radius)	160	120
Medium asteroid (10 km radius)	180	160
Big asteroid (100 km radius)	200	200
The Moon or Mercury	220	240
Mars	230	260
Earth or Venus	240	280

STAGED STAT COST — OPTIONAL RULE

GMs may find that players regularly assign their characters with Stat values of 9 or higher, resulting in very powerful characters. The GM must then decide to either restrict the Stat levels or allow the character to possess the high Stats and therefore the high degree of capability. Alternatively, GMs may wish to use a staged Stat cost rather than the linear cost. This rule encourages players to assign moderate Stat values to their characters. The following rules replace the rules for Step 3: Assign Stats on page 15.

STAT RATINGS

Players use Character Points to acquire Stats. You must decide how many to assign to Stats, and then divide these points among the character's Body, Mind, and Soul. Most characters will have Stats ranging from 5 to 7, depending on their strengths and weaknesses. Their incredible abilities are more a reflection of training than innate capacity, a reflection of the character's Skills and Attributes rather than Body, Mind, or Soul. **Table 4-7: Stat Cost** shows the Character Point cost for Body, Mind, or Soul values. At least 1 Character Point must be assigned to each Stat — no character can have a Stat value of zero.

STAT LEVEL	COST
1	1 Character Point
2	2 Character Points
3	3 Character Points
4	4 Character Points
5	5 Character Points
6	7 Character Points
7	9 Character Points
8	11 Character Points
9	14 Character Points
10	17 Character Points
11	20 Character Points
12	24 Character Points

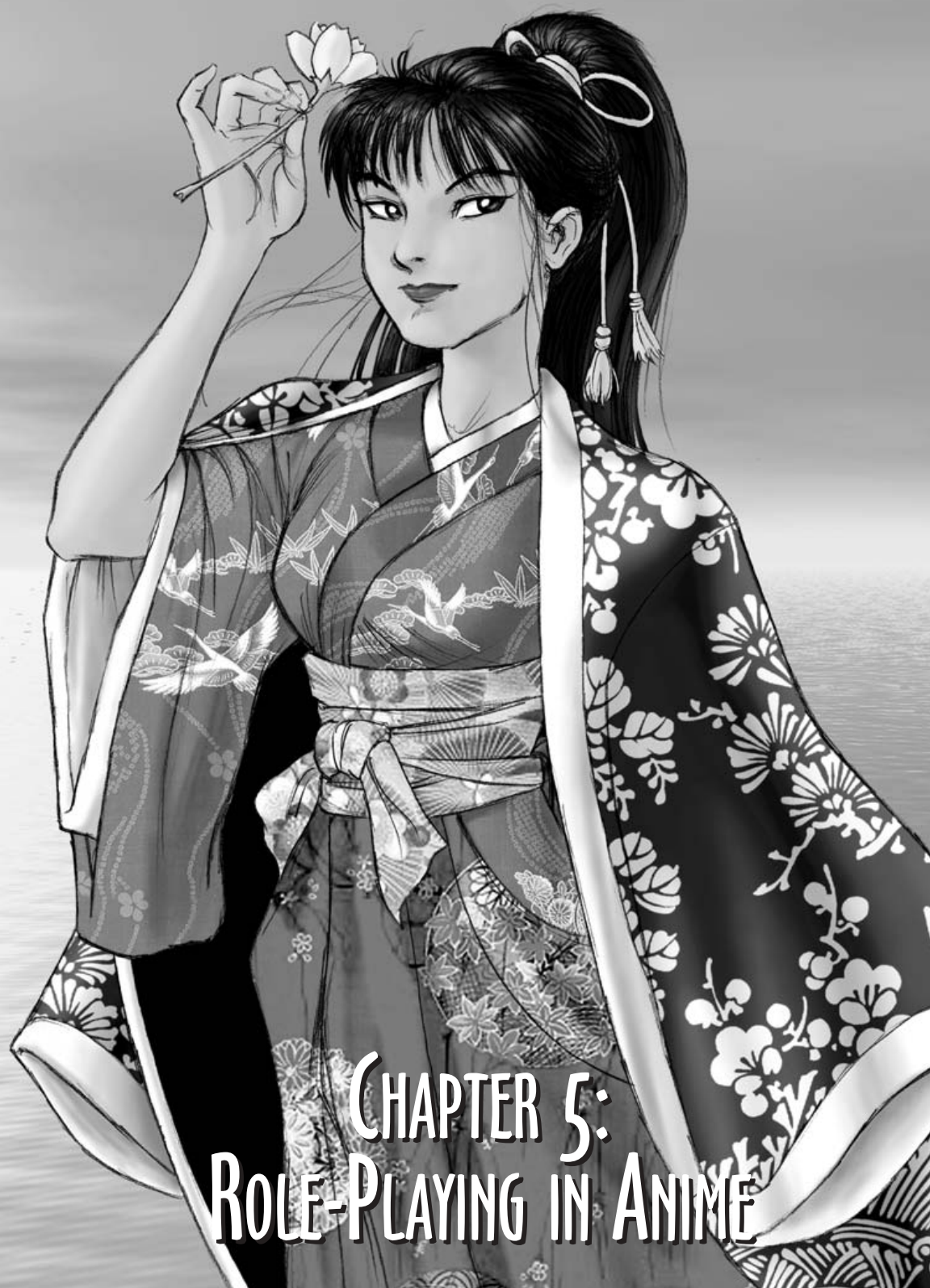
TABLE 4-7: STAGED STAT COSTS

UNKNOWN SUPERHUMAN POWER — OPTIONAL ATTRIBUTE

In some games, it is possible for characters to possess fantastic superhuman abilities yet not know of their powers or their full capability. This is common for the magical girl genre (as well as others) where characters slowly discover their new abilities. GMs should only allow this Attribute in games where characters can possess superhuman abilities as well as where it is reasonably possible for characters to not have knowledge of their powers.

Cost: Variable
Relevant Stat: Variable
Type: Paranormal

In some campaigns, the characters may be unaware of their superhuman abilities until they manifest. To represent this, the player can allocate some Points to Unknown Superhuman Power when creating the character. The player does not purchase a Level in this Attribute — he or she simply spends a selected amount of Character Points. The GM takes those Points and adds a bonus of 50% (rounding up) and uses them to assign other Attributes (usually Paranormal) to the character. The GM does not tell the player which Attributes have been assigned; they are revealed to the player (and character) as the game unfolds and the Powers manifest. GMs are encouraged to reveal the character's Powers slowly and when it is appropriate for the campaign's story. The GM should never feel pressured to tell the player what his or her character's unknown Attributes are before the time is right.



CHAPTER 5:
ROLE-PLAYING IN ANIME

This chapter offers further advice intended to help both the GM and the players create and sustain an anime-inspired role-playing game.

CAMPAIGNS, MINI-CAMPAIGNS, AND ONE-SHOTS

A role-playing game can range from a brief one-shot adventure that takes a few hours to play to a lengthy campaign that can run over many sessions for a period of months or years. The story pacing and plot depth of a campaign is different from that of a mini-campaign, which in turn differs from that of a one-shot adventure.

CAMPAIGNS

A campaign usually has a vast or epic scope with a number of shorter plot arcs that weave together to reveal the greater story. The characters have time to develop unique personalities as they are faced with challenges to their bodies, minds, and souls. The characters can also learn new Skills and Attributes and establish lasting relationships with NPCs. In a campaign, the players have ample time to explore the various aspects of the world that the GM has created. Additionally, antagonists will come and go over the course of a campaign as they are defeated, destroyed, or reformed by the characters. The GM should establish the outline of a plot for the beginning of the campaign before play begins, but the middle and the end of the story will be largely determined by the interests and actions of the characters.

MINI-CAMPAIGNS

A mini-campaign is a single story arc that usually takes place over 4-8 gaming sessions. The characters may not develop much over the course of a mini-campaign since the plot only spans a few days to a few weeks. The antagonists are often present in every session with the major villain, if any, usually surviving at least until the final climactic conclusion to the story arc. Mini-campaigns require a greater plot structure than an open-ended campaign, and thus the players are required to focus more on the story and less on their own characters. The GM should know where the characters will start (the beginning) and where they should go (the middle), but the closure at the end of the story is heavily dependent on the choices made by the player characters during the game.

ONE-SHOT ADVENTURES

A one-shot adventure covers one single story idea in a 3-8 hour gaming session. These adventures are frequently run at conventions and for demonstrations at game stores. The characters are unlikely to develop much during an adventure because the story only spans a few hours to a few days. To maintain a high level of intensity during the game, the role-playing of character personalities is often sacrificed for dramatic action and conflict. In order to finish the adventure in one session, one-shots are often highly structured and only offer the characters a limited number of choices for each dilemma that they face. Most GMs usually script the plot to establish the beginning and middle of the story, and have a rough outline of the story ending that can be influenced by the players' actions (for example, will the villain win, lose, or escape?)

The GM's decision on whether to run a campaign, mini-campaign, or one-shot adventure should hinge on a number of important factors:

- Does the scope of the GM's ideas require a minimum number of game sessions to complete?
- How much time are the players willing to commit to the game?
- Is the game introductory in nature, or is it for experienced players? Will it run at a gaming convention with people who have never met before or with players and a GM who are familiar with each other?
- How much role-playing and characterization is desired for the game?

CHOICE OF GENRE

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 character or NPC) and you have a perpetual motion plot machine as more and more jealous girls appear, bringing with them their own bizarre entanglements and plot baggage.



- **Gun Bunnies**

Will the characters blaze away with guns, blasters, or rocket launchers? Gun Bunny anime often features beautiful women with big weapons (hence the name), but male gun bunnies (handsome guys, normally) are just as common. The Gun Bunny genre is often set in recent historical or modern day periods, but can work equally well in the near or far future with cyberpunk or space bounty hunters and secret agents.

- **Hero Teams or Magical Girls**

Will the characters possess super powers (either paranormal, racial, or technological) and use them to battle evil? Do they have secret identities or cute pets? In hero or magical girl anime there is often a clear duality with the heroes directly opposing a particular evil organization connected to their own origins.

- **Heroic Fantasy**

Will the characters be a party of fantasy hero archetypes such as brave warriors (with magical weapons), spell-casters, flighty elves, or crusty dwarves? They will face the usual threats such as brigands or trolls, rampaging dragons, and dark lords attempting to get hold of super 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, souped-up engines, and drag races a big part of the game? This variation of mecha story is often combined with Gun Bunny anime, but it just as often involves relatively non-violent situations (racing, sports competition, traffic patrol, high school biker gangs).

- **Idols or Sports**

Are the characters up-and-coming stars? They could be anything from pop music idol singers to Formula One racing drivers to pro wrestlers. They'll compete with rival stars, their own lack of confidence or overconfidence, and temptation from people who want to exploit them. This sort of campaign is often structured with a series of "semi-final" competitions or events that build to a big climax, and thus makes a good mini-campaign.

- **Interdimensional Exiles**

Are the characters people from the modern world who have become stranded somewhere else? The characters may have a few items of present-day technology that are like Items of Power to the natives, or they could have gained appropriate paranormal powers (see Fantasy) or talent as a mecha pilot (see Mecha). The "other side" may have its own surprises: monsters, magic, or weird technology. A group of characters in such a campaign may include characters that come from both worlds.

- **Martial Arts**

Do the characters know powerful martial arts techniques, either realistic (like *karate* or *kendo*) or over-the-top (like secret *ninjitsu* or *ki*-powered fireballs)? The campaign may feature action-adventure situations or be structured more like the idols genre with emphasis on teamwork and non-violent competitions.

- **Mecha**

Will the game prominently feature giant robots, fighter planes, androids, cyborgs, or other mecha? Do the players have a secret base or mobile battle fortress? Appropriate stereotypes include the young angst-ridden rookie with great innate ability, the flamboyant show-off who loves fighting, the cool warrior with a mysterious past, the ordinary guy caught in the conflict, and the battle-hardened, somewhat cynical veteran. A mecha squad must put aside their rivalries, master their machines, and figure out a way to defeat their opponents, which can be tricky if they accidentally fall in love with them first or discover the Big War was all a mistake accidentally started by their own side.

- **Period Piece**

Is the game set in some historical period (like Samurai Japan or Pre-Revolutionary France) where the characters can wear nifty costumes and rub shoulders with famous historical figures?

- **Pet Monster**

Are the characters cute kids with pet monsters, which they can train to beat up other people's pet monsters or anyone else who gets in their way?

- **Science Fiction**

Do the characters use or encounter technology more advanced than the present day such as robots or star drives, or meet alien races or have adventures on strange new worlds? See Alien Visitors, Mecha, and Space Opera.

- **School Days**

Do the characters get to dress up in school uniforms, attend classes, worry about who is dating whom, and try to avoid being late for school? Many other genres feature teenage heroes who spend some time in school between adventures.

- **Space Opera**

Do the characters travel around in a spaceship and visit strange new worlds on a regular basis? Space patrol, space pirate, bounty hunter, explorer, trouble-shooter-for-hire, and galactic war scenarios are all possible.

- **Supernatural**

Do the characters battle monsters, ghosts, demons, and other scary entities who exist in the shadows? Or are they monsters themselves?

Many anime series combine multiple elements together, and there is no reason why a role-playing game should not do so. For example, mix mecha, idols, and school: the characters are stars of the powered armour wrestling circuit, but they still have to go to classes.



CREATING A GAME SETTING

This is the milieu in which the game takes place. The scope of the game (campaign, mini-campaign, or one-shot) is the main determinant of how much work should be put into the setting. Ideas can be borrowed from an existing anime series, or it may be original. Examples could include: a near-future Earth menaced by alien invasion; a fantasy world populated with sorcerers, elves, and dragons; a high school haunted by ghosts; a cyberpunk future where humans and robots compete for dominance; or just about anything else. The GM should create a setting that he or she will enjoy developing and which will encourage creating interesting adventures.

PERIOD

Anime-inspired games can take place in any period from the distant past to the far future or on a world with no direct connection to our own. In settings far removed from present day Earth the GM will have to spend additional time thinking about the geography, culture, technology, societies, and peoples of the world. A useful shortcut is to draw parallels with real cultures (for example, “like medieval Japan, except ...”) and just note the differences, whether they are names of countries or the use of lizards as mounts instead of horses.

The choice of genre often implies a particular period, but need not dictate one. For example, although a giant robot mecha campaign is usually set in the future, it can also occur in the present (aliens arrive!) or the past (creating an alternate history where steam-powered or magical robots exist). Similarly, a high school romance could take place as easily between students in a futuristic space academy as in modern-day Tokyo.

Suitable periods often used in anime include:

- **Samurai Japan**

The most popular period for historical anime is Japan’s age of the Samurai (although in anime, it is perhaps better titled “the age of the *ninja*”).

The *Samurai* were the aristocratic warrior class, sworn retainers to their lords. They dominated Japan for over a thousand years, their power finally waning in the 1860’s after Japan was opened to Western influences. Their power was greatest during the “warring states” (*Sengoku*) period (1467-1558) when bloody civil war was waged between rival clans. They followed *Bushido* (“the way of the warrior”), a code stressing obedience to one’s lord and personal honour. *Samurai* warriors wore armour and fought with sword and longbow, although Japanese armies also used *naginata* and (following the 16th Century) firearms. The mark of the *samurai* was hair tied in topknot and possession of two swords, a long *katana* used for fighting and a short *wakizashi*.

Lurking in old Japan’s shadows are the *ninja*: spies and assassins, sometimes servants of the government, sometimes serving individual clan lords. In anime, *ninja* are depicted as having their own codes of honour as strong as those of the *samurai* as well as being masters of invisibility, martial arts, and dirty tricks like poison and gunpowder. Not incidentally, the *ninja* also provide the main “historical” justification for skilled female fighters, as their ranks were reputed to have both men and women as agents.

Other archetypes encountered in a samurai era campaign include *Daimyo*, (the proud clan lords whom the samurai served), elegant samurai ladies and courtesans, Buddhist monks (some wise sages or exorcists, some fierce warriors), *Ronin* (disgraced, masterless samurai, often hired bodyguards or slovenly bandits), Shinto priests and shrine-maidens (sometimes depicted with shamanic magical powers), skilled craftsmen (especially those who manufacture swords) and, of course, oppressed peasant farmers.

Anime Examples: *Dagger of Kamui*, *The Hakkenden*, *Ninja Cadets*, *Ninja Resurrection*, *Ninja Scroll*, *Ruroni Kenshin*, and *Yotoden* are examples of anime set in samurai Japan or in fantasy worlds that are closely inspired by it.

• Other Pre-Industrial Periods

There is no need to be limited to Ancient Japan for a pre-industrial historical setting. Anime has occasionally transcended its Japanese roots and set stories in other historical periods. The difference between “anime-style history” and “real history” normally boils down to the introduction of female warriors and the addition of some supernatural elements. Knowledge of actual historical events is useful but not necessary; anime history often has no more resemblance to “reality” than Hollywood movies.

Anime Examples: *Nazca* (Inca Empire), *Rose of Versailles* (pre-Revolutionary France).

• Recent History

This is the period that starts with the Wild West, Victorian Era, and *Meiji* Restoration (the downfall of the samurai and rise of the middle classes) in the mid to late 18th Century and continues through the two World Wars up to the recent past. In anime, an increasingly popular period is the 1920’s and early 1930’s, where a vibrant, newly industrialized Japan was just becoming respected as a modern nation and had not yet stained its hands with the crimes of World War II or suffered the trauma of defeat. The Great *Kanto* (Tokyo) Earthquake (page 183) often figures in such periods. The level of detail and accuracy is in the hands of the GM. Many shows add supernatural elements or a dash of anachronistic technology, sometimes verging on alternate history.

Anime Examples: *Doomed Megalopolis*, *Grave of the Fireflies*, *Master of Mosquiton*, *Mermaid Forest*, and *Porco Rosso*.

• Alternate History

In this setting the flow of time has taken a sharp bend into a different reality. One popular genre in anime are stories where the Japanese people somehow avoid the mistake of World War II: perhaps demons or aliens invaded, forcing the Axis and Allies to fight together against a greater threat. Other anime settings follow the “steam punk” genre where brilliant inventors develop anachronistic technology to fight evil (or each other). These settings often see steam-powered or gasoline-engined giant robots, submarines that resemble Jules Verne’s *Nautilus*, and giant armoured locomotives. Magic or psychic powers may also be added to the mix. Of course, it is also possible to do an alternative history campaign set further in the past or with a varying present day.

Anime Examples: *Kishin Corps*, *Nadia*, *Sakura Wars* and *Spirit of Wonder* are all examples of alternate history anime settings taking place between 1880 and 1938. See also the anime anthology *Robot Carnival* for some segments with a similar feel.

• Modern Day

The period is the present, the recent past, or the very near future. This setting is the least work for the GM, and easily adapts for genres from adult horror to action thriller. Current technology can play an important role, as can the experience of attending high school. Common elements include: cops and crooks, magical girls, martial arts, teenage romance or comedy, the military, pop music, psychic powers, sports, and supernatural or alien invasions. The modern day period may include full-scale science fiction or fantasy action if aliens visit Earth or characters can travel between dimensions.

Anime Examples: *Gunsmith Cats*, *Kimagure Orange Road*, *Ranma 1/2*, *Sailor Moon*, *Tenchi Muyo*, *Uratsei Yatsura*, *Geobreeders*, *Tokyo Babylon*, and too many others to count!

• Near Future

The setting is somewhere in the next fifty years or so. Technology is rapidly advancing, but people still mostly live on Earth, although there may be bases in orbit, on the moon, or maybe on Mars. Some settings may be cyberpunk dystopias, where megacorps dominate the world, pollution runs rampant, cyborgs stalk the street, and corrupt government agencies and the threat of global war keep the average citizen living in terror. Others may be more like our own world but feature the development of new technology that can create giant robots, psychic powers, artificial intelligence, or simply give Earth’s military a fighting chance against invaders from another world.

The GM will have to devote time to thinking about what science fiction technologies exist and, in particular, what “Personal Gear” is available of a futuristic nature.

Anime Examples: *AD Police*, *Akira*, *Blue Submarine No. 6*, *Bubblegum Crisis*, *Cat Girl Nuku Nuku*, *Dominion Tank Police*, *Genocyber*, *Ghost in the Shell*, *Iczer One*, *Macross*, *Mobile Police Patlabor*, *Serial Experiments Lain*. Interesting examples that combine near-future cyberpunk with magic are *Hyper Police* and *Silent Möbius*.

• Far Future

In a far future setting, our world has changed beyond recognition. A large portion of humanity may now live in space, whether in huge colony cylinders between Earth and the Moon, on Mars, or on the worlds of distant solar systems. The campaign could be set on a single planet (Earth or another world), sprawl across a single solar system, or take place in a star-spanning empire where interstellar travel is a way of life. Humanity may have never even reached the stars. Instead, the Earth may have been devastated by a terrible holocaust (such as nuclear war, pollution, or an asteroid strike). Our cities may be replaced by a barren wasteland or mutant-infested toxic jungle where our once-proud 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*, *Gundam* (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 post-apocalypse Earth: *Aika*, *Genesis Survivor Gaiearth*, *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 made-up details of geography, history, and cultures. Again, the GM can often describe them in short form (for example, the culture and technology is similar to 1920's Europe, except there are gasoline-powered robots, there are a fight brewing between an old decadent monarchy and a fascist state, and lots of anarchists and pseudo-communist revolutionaries are running about). It is possible to go beyond that and create an entire universe, such as an alien interstellar society that exists in the distant past.

Anime Examples: *Castle in the Sky*, *Laputa*, *Orguss O2*, *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 characters face challenges where things they value (life, liberty, happiness, wealth, friendship, the lives of others) are at stake, and their actions affect the lives of others. There may be comic moments, but failure has serious consequences.

- **Comedy**

Amusing, incongruous, or wacky things happen. Comedy is often a parody of a more serious genre (such as swords and sorcery or mecha action), provoking laughs by exaggerating its clichés (such as the angst-ridden mecha ace), or adding anachronistic bits (like a rock star or a tank in a medieval fantasy world), or incongruous elements (such as a hero who is really greedy, clueless, lecherous or destructive).

- **Romance**

The characters will have a chance to fall into or out of love. To make things interesting, the GM should create NPC love interests and rivals, since many players are not entirely comfortable with romancing one another. Elements in romances include Love Triangles, Mysterious Strangers, Childhood Vows, Many Girls Chasing One Guy (or vice versa), and Mistaken Identity. A powerful element is Forbidden Love, where a romance appears doomed by family or societal disapproval of the relationship, such as an affair with a married person, someone of different social status, someone of the same gender, or someone who belongs to the other side in a war or other conflict.

- **Mixed**

A mix of two or three different themes such as action-comedy or drama-romance can often be more fun than maintaining a single tone.

GAME CONCEPT AND THEME

The game concept is the basic idea of who the characters are and what they are doing that brings them together as a group and gets them involved with adventures. The GM should develop it in concert with his or her ideas on genre, period, category, and in conjunction with the players (refer to the GM Discussion section page 13, in *Chapter 1*). 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. The characters escaped, but the seven sacred scrolls holding the secrets of their order were burned. In order to rebuild the temple, a copy of the scrolls must be found. According to legend, the only copies are held in a sister temple far away in the distant Land of the Rising Sun. The characters must journey across war-torn China, braving bandits and warlords, picking up allies (including new characters), and using their martial arts skills and chi-powers to help people. Once in Japan, they find tragedy has struck: an earthquake destroyed the temple a generation ago, and the scrolls were stolen by thieves. Now they are in the hands of various new owners across Japan and the characters must track them down. Each scroll is said to hold a new secret martial arts technique, so as they find them they must defeat any owners who are using the secrets for nefarious ends!

ATLANTIS RISING

Genre: Mecha
Period: Recent History
Category: Action
Theme: “Things Humanity was not Meant to Know”

In World War II, a battle between an Allied destroyer and a German U-Boat ends when depth charges fall on the undersea ruins of the Temple of Atlantis. This breaks the seal on the vault that imprisoned the monstrous power of the last Sorcerer-Scientist of Atlantis, whose techno-magic experiments sunk the Lost Continent. Now he is awakened again, and in no time, his army of sea monsters and crab-mecha are on the warpath, invading coastal towns and sinking ships on both sides. It is time to deploy all the secret weapons of World War II in a single multi-national task force of elite heroes. Can Task Force Unity buy enough time until the Americans complete the Manhattan Project and ready the atomic bomb? Should the Axis and Allies join together to battle this terrible threat? Will Hitler make a devil’s bargain with the Atlantean Overlord?

MAGICAL BUG HUNTER KEIKO!

Genre: Magical Girl — School Days
Period: Modern Day
Category: Action-Comedy-Romance
Theme: “Love and Destiny”

The characters are teenagers who discover the mysterious magical Book of the Honey Kingdom. Reading its pages enables them to transform into magical girls and shrink down to tiny size. They can have adventures in the Honey Kingdom, a world of anthropomorphic insects under Tokyo, which is currently being menaced by the evil Hornet Lord and his Wasp Riders. In between, they go to high school, where they discover that some of the other students bear a strange resemblance to characters they meet in the Honey Kingdom. Could the enigmatic butterfly prince really have any connection with Akira, the brooding but handsome school *kendo* coach? Why does the school principle somehow remind them of the sinister Hornet Lord?

VETERANS OF THE PSYCHIC WARS

Genre: Hero Team
Period: Near Future
Category: Drama
Theme: “Dark Forces Rising”

In the mid 21st Century, the secret labs of Psycho-Dynamics Corporation discovered how to use drugs to turn troubled children into a new breed of “hyper-psychics” to serve as oracles, police, and super-soldiers. The boosted psi power proved strongest in teens at age 13-17, but burned out at adulthood. The hyper-psychic children produced in the company’s labs were embraced by the government agencies, but the state was slow to 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, and engage in a covert corporate psi-wars. The characters are Oracle’s newest recruits, the “second generation” of teenagers transformed into psychic warriors, the most powerful yet produced. The corporation has high hopes for them ... but Oracle’s best psychic visionaries are tormented by hideous nightmares of something unspeakable going on in the Psycho-Dynamics laboratories. Is this just another escalation of the existing experiments, or is there something far worse looming on the horizon?



LEGENDS OF THE GALACTIC EMPIRE

Genre: Mecha — Space Opera

Period: Far Future

Category: Action-Drama

Theme: “Defenders of 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. The greatest threat to peace is from within, however: a secret faction within the palace sees the Emperor as decadent and soft and schemes to depose him, placing their own puppet on the throne. In these troubled times, the only force that will save the empire from chaos is the Imperial Bodyguard, an elite force of human and alien mecha pilots based in the royal capital but equipped with space fighters that can cross the galaxy at need. Like a star-faring King’s Musketeers, the Imperial Bodyguard may be embroiled in court intrigue, fight in open battle, or perform secret missions for the throne.

VOYAGERS OF THE NEW DAWN

Genre: High Fantasy

Period: Another World (pre-industrial)

Category: Action-Drama

Theme: “The Quest for Rebirth”

Dark Fairies have stolen the Five Statues of Light and quelled the sun, plunging the world into eternal darkness. Now vampires and demons roam, minions of the wicked Fairy Queen. The characters must sail off the edge of the world in their magical flying ship in quest of another star to bring back a new sun! Unfortunately, a squadron of ghost ships, captained by the Fairy Queen’s seven sorcerer-lieutenants, is not far behind them.

WORLD BUILDING

After the GM comes up with the campaign concept, the players can create their characters. The GM should then work out the details of his or her campaign setting that need to be established before play begins.

The first thing to do is to narrow down exactly where the campaign will take place. Depending on the period and game concept, it could be a real place (like Chicago or Tokyo) or an invented location. The GM should consider both the overall environment where the game will be set (such as a city, countryside, planet, solar system, or star-sector) and the individual locations where day-to-day events will occur. Often, the campaign will have a number of “home base” locations where the characters will spend a lot of time, such as in homes, work, or places they go to train or hang out. This can include their school, training hall, detective office, military barracks, police station, etc. There is no need to go into great detail here. The GM can usually get by with a line or two of description. 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 into the game.

GMs who like lots of detail can add many more descriptions, but it is a good idea not to get too wrapped up in preparing the setting, or the game may never get started.

THE SUPPORTING CAST

There is no need to populate the entire universe, but the GM should usually come up with a starting group of 2-5 supporting NPCs who can act as continuing characters in addition to any villains or victims that the first adventure might also require, along with any NPCs the Nemesis or Significant Other Defects would entail. For example, in a game where the characters are a high-tech SWAT cyborg team, the NPC cast might be: the grumpy police chief, the station's perky radio dispatcher who talks to them on their missions, and the cute girl-next-door who runs the coffee and donut shop in which they hang out afterwards. The GM can usually assume a character's friends and comrades are the characters themselves. Most of the supporting cast only need a name and a very brief description ("grizzled veteran with eye-patch" or "spoiled rich girl and flunkies who rule the school"). The characters can accumulate more supporting cast as adventures continue like the pretty idol singer they rescued from an alien invader who becomes their regular mascot.

ORGANIZATIONS

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.

PARANORMAL POWERS, HIGH TECHNOLOGY, NON-HUMAN RACES

If these elements are going to be part of the setting, the GM should spend some time considering how they work. For example, magic might be a gift that only certain creatures or bloodlines possess or something that anyone can learn with proper talent.

Aliens or monsters might be unique or part of an entire race. Similar issues should be considered in regard to the technology: if things like robots exist, are they available to everyone or do they belong to a specific group or 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 should decide if the non-humans possess unusual paranormal or technological capabilities. In "realistic" games with mass-produced mecha, a similar approach can be taken: instead of having characters design their own 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 character motivations and has NPCs and situations established as part of a continuing campaign. On the other hand, it is a good idea for a novice GM to take some time (a few hours) to plan ahead when creating an adventure. Having a binder full of notes can greatly increase one's confidence when sitting across the table from a group of expectant players.

STORY LINE

The first thing to do is to work out the back story behind the adventure. This may follow naturally from earlier sessions, or it might be a completely new story arc. For instance, if the adventure involves a villain, decide what his or her goals are and the way that his or her plot will work itself out if the characters do not stop it. At

this point, it is also a good idea to decide who the major NPCs are who will play an important role in the adventure and what their goals are. In some cases they should be created as characters (for example, villains the characters will fight or allies who will work closely with the characters).

One technique that can help spark a story line is to think of one “cool image” or idea that will help make this adventure different from the last and use this as a seed to inspire the story. For example, the image of a mechanical dragon, or the characters disguised in school uniforms as part of an undercover operation, or a castle floating in the clouds. Sometimes an idea will not work — just make a note of it for a future adventure.

CHARACTER GOALS

Next, the GM should think about the adventure from the players' perspectives. How will they get involved and what actions are they likely to want to take? Does someone ask them for help or is the adventure something that revolves around them from the start? Will the characters want to become involved? Consider the steps the characters will likely have to follow to resolve the situation and (if necessary) make a few notes of how they might succeed. It is all very well to craft a really cunning plan for a villain, but if it is so foolproof the characters will never even learn of it, there won't be an adventure!

PLOT ELEMENTS

Now it is time to get down to the details of the plot. This is where the GM should work out a rough idea of what plot complications will develop, and the order that the characters may encounter them. It is wise to consider this from the perspective of “here is the villain's plan” rather than “this is what the characters must do to make the plot work.” It is usually more rewarding as a GM to set up situations that engage and challenge the characters to make decisions or use their abilities rather than creating a complex puzzle box that they must solve in a certain way to progress to the next plot point.

If a villain drives the story, take some time to consider his or her back-up plan if the characters thwart “Plan A” early on. In a game where a main antagonist risks death or capture, he or she should not be introduced directly (as the characters may defeat him or her right away, ruining the suspense). Instead, introduce the villain through his or her henchmen and works (“we destroy this temple in the name of Lord Nobunaga!”) or in situations where combat is impossible. It is wise to have the initial villains that the characters encounter be henchmen, and introduce the main villain in situations where no fighting takes place (like on a view screen or at a diplomatic ball). This way, the adventure will not go “off the rails” should the characters do the unexpected.

An adventure intended to come to some sort of resolution in one or two sessions should have four to six distinct plot elements, which can be thought of as various complications, encounters with interesting or hostile NPCs, or clues that will lead the characters to further situations. As GM, give some thought to making an interesting climax to the adventure. Remember, however, that this is a set of notes for a game, rather than the script for a play. The players will decide what their characters will do.

Plot elements come in two broad categories. First, there are those that tempt the characters into doing something: the space pirate characters discover a clue to a lost treasure ship, or a mecha pilot on leave stumbles onto his long lost high school love. Second, there are complications that add difficulty: rival pirates attack the characters on the way to the treasure, or the old flame turns out to be an enemy spy. A mix of both carrot and stick helps keep the story interesting without letting the characters feel railroaded. In a one-shot adventure, the GM should keep things fairly simple with clear objectives. In a continuing campaign, plot elements can be ambiguous or mysterious, and thus if the characters do not pursue them during one session, they can be reintroduced at a later date.

GMs should usually make a few notes of what they plan to happen in the game. The simplest way to prepare is to list the plot elements in point form and rely on one's own imagination to translate this into descriptions of encounters or events during the game session. It is a good idea to prepare some notes on the NPCs that will appear in the adventure (see Important NPCs, below), especially their appearances and goals.

Some GMs also like to make detailed maps or diagrams of places where any chases or battles might take place. The abstract nature of the *BESM* combat system means this is usually unnecessary. If a new locale is introduced (like a haunted forest they must enter, a crime scene the characters will investigate, or a villain's fortress that they may have to capture), however, scribbling down a few lines of description in advance can pay dividends in helping describe a scene during the game.

One way to create an engaging adventure is to set situations where the characters must make tough decisions. These may be emotional ones: “do I date cute Maki or sexy Keiko — and what if Keiko catches me two-timing her?” They may be strategic ones: “do we send everyone against the fortress entrance, or should some of us create a diversion while the others sneak round the back way?” They may be heroic: “do I let the reactor melt down, or do I brave the radiation and shut it down manually?” They may be heart-rending: “we’ve only got a limited amount of room in the starship: we can dump our mecha and take all the refugees, or we can rescue the kids but leave enough weapons onboard to protect ourselves on the journey home”. Ideally, the decisions will not be arbitrary, but will flow naturally from the adventure and choices the characters make.

IMPORTANT NPCs

The guidelines for Character Creation (*Chapter 2*) apply to NPCs, although the GM will rarely need to go into as much detail about character backgrounds as the players do. If the characters will be fighting with or against any NPCs, the GM should take time to work out their basic characteristics (Stats, Attributes, Defects) before the adventure. The same is true of NPCs with whom they may be closely interacting on a regular basis (such as a prospective lover). Otherwise, it is often enough to just make a note of a name and position (“Takayuki, the handsome man who runs the video arcade that will be robbed by the thugs”) and maybe something that the characters can remember (“he has long hair; he was once a Formula One racer but was hurt in an accident, and now he walks with a cane”).

Many minor NPCs need even less detail, and the GM can simply make them up during the game if details are needed or (for minor villains like a henchman's thugs) just have a single list of game characteristics that apply collectively to an entire batch of them. It can be handy to make a short list of names that are ready to apply to NPCs that are invented on the spot, as “real-sounding” names are often hard to improvise.

In a mini-campaign or campaign, a good technique is to introduce an NPC in passing in one session and then promote him or her to a major role in a subsequent session. This gives the characters the sense they are living in a “real” universe and, since they are used to having that character around, makes the players care about his or her fate. For example, having the teenage magic club “rescue a gym teacher kidnapped by demons” is fine, but it becomes a more powerful story line if the gym teacher involved is their favourite gym teacher, Mrs. Anderson, and has already appeared in several prior adventures.

PRESENTING THE VILLAINS

The presentation of the antagonists (also known as villains or “bad guys”) is crucial. The villains should be among the most notable and distinctive NPCs in a campaign to emphasize the threat they pose to the player characters. If the central antagonist rarely opposes the characters directly, it is possible to still make his or her presence known to the players by introducing appropriate mercenaries or henchmen. Consider each of the following details before presenting the villains to the characters:

1. Exactly who are the antagonists? Establish the villains' names, physical appearances, origins, and hierarchical ranking (if applicable).
2. Understand their motivations. Villains who do nasty things simply because they are evil make very uninteresting NPCs. Villains do not view themselves as bad guys but often believe that they are the only ones who can see the bigger picture. Ask yourself why these characters are plotting against the characters or working against the values of humanity. Do they want power or revenge? Are they merely delusional? Are they working

for a cause they believe is good? Do their ends justify the means? The villains' motivations may never be perfectly clear to the players, but it is imperative that you understand what they are. In many cases, a "villain" is a matter of perception. Honourable antagonists (who may later ally with the characters against worse villains) are a common theme in anime and one well worth developing.

3. Give each villain a distinct personality. Important NPCs will only stand out as individuals if you have spent the time to properly develop their personality. The more clearly you construct the antagonists' identities, the more real they will become to your players. Some villains will taunt the characters while others will try to convert them to their cause.

4. Do the villains work alone, or do they rely on henchmen to do their dirty work? Ordinary "grunts" need not be as well developed as their employers but should still possess some identifying traits such as physical appearances, weapons, or powers.

5. What are the villains' weaknesses that may eventually lead to their fall from power? Keep a few options in the back of your mind. Giving a villain weaknesses to exploit allows the players to use tactics other than brute force.

6. Decide how the acts that the villains perpetrate fit your chosen theme and tone. In a role-playing situation, if NPC villains kill innocent victims, the player characters may not feel obliged to capture them alive. This means creating new villains every few adventures. The reverse is also true: to make a hated enemy, make sure the villains commit truly evil crimes. For greater motivation, introduce a likeable and virtuous NPC over several sessions, and then make him or her the villain's next victim.

When important villains speak, they should command attention. When the villains fight, they should fight with passion, and if they die, they should be remembered forever.

FAN SERVICE

In anime, "fan service" is often used to refer to gratuitous visual elements such as "cheesecake" scenes. Here the term is borrowed to refer to those background, character, or plot elements that recur in many anime. Note that some of the best series avoid overusing them since many have now become cliché. Use a few of them if you want a distinct anime flavour or lots of them if you want a comedy game that parodies anime.

• Attack Phrases

In classic giant robot, magical girl, hero team, and martial arts anime, the characters will name each of their main attacks or spells and shout them out as they do it. "*Ultimate Omega Photon Beam Attack!*"

• Cute Androids

These are robots made in the image of humans, except they are usually attractive, super strong, and durable. The first to be featured in anime was a cute boy, but most series prefer cute girls. In more serious anime, they may be victims of prejudice or spend a lot of time worrying about what it really means to be human.

• Cat Girls

There are legendary cat-spirits (*bakeneko*) in Japan that often take the form of beautiful girls to tempt or devour the unwary. In fantasy anime, girls (more rarely, guys) with cat ears and a tail are nearly as popular as elves or dragons. These *nekojin* (cat-people) also pop up in science fiction series or supernatural comedies. Some *nekojin* are more feline with fur, claws, and fangs, while others are much more human. Occasionally cat-eyes, ears, or tails are drawn on a human character as a visual gag.

• BosoZoku

A Japanese motorcycle or hot rod gang. These are less violent and more flamboyant than American gangs. *BosoZoku* bikes are often very heavily customized (even with attached flags!). This is a good background for a "tough guy" teenager.

- **Bishonen**

A *bishonen* (“beautiful boy”) is a very attractive male who has beautiful, somewhat effeminate features, such as long, flowing hair and a delicate build. A *bishonen* can be easily mistaken for a girl, and he is often a skilled warrior. Heroic *bishonen* are very elegant and chivalrous, while villains are often exceedingly ruthless and deadly. *Bishonen* are often either homosexual or thought to be so, even when they are not.

- **Ki Powers**

The life energy of a person, called *ki* in Japan and chi in China. With proper training, a character can take control of this energy, while sickness is often ascribed to an imbalance in one’s *ki* that can be cured with various techniques including acupuncture. In order to master martial arts, breathing exercises and meditation are supposed to help a student focus one’s *ki*. In anime, a master martial artist trained in secret techniques may use *ki* to sharpen senses, super-charge his or her punches or weapon strikes, heal with a touch, or even throw fireballs. In *BESM*, *ki* correlates with Energy Points and a *ki* master will usually have the Magic Attribute.

- **Collateral Damage**

Inspired by the tradition of Japanese monster movies, many anime do not shrink from showing the massive destruction that giant robots or big guns can inflict on an urban landscape. The GM should remember that any shot that misses is going to land somewhere, and when a 20 metre tall robot falls over, it is going to flatten anything beneath it, including buildings, cars, and people! An heroic robot pilot may feel less heroic after he or she finds the battle destroyed a neighbourhood and next time may take risks to “lure the enemy away from the civilians.” This is very much in genre. In more comedic fare, an “oops, it’s not our fault” disregard for such damage is usual.

- **Cute Pets**

These show up in many anime series, even serious mecha dramas. Usually it is one of the female characters who has a cute cat, robot, penguin, monster, or other entity but sometimes they are all over the place. They may be guides, companions, advisors, living weapons, or simple pets used for comic relief. Occasionally a cute pet is capable of transforming into a more potent form. Create them using the rules for Servants, Mecha, Flunkies, or Significant Others depending on how useful they actually are.

- **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.

- **Giant Piloted Robots**

Why are these so common? Mostly because they look really cool. Also, a humanoid machine has more story potential. Robots can cross any terrain, they can sword fight and wrestle and pick things up, and, if fitted with jets or rockets, they can fly through the air or space. A robot allows human-level action but on a super scale. Also, if each character has his or her own robot, they can all be involved in the action.

In many military anime, ace pilots will be rewarded with "custom" versions of the machines with which they first started or newer and better mecha. This is simply simulated by allowing characters to redesign them if they acquire higher Levels of Own a Big Mecha.

- **Ghosts**

Japanese ghosts (*Yurei*) are similar in motivation to those of the West, normally being unable to rest until they get revenge or satisfaction for some injury done to them in life. The traditional ghost appears in a white *kimono* and his or her feet are not visible. Ghosts and spirits are often associated with balls of fire, similar to will o' the wisps.

- **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 68) that allows detecting such attachments or possibly Recurring Nightmares (page 109) to represent visions from an earlier lifetime.



- **Kendo**

The “way of the sword” is a two-handed Japanese fencing technique based on samurai swordplay (*kenjitsu*). *Kendo* normally uses a wooden training sword (*bokken*), which in proper hands can be quite deadly. It is something that school students may learn, and thus provides a good excuse for teenagers to have weapons and weapon Skills.

A practitioner of *Kendo* or *Kenjitsu* will have Melee Attack and Defense (Sword) Skill and possibly the Kensei Attribute (page 46).

- **Kitsune**

A fox. Magical fox spirits with the abilities to assume human shape (often as sexy women) or possess people are a common element in Japanese folklore. Magical foxes often have multiple tails. Like *nekojin*, *kitsune* often appear in anime, either as spirits or simply as a non-human race with fox ears and one or more bushy tails.

- **Kyudo**

The “way of the bow,” this is Japanese archery. It is a popular high school sport for both boys and girls and, like *Kendo*, gives a teenage boy or girl a reasonable justification for proficiency with archaic weapons, which can come in handy!

- **Late for School**

There seems to be some sort of genetic defect in many anime females that prevents them from getting to school on time while at the same time causing them to obsess about being late. Japanese schools are actually pretty strict about being on time, so minor punishments (being made to stand in the hall, for example) are common.

- **Main Gun**

A classic ability of many spaceships and a few mecha is the “main gun,” a super weapon of astounding power that fires a huge wave of energy that can destroy entire squadrons of the enemy. Usually the weapon is unreliable, takes a long time to warm up, or burns out after firing one shot. Thus, its use requires a certain amount of strategic thinking to lure all of the enemy into range. The Weapon Attack rules (page 81) 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 characters use. He or she may have been murdered and the invention stolen by the villains (but a prototype or two is left behind for a son, daughter, or young assistant to use to gain revenge). Sometimes the inventor is still around but usually is a little unbalanced (either absent minded or obsessed with modifying or perfecting it).

- **Girls Next Door vs. Exotic Girl Friends**

A common element in anime romance is the guy who must choose between the Girl/Guy Next Door and the Exotic Lover. One is familiar, has grown up with the character since childhood, has common sense, etc.; the other breaks taboos but is mysterious, sexy, dangerous, and sometimes not even human.

- **Mecha Bases**

In a mecha campaign, the characters will often have a base that acts as their home and houses their mecha. It is usually a secret underground base hidden below a mundane shop, residence, or city, and is a giant high-tech citadel, or a mobile battle fortress. Popular examples are big spacecraft, cloud bases, giant aircraft carriers, big submarines, and giant hovercraft. Sometimes the fortress can retract into the ground or transform into a huge giant robot. The base usually has a crew of NPCs and sometimes is also home to a group of dependants (family, refugees, etc.). Its brain is a control room or bridge occupied by a stoic commander and a group of young and attractive communication officers. It is often defended by various weapon turrets and sometimes a huge “main gun” with devastating firepower that is only occasionally usable. It will also have workshops, medical bays, and laboratories, often with their own expert NPCs. Some are large enough to be virtual cities with homes, shops, classrooms, and so on, allowing entire adventures (or full-scale mecha battles) to take place inside them. In game terms, the majority of mecha bases are best designed as very big mecha. If they are stationary fortresses, simply give them the Restricted Ground Movement Defect (page 110).

- **Naughty Tentacles**

Demons with masses of writhing tentacles are a common sight in anime horror, inspired by early examples of the genre and H.P. Lovecraft. In game terms, such a creature has the advantage of being able to grapple, grope, and menace the protagonists without killing them (the way fangs and claws would). The most notorious such demons follow the Bug-Eyed Monster tradition: “they want our women.”

- **Nose Bleeds**

Another comedy anime gag is the idea that if a male (usually a virgin) sees something arousing, blood will rush to his head causing a nosebleed. In game terms, a boy with Easily Distracted (Girls) may get a nosebleed if he encounters an attractive female character in a compromising position: he or she is stunned on a failed 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 72).

- **Oni**

Variouly translated as Ogre or Demon, these are Japanese monsters. They are traditionally portrayed as humanoid monsters with horns, often dressed in tiger skins and just as often possessing magical powers. Some *oni* interbreed with humans; the children may be cursed or have magical abilities. In anime, *oni* and *oni* motifs (like horns or tiger stripes) appear in various forms from hideous monsters to sexy space aliens in genres ranging from comedy to horror. *Oni* will usually have the Marked Defect (page 106).

- **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 Cooks**

In anime, girls are supposed to be good cooks and better than boys. In high school anime, a common comedy element is the female character who is a terrible cook, but who may not 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). This can be assumed to be simply a "slow motion" kind of shot, however. The villains cannot really attack while the character is transforming. In anime designed to appeal to teenage boys, the character often ends up briefly naked, while in those aimed at general audiences the transformation is disguised by special effects or occurs more or less instantaneously.

- **Transforming Mecha**

Giant robots are even cooler if they can transform, that is, shift their shape so that a humanoid robot can turn into a fighter plane or mechanical beast. In some anime, multiple mecha can link together to form an even bigger machine. The various Mecha Attributes cover these genre conventions. More "realistic" mecha series usually limit or forgo mecha transformations.

- **Yakuza**

Japanese gangsters belonging to organized crime families. *Yakuza* can be distinguished by their dark suits, big foreign cars, habit of covering their bodies with colourful tattoos, and the custom of cutting off a finger to atone for any mistake that displeases his boss. *Yakuza* often appear as "heavies" in modern-day anime.

CHARACTER ADVANCEMENT

Character advancement is unnecessary in a short adventure, but during a lengthy campaign players may wish to improve their characters' Skills and Attributes. Advancement is not a requirement, but it can reflect the characters' earned knowledge through conflicts with the environment, other characters, or even with themselves.

The GM is encouraged to award all characters one bonus Character Point roughly every five role-playing sessions and one bonus Skill Point every couple of session. The GM may also reward exceptionally talented or active players with an extra character advancement point. Each player can assign these Character Points to Stats or Attributes immediately or accumulate them for future use.

The point cost for increasing a Stat, Attribute, or Skill is identical to the cost during character creation (see *Chapter 2*). Players are encouraged to assign advancement points to Stats, 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. The GM can veto the idea or require the character to perform certain game activities in order to support the acquisition of a new Attribute, however. 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 armoury and switch it for a different type of mecha. The GM may require expenditure of in-game resources (favours, money, time, captured enemy gear) before this can be attempted. If characters lose equipment, the GM can make them wait a session or so to reacquire it or force them to make do with inferior equipment unless circumstances allow a replacement.

Character Point Protection

If a player spends Character Points on something (an Attribute, Item of Power, Mecha, etc.), he or she should expect some degree of protection from the ravages of the GM. After all, the player has "invested" part of his or her character into the particular thing. If the player does not spend the character points, however, they gain no protection. The GM may steal, destroy, alter, or manipulate it however they desire.

For example, a player spends Character Points, during character creation, to gain Organizational Ties for his or her character (to represent the character being a Knight). The player should feel secure in the knowledge that his or her character will remain a Knight for the duration of the campaign. Should the character's Knighthood be stripped, he or she should at least gain something of similar value. The character may gain a new Item of Power worth the same number of character points as the Organizational Ties Attribute, for example.

The character may, however, be Knighted during the course of the campaign, due to heroic deeds. If the player does not spend the Advancement Points for the Organizational Ties Attribute, then the GM may strip the character of rank, as dictated by the course of the adventure. Since the player has not made an investment in the Attribute, it is not protected from the GM's plots and machinations.

Conversely, the Organizational Ties Attribute may be given to the character during a campaign, but in concert with some new Defects (Red Tape, Owned by a Megacorp (the King), etc.) of sufficient Bonus Points to pay for the new Attribute. In this case, the player can rest assured that his or her character will remain a Knight for the length of the campaign — he or she effectively "paid" for the Attribute via the Defects. The character, however, must contend with the new disadvantages. The player may choose to pay off the Defects slowly, over the course of the game, with Character Advancement Points.

The later option is an excellent choice for dynamic character advancement — the GM may give the character something even if the player does not yet have enough Character Points. The character gains the applicable Attribute but also earns appropriate Defects to pay for the Attribute. That said, however, GMs should not do this with everything that the characters come across in their adventures or the characters will quickly find themselves laden with a host of Defects. Only enforce new Defects for the important things that you want the player's character to maintain for the length of a campaign. Let the other "free" Attributes/Items be the player's choice — they can either spend Advancement Points to protect the Attribute/Item or allow it to suffer the whims and fancies of the GM.

ADVICE FOR THE GM

1. Watch Lots of Anime

There is no better way to capture the intense atmosphere of the anime genre than by watching the adventures for yourself. Many video rental outlets now carry an extensive anime selection, and an even greater number of illegal fan-subtitled videotapes are available to the experienced internet user. Be sure to watch titles from a variety of genres (comedy, horror, mecha, thriller, science-fiction, fantasy, etc.) in order to better shape your adventure or campaign. Watching Japanese anime is time well spent.

2. Define the Setting and Genre

Clearly define the setting and genre of your game to the players before they create characters. Since *BESM* is a universal multi-genre RPG, players need to know what character boundaries best suit the adventure.

3. Encourage innovative Thinking During Character Creation

Help players avoid falling into the trap of playing characters from established anime productions by giving them the freedom to create. The only real boundaries placed on the characters should be the players' imaginations.

4. The Characters are the Main Focus

Make every character a main focus of the game and give equal attention to all players. Balancing game time is often the most difficult challenge for GMs of all levels of experience. Talk with each player outside the game to ensure that he or she is satisfied with the character's involvement in the adventure. Unhappy players can make a game unworkable.

5. Combat is Not the Main Focus

Do not turn combat into the primary focus of the game. When combat does erupt during the adventure make it fast, exciting, and fun for all players. Combat should not occur too often however, or it will take away from the other role-playing aspects of the game. Staging several big battles during each playing session can desensitize the players and turn them against physical conflict ("Oh great...yet another unearthly tentacle monster to fight. Am I supposed to be scared?") Use combat sparingly, and its dramatic impact will be increased tenfold.

6. Keep Dice Rolling to a Minimum

Quite simply, if a dice roll is not necessary or does not constructively add to the game, do not make the roll. GMs should feel comfortable making decisions about the direction of events during a session without the use of dice. See page 138 in *Chapter 3: Game Mechanics* for suggestions when dice rolls may or may not be necessary.

7. Allow for Special Effects

Give players latitude when it comes to using special effects for their characters. Some examples include wind-blown hair, triple-take action shots, cool musical soundtracks, blurred backgrounds during combat scenes, and countless others. These effects can inject humour into any game and fit perfectly into the anime genre.

8. Use Character Defects to the Benefit of the Game

Though they penalize the characters, Defects should not penalize the players by hindering their role-playing efforts. Be sure to map out how you plan to implement all Defects before play begins. Using them effectively will add excitement and paranoia to your game.

9. Downplay the Abilities of Unimportant NPCs

If an NPC is not a major character in the adventure, he or she should not outclass the player characters in Stats or Attributes. It is recommended that minor NPCs should be created on only 10-20 Character Points and have approximately half as many Health and Energy Points as characters or major NPCs. This guideline forces the unimportant NPCs into supporting or background roles (where they belong) and allows the major NPCs to capture the attention of the player characters.

10. Go Outside the Rules

If you dislike a rule presented in *BESM*, you are encouraged to modify it to suit your needs or simply discard it completely. Do not let your vision of how an anime role-playing game should work be suppressed by anything you read in this book. These pages are filled with guidelines and suggestions, but they certainly do not reflect the One True Way to role-playing success. Use what you like, discard what you do not, and fill in the blanks with your own ideas.

ADVICE FOR THE PLAYER

1. Watch Lots of Anime

You want to play an anime character in an anime setting using anime role-playing rules — that should give you sufficient cause to rent a couple of videos.

2. Be innovative in Character Design

BESM was designed to be flexible, allowing you to create the anime character of your desire. Do not hesitate to develop Attributes or Defects not listed in these rules — talk with the GM about your ideas. Playing an original character of your design is much more enjoyable than limiting yourself to someone else's ideas.

3. Assign your Character a Few Defects

Your purpose is not to create a “perfect” character, but a character that is fun to play. Defects not only generate laughter during each session but can expand your role-playing options. Besides, you will find that you never have enough Character Points to satisfy your desire for Attributes. Assign some Defects and you will get a few more points.

4. Don't be a Copycat

In an original setting, it is fun to play a character who is inspired by a particular anime series but do not simply clone a well-established character from an anime television series or movie. It is very difficult to accurately portray a character created by someone else but easy to be disappointed should you be unable to role-play him or her “correctly.” Develop your own character.

5. Don't be a Loner

Do not create a character who prefers to be alone. Role-playing is about GM/player and player/player interaction. Deny yourself one of those opportunities and the enjoyment of the game is diminished for everyone.

6. Do Not Obsess About the Rules

Every GM has his or her individual style when running a game. If your GM wants to play “fast and loose” with the system, go with the flow. The rules should only be used when it benefits the game. Do not let this book hold you back.

7. Have Faith

Trust the GM to do what is best for the game. Any worthy GM realizes that players come first, and it is his or her obligation to make it enjoyable for everyone. Trust the judgement of the GM, and the game will flow more smoothly.

8. Communicate

Give the GM constant feedback — both positive and negative. On a regular basis (perhaps after each session) let the GM know what you like and dislike about the direction and momentum of the game. Without player input, the GM may not realize in which areas he or she need improvement. Be polite and diplomatic but also be honest. The game can only get better, not worse, when you voice your comments and concerns.

DAVID L. PULVER

David was born in Kingston, Ontario and grew up in England, New Zealand and Canada. David has written or co-authored over 30 RPG books (many of them for SJ GAMES' GURPS line) including an Origins Award-winning adventure. Before joining GUARDIANS OF ORDER to work on anime-related projects full-time, David wrote *GURPS Mecha* (SJ GAMES) and *Bubblegum Crisis: Before and After* (R. TALSORIAN). David's other writing credits with GUARDIANS OF ORDER include *Big Robots*, *Cool Starships*, *Hot Rods & Gun Bunnies*, *Centauri Knights*, *Dominion Tank Police RPG and Resource Book*, *Demon City Shinjuku RPG and Resource Book*, and *Tenchi Muyo! RPG and Resource Book* and *Tenchi Universe*. David is now working for SJ GAMES as their *Transhuman Space* Line Developer. David can be reached at dlpulver@telus.net.

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Mark was raised in Petawawa, Ontario. Mark's writing and publication credits include *Toying With Destruction*, *Big Eyes*, *Small Mouth*, the *Sailor Moon Role-Playing Game and Resource Book*, *Tenchi Universe* and co-writing for *Silver Age Sentinels*. Mark also served as Lead Designer for DART FLIPCARD's *Sailor Moon Collectible Card Game*. He can be reached at mark@guardiansorder.com.

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Karen was born and raised in Toronto, Ontario. Karen has contributed to most company publications through a combination of writing, editing, and production assistance. Karen can be reached at karen@guardiansorder.com.

JESSE SCOBLE

Jesse doesn't believe anyone reads these bios, much less so in revisions. He's impressed that you've read this far, and wishes he had the time to read in such detail. Jesse slacks off from his Administrative Assistant duties by line developing for *Silver Age Sentinels*. He also wrote the *BESM* and *Tenchi Muyo! GM Screen Adventures* and co-wrote the *EL-Hazard RPG and Resource Book* and *Silver Age Sentinels*. Jesse can be reached at jesse@guardiansorder.com.

JEFF MACKINTOSH

Before coming to GUARDIANS OF ORDER, Jeff did freelance writing for DREAM POD 9's *Heavy Gear* game line and worked full-time as the Art Director and co-developer of XID CREATIVE's *Providence* role-playing game. In 1999, Jeff joined GUARDIANS OF ORDER as Art Director and now *BESM/Ultimate Fan Guide* Line Developer. He has written for several products, including co-writing *Hong Kong Action Theatre! Second Edition*, *Heaven & Earth, Second Edition*, the *EL-Hazard RPG and Resource Book*, and *Silver Age Sentinels*. Jeff can be reached at jeff@guardiansorder.com.

JOHN R. PHYTHON, JR.

John R. Python, Jr.'s contributions to the adventure gaming industry include *Heaven & Earth: A Role-Playing Game of Fate and Destiny and Swords of the Middle Kingdom*. He also contributed extensively to EVENT HORIZON's *Hong Kong Action Theatre!*, wrote a short story for PINNACLE ENTERTAINMENT's *Deadlands* fiction anthology, co-authored several books for AEG's *Legend of the Five Rings*, and several d20 adventures. He is also a regular contributor to *Comics Retailer* magazine. John now works for AVALANCHE PRESS as their RPG Line Developer. He can be reached at cambyr@earthlink.net.

JULIE DILLON

Julie is a freelance artist who has been doing commissioned works since 1998. However, *Big Eyes, Small Mouth 2nd Edition* is her first official publication. More of her work, including fan art, original art, and tutorials can be viewed at her website, "Solace", located at <http://www.jdillon.net>. She can also be reached at dillons@pacbell.net.

AXEL

Ever since I could remember, I have always enjoyed drawing. I draw a great deal of inspiration from Jim Lee, McFarlane, and most importantly Masamune Shirow. Thus far, I have never considered myself a professional artist though, I do hope someday I could make this more than just a hobby. You can visit my website, Café Takara, at <http://clearscape.com/~axel/>.

VANESSA DURAN

Vanessa became a professional artist in 1996 and soon won the first prize in I Ficom's Manga competition. Through Camaleon, she has published her regular series titled *Shoel*. She has also done freelance work in Spanish manga magazines, newspapers and several fanzines. You can locate her web site on <http://www.dreamers.com/van>.

JAMES WILLIAM FRANCIS, A.K.A. ARIOCH

The crusty, formless entity known as Arioch currently resides in San Jose where he works professionally as a software developer. If you need to know more than that, just ask. For those who don't know, the name "Arioch" is plucked from Michael Moorcock's famous *Elric of Melniboné* fantasy series. His website can be found at <http://well-of-souls.com/gallery/index.html>.

KEIJI

Keiji is not an average high-school girl in many ways. Voted the Most Quiet in School, she is a rarely speaks, is incredibly intelligent and extremely talented. Born in Korean and now residing in New Jersey, Keiji is a big fan of anime and you can find some of her artwork on her website at <http://cozyr.yrdia.net/cozy/>.

JUNO KIM

Juno is a video game junkie who periodically stops playing games long enough to do some fantastic illustrations. She is working towards her goal of becoming an anime animator and manga artist. She intends on attending Calarts in order to further her artistic aspirations. Some of her artwork can be found on her website at <http://well-of-souls.com/accnet/juno/>.

DAVID OKUM

David is an art teacher and freelance artist. He has published artwork in publications like *Big Robots*, *Cool Starships*, *Hot Rods and Gun Bunnies* and *Heaven and Earth* (GUARDIANS OF ORDER) and various other publications. David can be reached at dokum@msn.com, at the OkumAnime website at: <http://www.angelfire.com/anime/okumanime/index.html>.

SAKA

Saka, sometimes called Super Saka, is an enigmatic man with a tremendous amount of talent. Aside being a fan of lots of artists and tons of anime, not to mention a whole bunch of manga, little is known about the artist. Well, it's also known that his favourite animals are baby seals, so we know he has a kind heart. His website can be found at <http://kapolo.syste.ms>.

IRMA SURIANI AHMED, A.K.A. AIMO

Aimo, real moniker Irma S. Ahmed, decided to seriously pursue art when she was 9 after reading a comic by Rumiko Takahashi. With the marvel of the Internet, Aimo was chosen to be the featured artist of the FIRST EDITION of *Big Eyes Small Mouth* despite the fact that she lives in Malaysia. Visit her online gallery at <http://aimo.simplenet.com/>

ZID

Currently, in school, Zid earns money by selling his works of art upon request by schoolmates. He is also working on a sequential book project with a writer as well as working on numerous school-sponsored projects including the school's annual magazine and a children's book. Zid has also successfully built a personal webpage to display his works of art. His webpage is at <http://yazid.cb.net>.

BIBLIOGRAPHY

This bibliography only lists a fraction of the anime TV series, OAVs and theatrical movies that have been released on video or television in North America. The list focuses on anime shows that either served as inspirations for the creators of *Big Eyes*, *Small Mouth* or are favourites of many anime fans.

Each entry gives the English title, Japanese title (in brackets, if different from the English title), copyright notice, years of production, North American video distributor (as of 2000), genre or sub-genre, and the format in which it was originally released.

Most anime is available on VHS video tape, with an increasing number of titles also available on DVD and possibly laserdisk. Titles are usually available in either English dubbed format, or Japanese with English subtitles; DVDs may have both.

3 x 3 EYES (SAZAN EYES)

© Yuzo Takada/Kodansha/Plex/Star Child
1991-92, Streamline Pictures (OAV)
Supernatural.

AD POLICE

© Artmic/Youmex
1993, AnimEigo (OAV)
Cyberpunk, mecha, science fiction.

AKIRA

© Akira Committee
1988, Streamline Pictures (Theatrical release)
Conspiracy, science fiction.

APPLESEED

© Masamune Shirow/Seishinsha/TBM
1988, Manga Entertainment (OAV)
Cyberpunk, mecha, science fiction.

ARCADIA OF MY YOUTH

© Toei Animation / Tokyu Agency
1993, AnimEigo (theatrical feature)
Space opera, science fiction.

ASTRO BOY (TETSUWAN ATOM)

© Mushi Productions/Video Promotions, Inc./NBC Enterprises/Screen Gems
1963-66, The Right Stuff (TV series)
Mecha hero.

BATTLE ATHLETES (DAINUNDOKAI)

© AIC-IPC/Pioneer LDC/TV Tokyo/Soft-X/Mannensha/Aeon.
1999, Pioneer (OAV, TV series)
Sports, science fiction.

BLACK MAGIC M-66

© Bandai Visual/MOVIC/Shirow Masamune/Seishinsha
1991, 1995, Manga Entertainment, U.S. Renditions (OAV)
Mecha, Science Fiction.

BLUE SEED (AOKUSHIMITAMA BLUE SEED)

© Yuzo Takada/Takeshobo-BS Project
1995, A.D. Vision (TV series)
Supernatural.

BUBBLEGUM CRISIS

© Artmic/Youmex
1987-91, AnimEigo (OAV series)
Cyberpunk, hero team, mecha.

BUBBLEGUM CRISIS 2040

© JVC/AIC
1999, A.D. Vision (OAV series)
Cyberpunk, hero team, mecha.

CARDCAPTORS (CARD CAPTOR SAKURA)

© CLAMP, Kodansha, Nakayoshi, MOVIC
2000, Nelvana (TV series)
Magical girl, supernatural.

CAT GIRL NUKA NUKU

© MOVIC/King Records/Yuzo Takada/Futabasha
1995, A.D. Vision (OAV)
Cyberpunk mecha (comedy).

COWBOY BEBOP

© Sunrise, Inc.
1999, Bandai Entertainment (TV series).
Gun bunnies, space opera.

CYBER CITY OEDO 808

© Madhouse/Japan Home Video
1995, US Manga Corps (OAV)
Cyberpunk, hero team.

CUTEY HONEY

© Go Nagai/Dynamic Planning/Toei Video
1995, A.D. Vision (OAV)
Magical girl, mecha, science fiction, supernatural.

THE DAGGER OF KAMUI (KAMUI NO KEN)

© Haruki Kadokawa Films/Project Team Argos/Madhouse
1993, AnimEigo (theatrical release).
Martial arts, period piece.

DEMON CITY SHINJUKU

© Hideyuki Kikuchi/Asahi Sonorama/Video Art/Japan Home Video.
1993, Central Park Media Corp. (OAV)
Supernatural.

DEVIL HUNTER YOKHO (MAMONO HUNTER YOKO)

© NCS/Toho Video
1993-96, A.D. Vision (OAV)
Magical girl, supernatural.

DOMINION TANK POLICE (DOMINION HANZI GUNDAN)

© Masamune Shirow/Hakusensha/Agent 21/Toshiba Video Softwares, Inc.
1989, U.S. Manga Corps (OAV series)
Cyberpunk, mecha.

DRAGONBALL Z

© Bird Studio/Shueisha/Toei Animation
1997, Vidmark (TV series)
Alien visitors, martial arts.

DRAGON HALF

© Mita/ Kadokawa/Victor Entertainment
1995, A.D. Vision (OAV)
Heroic fantasy (comedy).

EL-HAZARD, THE MAGNIFICENT WORLD (*SHINPI NO SEKAI EL HAZARD*)

© A.I.C./Pioneer LDC Inc.
1995, Pioneer Animation (OAV)
Heroic fantasy, interdimensional exiles.

FIST OF THE NORTH STAR (*SEIKIMATSU KYUSEISHU DENSETSU HOKUTO NO KEN*)

© Toei Animation Co. Ltd.
1986, Streamline Pictures (Theatrical release)
Martial arts.

FUSHIGI YUGI — THE MYSTERIOUS PLAY (*FUSHIGI YUGI*)

© Yu Watase/Shogakukan, Inc./TV Tokyo/Studio Pierrot.
1998, Pioneer Entertainment (TV series).
Heroic fantasy, interdimensional exiles.

GALL FORCE: ETERNAL STORY

© MOVIC/Sony Video/Software International Corp.
1992, Central Park Media Corp (OAV).
Mecha, space opera.

GEOBREEDERS

© Akihiro Ito/Shoenebagosha
2000, US Manga Corps (OAV)
Gun Bunnies, Supernatural (comedy).

GHOST IN THE SHELL (*KOKAKU KIDO-TAI*)

© Masamune Shirow/Kodansha Ltd./ Bandai Visual Co., Ltd./Manga Entertainment
1995, Manga Entertainment (Theatrical release)
Conspiracy, cyberpunk, gun bunnies.

GUNDAM 0080: A WAR IN THE POCKET

© Bandai, Sunrise
1998, AnimeVillage.com (OAV)
Mecha.

GUNSMITH CATS

© Sonada/Kodansha/TBS/VAP.
1996, A.D. Vision (OAV)
Gun bunnies, hot rods

THE GUYVER (*KYOSHOKU SOKO GUYVER*)

© Takaya Productions/D.S.S./Bandai/Movic, Inc./Tokuma Shoten
1987-90, Manga Entertainment (OAV)
Conspiracy, mecha, science fiction.

ICZER-ONE

© Kubo Shoten/AIC,
1992, US renditions (OAV)
Alien visitors, mecha, science fiction.

KIMAGURE ORANGE ROAD

© Toho/Studio Pierrot
1988-89, AnimEigo (OAV, TV series)
School days, supernatural.

LEGEND OF LEMNEAR (*KYOKUGURO NO TSUBASA VALKASAS*)

© Soshin Pictures/AIC.
1996, US Manga Corps (OAV)
Heroic fantasy.

MACROSS PLUS

© Big West/Macross Plus Project.
1996, Manga Entertainment (OAV)
Idol, mecha, science fiction.

MAGIC KNIGHT RAYEARTH

© Clamp/Kodansha/Dentsu/YTV/TMS-K.
1999, Anime Works (TV series).
Heroic fantasy, interdimensional exiles, magical girls, mecha.

MAPS

© Yuichi Hasegawa/Gakken/KSS/TMS
1995, A.D. Vision (OAV)
Space opera, Science fiction.

MAISON IKKOKU

© Rumiko Takahashi/Shogakukan, Inc./Kitty/Fuji TV
1986-88, Viz Video (TV series)
Soap opera (comedy — romance).

MARTIAN SUCCESSOR NADESICO

© XEBEC / Project NADESICO / TV Tokyo.
1997, A.D. Vision (TV series).
Alien visitors, mecha, science fiction, space opera.

MERMAID'S SCAR (*NINGYO NO KIZU*)

© Rumiko Takahashi/Shogakukan, Inc.
1993, Viz Video (OAV)
Supernatural.

MOBILE SUIT GUNDAM

© Bandai, Sunrise
1998, AnimeVillage.com (theatrical feature, TV series)
Mecha, science fiction.

NADIA: THE SECRET OF BLUE WATER (*FUSHIGI NO UMI NO NADIA*)

© NHK/Sogovision/Toho.
1999, A.D. Vision (TV series)
Mecha, period piece.

NEON GENESIS EVANGELION (*SHIN SEIKI EVANGELION*)

© Gainax/Project EVA/TV Tokyo/NAS
1995-96, A.D. Vision (TV series)
Alien visitors, conspiracy, mecha, science fiction.

NINJA SCROLL (*JUBEI NINPOCHO*)

© Yoshiaki Kawajiri/Madhouse/JVC/Toho Co. Ltd./ Movic, Inc.
1993, Manga Entertainment (Theatrical release)
Heroic fantasy, period piece, supernatural.

OH MY GODDESS! (*AA, MEGAMI-SAMA*)

© Kosuke Fujishima/Kodansha/TBS/SS Films
1993-94, AnimEigo (OAV)
School days, supernatural (comedy-romance).

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© Sunrise
1999, AnimeVillage.com (TV series)
Mecha, science fiction, space opera.

ORIGINAL DIRTY PAIR

© Haruka Takachio/Studio Nue/Sunrise Inc./NTV
1998-1999, A.D. Vision (OAV)
Gun bunnies, science fiction, space opera.

OTAKU NO VIDEO

© Toshiba Picture Soft.
1993, AnimEigo (OAV)
Comedy.

PATLABOR (*KIDO KEISATSU PATLABOR*)

© Headgear/TFC/Emotion/Bandai
1996, Manga Entertainment, US Manga Corps (TV Series, OAV, Movies)
Mecha, science fiction.

PERFECT BLUE

© Rex Entertainment
1999, Manga Entertainment.
Conspiracy, Idol.

POKÉMON

© Nintendo
1999, Viz Video (TV series)
Pet monster.

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© Nibariki/Tokuma Shoten/Nippon Television Network/Dentsu/Studio Ghibli.
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Heroic fantasy, period piece, science fiction.

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1986-90, U.S. Manga Corps (OAV)
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Martial arts, school days, supernatural (comedy).

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Conspiracy, martial arts (fencing), school days, supernatural.

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1993, US Manga Corps.
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ROBOTECH

© Harmony Gold USA/Tatsunoko Prod. Co./ZIV International
1985, Family Home Entertainment and Streamline Pictures (TV series)
Derived From Superdimensional Fortress Macross (1982-83), Southern Cross (1984) and Mospeada (1983-84)
Alien visitors, idols, mecha, space opera.

SABER MARIONETTE J

© Satoru Akahori/Hiorshi Negishi/Tsukasa Kotobuki/Kadokawa Shoten/Bandai Visual/Sotsu Agency/TV Tokyo.
1998, AnimeVillage.com (TV series)
Exotic girlfriends, mecha, science fiction.

SAILOR MOON (*BISHOJO SENSHI SAILOR MOON*)

© Kodansha/Toei Animation Co. Ltd.
1992-94, Dic Too Time Video (TV series), Pioneer (Movies)
Magical girls, school days, supernatural.

SAMURAI PIZZA CATS (*CATS TONINDEN TEYANDE*)

© Tatsunoko Production Co. Ltd./Saban International
1991, Video Treasures (TV series)
Hero team, period piece (comedy).

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© Nobuhiro Watsuki/Shueisha/Fuji TV/ Sony Pictures (Japan).
2000, Anime Works and A.D. Vision (TV series and OAV)
Martial arts (swordplay), period piece.

SERIAL EXPERIMENTS LAIN

© Triangle Staff/Pioneer LDC.
1998, Pioneer Entertainment (TV series).
Conspiracy, cyberpunk, school days, science fiction.

SILENT MOBIUS

© Studio Tron, Kadokawa Shoten/Bandai Visual/Sotsu Agency/TV Tokyo
2000, Bandai Entertainment, Inc. (TV series).
Cyberpunk, science fiction, supernatural.

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© H. Kanzaka/R. Araizumi/TV Tokyo/SOFTX/Marubeni
1995, Software Sculptors (TV series and OAV)
Heroic fantasy (comedy).

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1979-1980, Cluster Studios (TV series)
Mecha, science fiction, space opera.

TENCHI MUYO!

© A.I.C./Pioneer LDC, Inc.
1992-96, Pioneer Animation (TV series, OAV and Theatrical release)
Alien visitors, exotic girlfriend, space opera (comedy).

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© Clamp/Shinshokan/MOVIC/Sony Music Entertainment
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© Kitty Films.
1992, AnimEigo.
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UROTSUKIDOJI (CHOJIN DENSETSU UROTSUKIDOJI)

© Toshio Maeda/JAVN Inc./West Cape Corp.
1989-93, Anime 18 (OAV)
Hentai supernatural.

VAMPIRE PRINCESS MIYU (KYUKETSUKI MIYU)

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1992, AnimEigo (OAV)
Supernatural.

THE VISION OF ESCAFLOWNE (TENKU NO ESCAFLOWNE)

© Sunrise/TX
1999, Bandai Entertainment, Inc.
Heroic fantasy, interdimensional exiles, mecha.

WICKED CITY (YOJU TOSHI)

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BESM

REFERENCE: CHARACTER SHEET

CHARACTER NAME:	
CHARACTER POINTS:	SKILL POINTS
RACE:	
OCCUPATION:	
AGE:	SEX:
HEIGHT:	WEIGHT:
DESCRIPTION:	

CHARACTER IDENTITY

BODY		MIND		SOUL	
HEALTH POINTS [(BODY + SOUL) x 5]	ENERGY POINTS [(MIND + SOUL) x 5]	SHOCK VALUE (HEALTH POINTS ÷ 5)	COMBAT VALUE [(BODY + MIND + SOUL) ÷ 3]		
			ATTACK COMBAT VALUE		
			DEFENSE COMBAT VALUE		

CHARACTER STATS & DERIVED VALUES

UNUSED ADVANCEMENT POINTS:	TOTAL ADVANCEMENT POINTS EARNED:
OTHER NOTES AND DETAILS:	

OTHER NOTES

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