

STEP 4: SELECT RACE

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

RACIAL COST DETERMINATION

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

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

TABLE 4-1: RACE COSTS

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

Dwarf	Point Cost
Slow movement	-1
+2 Constitution	1
-2 Charisma	-1
Darkvision	1
Stability	1
Stonecunning	1
+2 save vs. poison	1
+2 save vs. spells	2
+1 attack vs. orcs/goblinoids	1
+4 dodge defence vs. giants	1
+2 Knowledge: Cultural Arts (Appraisal) Skill checks	0.5
+2 Craft Skill checks	0.5
Total Value	8
Final Cost	2

Elf	Point Cost
Base movement	0
+2 Dexterity	1
-2 Constitution	-1
Immunity to magical sleep spells	1
+2 save vs. enchantment	1
Low-light vision	1
+2 Listen, Search, and Spot Skill checks	1.5
Detect secret doors	1
Total Value	6
Final Cost	0

Gnome	Point Cost
Small Size (Table 10-2; page 97)	3
Base movement	0
-2 Dexterity	-1
+2 Strength	1
+4 Constitution	2
Low-light vision	1
+1 DC for cast illusion spells	1
+2 save vs. illusions	1
+1 attack vs. kobolds/goblinoids	1
+4 dodge defence vs. giants	1
+2 Listen Skill checks	0.5
+2 Craft (Alchemy) Skill checks	0.5
Free 0th Level spells (cantrips)	1
Total Value	12
Final Cost	6

Half-Elf	Point Cost
Base movement	0
Immunity to sleep	1
+2 save vs. enchantment	1
+2 Diplomacy and Gather Information Skill checks	1
Low-light vision	1
+1 Listen, Search, and Spot Skill checks	0.5
Elven blood	1
Any favoured class (when multiclassing; an optional cost)	1
Total Value	7
Final Cost	1

Half-Orc	Point Cost
Base movement	0
+2 Strength	1
-2 Intelligence	-1
-2 Charisma	-1
Darkvision	1
Orc blood	1
Total Value	1
Final Cost	-5

Halfling	Point Cost
Small Size (Table 10-2; Page 97)	3
Base movement	0
+2 Strength	1
+2 Constitution	1
+2 Climb, Jump, and Move Silently Skill checks	1
+1 all saving throws	3
+2 save vs. fear	1
+1 attack with thrown weapons	1
+2 Listen Skill checks	0.5
Total Value	12
Final Cost	6

Human	Point Cost
Base movement	0
+1 Feat at 1st Level	2
+4 Skill Points at 1st Level	1
+1 Skill Point each Level	2
Any favoured class (when multiclassing; an optional cost)	1
Total Value	6
Final Cost	0

STEP 5: SELECT CLASS

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

THE MULTICLASS CHARACTER

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

TABLE 5-1: BESM d20 CLASSES

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

progression in the new classes occur at the expense of advancement in the character's other classes.

For example, if your character is the lone Magical Girl in her adventuring group, she may decide to advance in that class only. If a new Magical Girl also joins the team, the two characters may decide to gain several Levels in the Sentai Member class to compliment each other's abilities before progressing in the Magical Girl class once again.

While your character continues gaining Sentai Member Levels, her current Magical Girl Level remains the same and does not increase. When she decides to start advancing in the Magical Girl class again, the Sentai Member Level remains constant. Your character can only advance a single Level in one class at a time.

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

LEVEL BONUSES

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

BASE SAVE BONUS

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

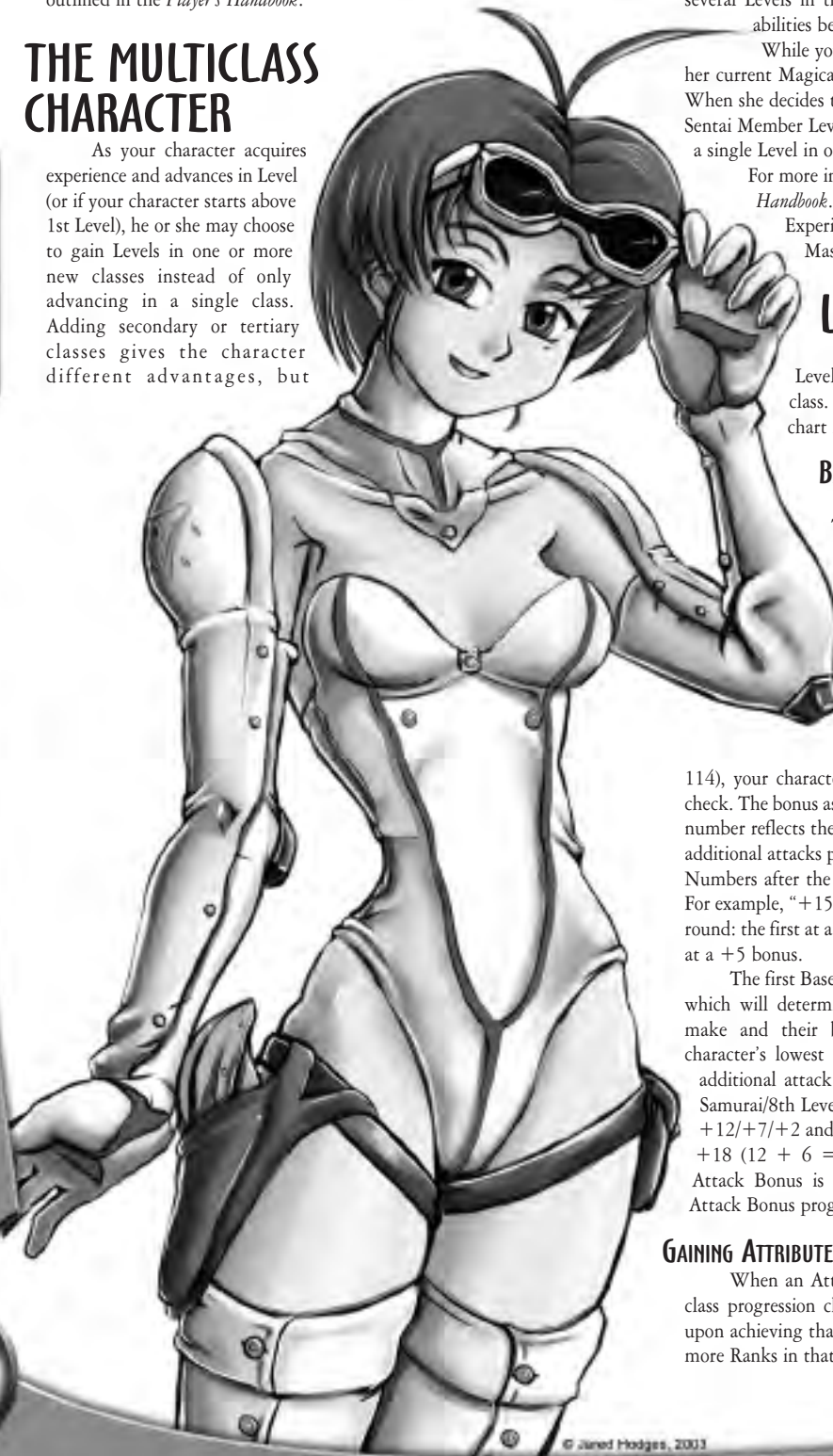
BASE ATTACK BONUS

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

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

GAINING ATTRIBUTE RANKS

When an Attribute is listed in the Special section of each specific class progression chart, your character gains a Rank in that Attribute upon achieving that class Level. If the character already possesses one or more Ranks in that Attribute, his or her Rank is increased by one. If the



Attribute is new for the character, he or she gains the Attribute at Rank 1. You can determine specific details regarding the Attribute with GM approval. For example, if your character gains the Special Attack Attribute (page 61), you should add Attack Abilities and Disabilities as appropriate for your character, and then discuss your ideas with your Game Master. With the Game Master's approval, any Attribute Ranks gained through Level progression can be exchanged for a number of Character Points equivalent to the cost of the Attribute through the Incomplete Training Defect (page 91).

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

CHARACTER POINT BONUSES

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

LEVEL BENEFITS

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

MAXIMUM SKILL RANKS (OPTIONAL)

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

FEATS

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

ABILITY SCORE INCREASE

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

CLASS DESCRIPTIONS

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

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

SIZE NOTES

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

DEFAULT ATTRIBUTE COSTS

Unless stated otherwise, Attributes with variable costs are assigned the following default cost per Rank: Armour 4 Points/Rank, Flight 4 Points/Rank, Flunkies 1 Point/Rank, Item of Power 4 Points/Rank, Massive Damage 5 Points/Rank, Organisational Ties 1 Point/Rank, Servant 2 Points/Rank, Special Attack 4 Points/Rank, and Telepathy 3 Points/Rank.

TABLE 5-2: BASE ATTACK BONUSES

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

TABLE 5-3: LEVEL-DEPENDENT BENEFITS

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

Beyond 20th Level

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

GUN BUNNY

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

CHARACTERISTICS

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

OTHER CLASSES

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

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

HIT DICE AND ABILITY SCORES

The Gun Bunny uses d8 Hit Dice.

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

CLASS SKILLS AND SKILL POINTS

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

• SKILL POINTS AT 1ST LEVEL

(4 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

4 + Int modifier



TABLE 5-7: GUN BUNNY

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

HOT ROD

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

CHARACTERISTICS

The telltale sign of a Hot Rod is his or her set of wheels; it is a badge of honour, a trusted friend, and a symbol of freedom. Not content to just drive it, the Hot Rod has enough mechanical skills to fix and enhance it. Since top-notch parts cost money, however, the Hot Rod often develops ties with an organisation that funds his expenses or gives him work to pay for them. Their natural charisma attracts followers in the form of pit crews, gear heads, co-pilots, and navigators. They can keep their cool under the most harrowing circumstances, never losing their grip on the wheel and the stick shift.

OTHER CLASSES

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

HIT DICE AND ABILITY SCORES

The Hot Rod uses d8 Hit Dice.

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

CLASS SKILLS AND SKILL POINTS

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

• SKILL POINTS AT 1ST LEVEL

(4 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

4 + Int modifier

TABLE 5-8: HOT ROD

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

MARTIAL ARTIST

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

CHARACTERISTICS

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

OTHER CLASSES

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

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

HIT DICE AND ABILITY SCORES

The Martial Artist uses d10 Hit Dice.

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

CLASS SKILLS AND SKILL POINTS

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

• SKILL POINTS AT 1ST LEVEL

(2 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

2 + Int modifier

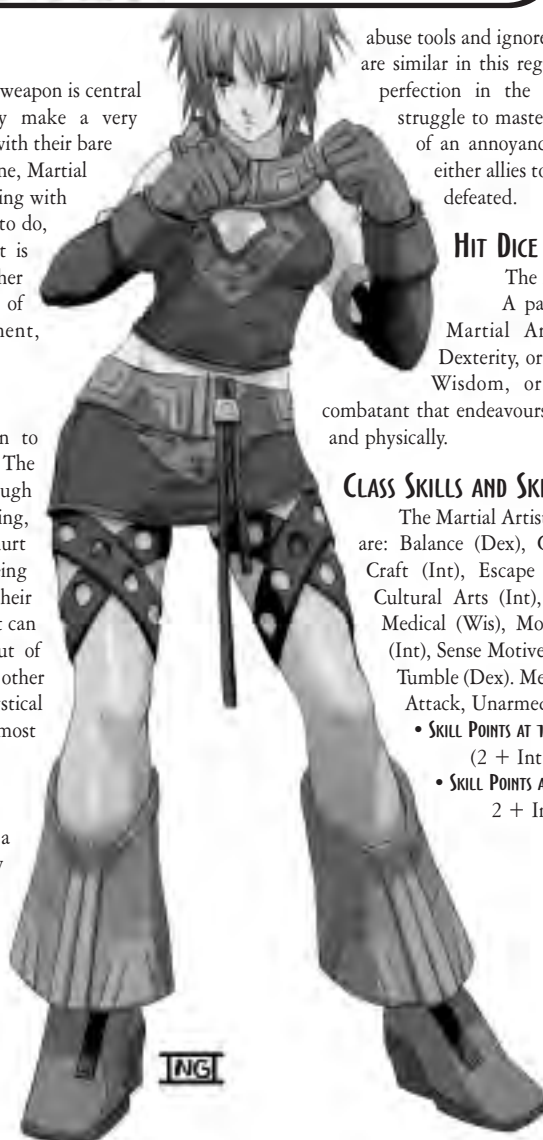


TABLE 5-10: MARTIAL ARTIST

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

NINJA

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

CHARACTERISTICS

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

OTHER CLASSES

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

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

HIT DICE AND ABILITY SCORES

The Ninja uses d8 Hit Dice.

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

CLASS SKILLS AND SKILL POINTS

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

Climb (Str), Controlled Breathing (Con), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge: Area (Int), Knowledge: Architecture (Int), Knowledge: Occult (Int), Knowledge: Streetwise (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Poisons (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex),

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

• SKILL POINTS AT 1ST LEVEL

(4 + Int Modifier) x 4

• SKILL POINTS AT EACH ADDITIONAL LEVEL

4 + Int modifier

SPECIAL NOTE

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

TABLE 5-12: NINJA

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

9th Level Spell for 4.5 Points?

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

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

EXAMINING d20 MODERN CLASSES

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

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

TABLE 5-21: d20 MODERN CLASSES POINT COSTS

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

TABLE 5-22: BALANCING d20 MODERN CLASSES

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

TABLE 5-23: BARBARIAN

Hit Dice: d12

Skill Points per Level: 4 + Int Modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Rage 1/day, +10 move, 2 Armour Proficiency Feats
2	+2	+0	+0	+3	Uncanny dodge (Dex)
3	+3	+1	+1	+3	Trap sense +1
4	+4	+1	+1	+4	Rage 2/day
5	+5	+1	+1	+4	Improved uncanny dodge
6	+6/+1	+2	+2	+5	Trap sense +2
7	+7/+2	+2	+2	+5	Damage reduction 1/-
8	+8/+3	+2	+2	+6	Rage 3/day
9	+9/+4	+3	+3	+6	Trap sense +3
10	+10/+5	+3	+3	+7	Damage reduction 2/-
11	+11/+6/+1	+3	+3	+7	Greater rage
12	+12/+7/+2	+4	+4	+8	Rage 4/day, Trap sense +4
13	+13/+8/+3	+4	+4	+8	Damage reduction 3/-
14	+14/+9/+4	+4	+4	+9	Indomitable will
15	+15/+10/+5	+5	+5	+9	Trap sense +5
16	+16/+11/+6/+1	+5	+5	+10	Rage 5/day, Damage reduction 4/-
17	+17/+12/+7/+2	+5	+5	+10	Tireless rage
18	+18/+13/+8/+3	+6	+6	+11	+1 Character Point, Trap sense +6
19	+19/+14/+9/+4	+6	+6	+11	Damage reduction 5/-
20	+20/+15/+10/+5	+6	+6	+12	Rage 6/day, Mighty rage

TABLE 5-24: BARD

Hit Dice: d6

Skill Points per Level: 6 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+0	Bardic knowledge, Bardic music, countersong, fascinate, inspire courage +1, 2 Armour Proficiency Feats, +2 0th Level spells
2	+1	+3	+3	+0	+1 0th Level spell
3	+2	+3	+3	+1	Inspire competence, +1 1st Level spell
4	+3	+4	+4	+1	+3 Character Points, +1 1st Level spell
5	+3	+4	+4	+1	+1 1st, +1 2nd Level spell
6	+4	+5	+5	+2	Suggestion, +1 2nd Level spell
7	+5	+5	+5	+2	+4 Character Points
8	+6/+1	+6	+6	+2	+2 Character Points, Inspire courage +2, +1 2nd, +1 3rd Level spell
9	+6/+1	+6	+6	+3	Inspire Greatness, +1 3rd Level spell
10	+7/+2	+7	+7	+3	+3 Character Points
11	+8/+3	+7	+7	+3	+1 3rd, +1 4th Level spell
12	+9/+4	+8	+8	+4	+3 Character Points, Song of Freedom, +1 4th Level spell
13	+9/+4	+8	+8	+4	+3 Character Points
14	+10/+5	+9	+9	+4	Inspire courage +3, +1 0th, +1 4th, +1 5th Level spell
15	+11/+6/+1	+9	+9	+5	+3 Character Points, Inspire heroics, +1 1st, +1 5th Level spell
16	+12/+7/+2	+10	+10	+5	+3 Character Points, +1 2nd Level spell
17	+12/+7/+2	+10	+10	+5	+1 3rd, +1 6th Level spell
18	+13/+8/+3	+11	+11	+6	+2 Character Points, Mass suggestion, +1 4th, +1 6th Level spell
19	+14/+9/+4	+11	+11	+6	+1 5th, +1 6th Level spell
20	+15/+10/+5	+12	+12	+6	+2 Character Points, Inspire courage +4, +1 6th Level spell

TABLE 5-25: CLERIC

Hit Dice: d8

Skill Points per Level: 2 + Int modifier

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

TABLE 5-26: DRUID

Hit Dice: d8

Skill Points per Level: 4 + Int modifier

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

TABLE 5-27: FIGHTER

Hit Dice: d10

Skill Points per Level: 2 + Int modifier

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

TABLE 5-28: MONK

Hit Dice: d8

Skill Points per Level: 4 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+0	+2	+2	+2	Unarmed strike, Flurry of blows, Bonus Feat, d6 Damage, AC +0
2	+1	+3	+3	+3	Evasion, Bonus Feat
3	+2	+3	+3	+3	Still mind, +10 ft. Move
4	+3	+4	+4	+4	Slow fall (20 ft.), Ki strike (magic), d8 Damage
5	+3	+4	+4	+4	Purity of body, AC +1
6	+4	+5	+5	+5	Slow fall (30 ft.), Bonus Feat, +10 ft. Move
7	+5	+5	+5	+5	Wholeness of body
8	+6/+1	+6	+6	+6	Slow fall (40 ft.), d10 Damage
9	+6/+1	+6	+6	+6	Improved evasion, +10 ft. Move
10	+7/+2	+7	+7	+7	Ki strike (lawful), Slow fall (50 ft), AC +2
11	+8/+3	+7	+7	+7	Diamond body, Greater flurry
12	+9/+4	+8	+8	+8	Abundant step, Slow fall (60 ft), 2d6 Damage, +10 ft. Move
13	+9/+4	+8	+8	+8	Diamond Soul
14	+10/+5	+9	+9	+9	Slow fall (70 ft)
15	+11/+6/+1	+9	+9	+9	Quivering Palm, AC +3, +10 ft. Move
16	+12/+7/+2	+10	+10	+10	Ki strike (Adamantine), Slow fall (80 ft), 2d8 Damage
17	+12/+7/+2	+10	+10	+10	Timeless body, Tongue of sun and moon
18	+13/+8/+3	+11	+11	+11	Slow fall (90 ft), +10 ft. Move
19	+14/+9/+4	+11	+11	+11	Empty body
20	+15/+10/+5	+12	+12	+12	Perfect self, Slow fall (any distance), 2d10 Damage, AC +4

TABLE 5-29: PALADIN

Hit Dice: d10

Skill Points per Level: 2 + Int modifier

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

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

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

● Class Skill x Cross Class Skill

TABLE 5-30: RANGER

Hit Dice: d8

Skill Points per Level: 6 + Int modifier

Level	Base Attack Bonus	Ref Save	Will Save	Fort Save	Special
1	+1	+0	+0	+2	Track, Favoured enemy, Wild empathy, 2 Armour Proficiency Feats
2	+2	+0	+0	+3	Combat style
3	+3	+1	+1	+3	Endurance
4	+4	+1	+1	+4	Animal companion
5	+5	+1	+1	+4	Favoured enemy
6	+6/+1	+2	+2	+5	Improved combat style, +1 1st Level spell
7	+7/+2	+2	+2	+5	Woodland stride
8	+8/+3	+2	+2	+6	Swift tracker
9	+9/+4	+3	+3	+6	+2 Character Points, Evasion
10	+10/+5	+3	+3	+7	Favoured enemy, +1 2nd Level spell
11	+11/+6/+1	+3	+3	+7	Combat style mastery
12	+12/+7/+2	+4	+4	+8	+2 Character Points, +1 3rd Level spell
13	+13/+8/+3	+4	+4	+8	Camouflage
14	+14/+9/+4	+4	+4	+9	+2 Character Points, +1 1st Level spell
15	+15/+10/+5	+5	+5	+9	Favoured enemy, +1 4th Level spell
16	+16/+11/+6/+1	+5	+5	+10	+2 Character Points, +1 2nd Level spell
17	+17/+12/+7/+2	+5	+5	+10	+3 Character Points, Hide in plain sight
18	+18/+13/+8/+3	+6	+6	+11	+2 Character Points, +1 1st Level spell
19	+19/+14/+9/+4	+6	+6	+11	+1 2nd, +1 3rd, +1 4th Level spell
20	+20/+15/+10/+5	+6	+6	+12	Favoured enemy, +1 4th Level spell

TABLE 5-31: ROGUE

Hit Dice: d6

Skill Points per Level: 8 + Int modifier

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

TABLE 5-32: SORCERER

Hit Dice: d4

Skill Points per Level: 2 + Int modifier

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

TABLE 5-33: WIZARD

Hit Dice: d4

Skill Points per Level: 2 + Int modifier

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

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

PROPORTIONATE DUPLICATE

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

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

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

The character's Caster Level is equal to the character's Rank in the Dynamic Sorcery Attribute or the character's Level in the Dynamic Sorcerer class, whichever is higher.

DYNAMIC SORCERY

Cost: 8 Points/Rank

Relevant Ability: Variable

Progression: Descriptive; see below

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

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

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



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

- **SHIELD ONLY**

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

- **STATIC**

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

- **USES ENERGY**

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

HEALING

Cost: 4 Points/Rank

Relevant Ability: Wisdom

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

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

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

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

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

HEIGHTENED AWARENESS

Cost: 1 Point/Rank

Relevant Ability: Wisdom

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

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

HEIGHTENED SENSES

Cost: 1 Point/Rank

Relevant Ability: Wisdom

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

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

TYPE I

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

TYPE II

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

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

HIGHLY SKILLED

Cost: 1 Point/Rank

Relevant Ability: Variable

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

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

HYPERFLIGHT

Cost: 1 Points/Rank

Relevant Ability: Constitution

Progression: Speed of light at Rank 1; multiply speed of previous Rank by 10 for Ranks 2 to 6.

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

• ALTERNATE ATTACKS

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

• MECHA WEAPON ATTACKS AND DIFFERENT GUNNERS

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

SPECIAL ATTACK DESCRIPTORS

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

SPECIAL EFFECTS

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

Effects Based on Damage Inflicted

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

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

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

SPECIAL ATTACK ABILITIES

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

TABLE 6-2: ATTACK ABILITIES

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

• ACCURATE

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

• AFFECTS INCORPOREAL

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

• AREA EFFECT

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

• AURA

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

• AUTO-FIRE

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

TRANSMUTATION

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

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

The character cannot transmute material into new objects outside the character's experience. The character could transmute a weapon into a book, painting or videotape, but the content must be something with which he or she was already familiar. Likewise, a character who had no familiarity with computers could not transmute a television into one using Transmutation. The GM may choose to require a Intelligence Ability check (or relevant Skill check) if the character attempts a particularly complex transmutation. Failure may indicate the new object does not function properly; this is especially applicable when creating complex technological

- RANK 1** The character can transmute objects weighing up to 1 lb.
- RANK 2** The character can transmute objects weighing up to 5 lbs.
- RANK 3** The character can transmute objects weighing up to 10 lbs.
- RANK 4** The character can transmute objects weighing up to 50 lbs.
- RANK 5** The character can transmute objects weighing up to 100 lbs.
- RANK 6** The character can transmute objects weighing up to 500 lbs.

devices. Unless the GM decides otherwise, Transmutation is only able to make objects that could be classified as Personal Gear; it cannot create Items of Power. When attempting to transmute an Item of Power, the character suffers a penalty to the Intelligence Ability check of -2 for each Rank of the Item of Power.

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

TUNNELLING

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

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

- RANK 1** The character tunnels very slowly, similar to the tunnelling speed of ten men with shovels.
- RANK 2** The character tunnels slowly, similar to the tunnelling speed of a bulldozer.
- RANK 3** The character tunnels at a snail's pace (up to 60 feet per minute).
- RANK 4** The character tunnels at a walking speed (up to 10 mph).
- RANK 5** The character tunnels at slow vehicle speeds (up to 50 mph).
- RANK 6** The character tunnels at fast vehicle speeds (up to 100 mph).

UNIQUE ATTRIBUTE

Cost: 1-5 Points/Rank**Relevant Ability:** Varies**Progression:** Descriptive; see below

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

The GM should assign a Point cost per Rank based on how the Attribute compares to other Attributes and how useful it is. In general, an Attribute that is somewhat useful in the game should cost 1 Point/Rank, one that is very useful should cost 2-3 Points/Rank, and one that is extremely useful should cost 4-5 Points/Rank (or more).

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

STEP 7: SELECT SKILLS

The following outlines the rules for using Skills in BESM d20. See the *Player's Handbook* for the rules for acquiring Skill Ranks.

SKILL POINTS AND SKILL RANKS

Characters have a number of Skill Points based on their class Levels, as outlined in the class descriptions. Depending on a character's class, some Skills are "class Skills" and some Skills are "cross-class Skills." For non-combat Skills, cross-class Skills require 2 Skill Points per Rank while class Skills require 1 Skill Point per Rank. For combat Skills, the cost is tripled to 6 and 3 Skill Points, respectively.

If the GM desires, the maximum number of Ranks a character can have in a class Skill is equal to that character's Level + 3 (a common limit in many d20 System games). The maximum Rank a character can have in a cross-class Skill is half that number (round down). Optionally, the GM can add the Skill's relevant Ability Score modifier to this maximum Skill Rank for the character. Of course, the Game Master can also ignore these limitations (and possibly develop his or her own Skill Rank maximums).

USING SKILLS

When a character uses a Skill, the character makes a Skill check to see how well the character performs the action. The higher the result on the character's Skill check, the more successful the attempt. Based on the circumstances, the character's result must match or exceed a particular number (called a DC, or Difficulty Class) to use the Skill successfully. The harder the task, the higher the number the character needs to roll.

For more information on Skill checks, see Chapter 12: Combat (page 110).

SKILL DESCRIPTION FORMAT

RELEVANT ABILITY

This is the Ability modifier that most often applies to the Skill check. If two (or more) Abilities are listed, it indicates that different Abilities may be relevant, depending on the situation. The GM should

select the one most appropriate to the circumstances. For example, the Pilot Skill has the Relevant Ability: Intelligence or Dexterity. When a character attempts to pilot a large cruise ship, the GM should require a Skill check using the Intelligence modifier — the character's knowledge of the boat's controls are more important when driving such a massive ship. When the character hops into a small ski boat, however, his or her Dexterity is more important and thus the GM should require a Skill check using the Dexterity modifier instead of the Intelligence Modifier.

SPECIALISATIONS (OPTIONAL RULE)

A selection of Specialisations is provided. When a character gains a new Skill, he or she may select one Specialisation for free. Any time the character makes a Skill check (a character attempting to balance on a thin wire using Balance (Tightrope), for example), the character gains a +1 bonus to his or her Skill check. With GM permission, players may select a Specialisation that is not listed if it fits with their character concept. Also, GMs may allow characters to gain two additional Specialisations for a particular Skill by paying the normal cost associated with gaining a Rank in that Skill.

DESCRIPTION

The Skill name line is followed by a general description of what using the Skill represents.

Combat Feats and BESM d20

To provide more player options and better reflect common elements in anime shows, BESM d20 replaces several combat Feats with combat Skills (see page 80). The three weapon proficiency Feats (Exotic, Martial, and Simple) have been eliminated, indicating that all characters are proficient with all weapons, and thus do not suffer the -4 attack penalty. Additionally, the Weapon Focus Feat (which gives a +1 with a specific weapon) has been removed in favour of combat Skills that can provide much greater attack bonuses. As a result, BESM d20 characters who specialise in combat prowess by assigning many combat Skills can become much more deadly in battle than standard d20 characters.

If you prefer to use combat Feats from the standard d20 System instead, simply remove the combat Skills option from BESM d20 and make the appropriate Feats available to characters once again.

TABLE 7-1: CLASS AND CROSS CLASS SKILLS

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster Ninja	Trainer	Sentai Samurai	Member	Shapechanger	Student	Tech Genius
Balance	●	x	x	●	x	●	●	x	●	x	x	●	●	x	x
Bluff	●	x	x	●	●	x	x	x	●	x	x	x	●	x	x
Climb	●	x	x	●	x	x	●	x	●	x	x	x	x	x	x
Computer Use	●	x	●	x	x	x	x	●	x	x	x	x	x	●	●
Concentration	●	●	x	x	x	x	x	x	x	x	x	x	x	x	x
Controlled Breathing	●	x	x	x	x	x	●	x	●	x	●	x	●	x	x
Craft	●	x	x	x	x	x	●	x	x	x	●	x	x	●	x
Decipher Script	●	x	x	x	x	x	x	x	x	x	x	x	x	●	●
Demolitions	●	x	x	●	x	x	x	●	x	x	x	x	x	x	●
Diplomacy	●	●	x	x	x	x	x	x	x	x	●	●	x	●	x
Disable Device	●	x	x	x	●	x	x	x	x	●	x	x	x	x	●
Disguise	●	x	x	x	x	x	x	x	●	x	x	x	●	x	x
Drive	●	x	●	x	●	x	x	●	x	x	x	x	x	x	●
Escape Artist	●	x	x	x	x	x	●	x	●	x	x	x	●	x	x
Forgery	●	x	x	x	x	x	x	●	x	x	x	x	x	x	x
Gamble	●	x	x	●	●	x	x	x	●	x	x	x	x	●	x
Gather Information	●	x	x	●	x	x	x	x	●	x	●	x	●	x	x
Handle Animal	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x
Hide	●	x	x	x	x	x	x	x	●	x	x	x	●	x	x

● Class Skill x Cross Class Skill

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster	Ninja	Trainer	Samurai	Sentai Member	Shapechanger	Student	Tech Genius
Intimidate	●	x	x	●	x	x	x	x	●	x	●	●	x	x	x	x
Investigate	●	x	x	●	●	x	x	x	x	x	x	x	x	x	x	x
Jump	●	x	x	●	x	●	●	x	●	x	x	●	●	●	x	x
Knowledge (Arcane)	●	●	x	x	x	●	x	x	x	x	x	x	x	x	x	x
Knowledge (Architecture)	●	x	x	x	x	x	x	x	x	x	x	x	x	x	●	x
Knowledge (Area)	●	x	x	x	●	x	x	x	●	x	x	x	x	x	●	x
Knowledge (Biological Sciences)	●	x	x	x	x	x	x	x	x	●	●	x	x	x	●	x
Knowledge (Business)	●	x	x	x	x	x	x	x	x	x	x	x	x	x	●	x
Knowledge (Cultural Arts)	●	x	x	x	x	●	●	x	x	x	x	●	x	●	●	x
Knowledge (Domestic Arts)	●	x	x	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Electronics)	●	x	●	x	x	x	x	●	x	x	x	x	x	x	x	●
Knowledge (Foreign Culture)	●	●	x	x	x	x	x	x	x	x	x	●	x	●	●	x
Knowledge (Law)	●	x	x	x	x	x	x	●	x	x	x	x	x	x	●	x
Knowledge (Mechanics)	●	x	●	x	●	x	x	●	x	x	x	x	x	x	x	●
Knowledge (Military Sciences)	●	x	●	x	x	x	x	●	x	x	x	x	x	x	x	x
Knowledge (Nature)	●	x	x	x	x	x	x	x	x	●	x	x	x	x	●	x
Knowledge (Occult)	●	●	x	x	x	●	●	x	●	x	x	●	●	x	x	x
Knowledge (Physical Sciences)	●	x	x	x	x	x	x	x	x	x	x	x	x	x	●	●
Knowledge (Police Sciences)	●	x	●	●	●	x	x	x	x	x	x	x	x	x	x	x
Knowledge (Religion)	●	●	x	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Social Sciences)	●	x	x	x	x	x	x	x	x	x	x	●	x	x	●	x
Knowledge (Streetwise)	●	●	x	x	x	x	x	x	●	x	●	●	x	x	x	x
Listen	●	x	x	●	x	x	●	x	●	●	x	●	x	x	x	x
Medical	●	x	x	x	x	x	●	x	x	●	x	x	x	x	x	x
Move Silently	●	x	x	x	x	x	●	x	x	x	x	x	x	●	x	x
Navigate	●	x	x	x	●	x	x	●	x	x	x	x	x	x	x	x
Open Lock	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x	x
Perform	●	x	x	x	x	●	●	x	x	x	x	●	●	x	●	x
Pilot	●	x	x	x	●	x	x	●	x	x	x	x	x	x	x	x
Poisons	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x	x
Power Usage	●	x	x	x	x	●	x	x	x	x	x	x	●	x	x	x
Powerlifting	●	x	●	●	x	x	x	x	x	x	x	x	x	●	x	x
Profession	●	●	x	x	x	●	x	x	x	x	x	x	x	x	●	●
Repair	●	x	●	x	●	x	x	●	x	x	x	x	x	x	x	●
Research	●	●	x	x	x	x	x	x	x	x	x	x	x	x	●	●
Ride	●	x	x	x	●	x	x	x	x	x	x	●	x	x	x	x
Search	●	x	x	x	x	x	●	x	●	x	●	x	x	x	x	x
Seduction	●	x	x	●	●	x	x	x	x	x	x	x	x	●	x	x
Sense Motive	●	x	x	●	●	x	●	x	●	x	●	●	x	●	x	x
Sleight of Hand	●	●	x	x	x	x	x	x	●	x	x	x	x	●	x	x
Speak Languages	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Sports	●	x	x	●	x	●	x	x	x	x	x	x	x	x	●	x
Spot	●	●	x	●	●	●	●	●	●	x	●	●	●	●	x	x
Survival	●	x	x	x	x	x	x	x	●	x	x	●	x	x	x	x
Swim	●	x	x	x	x	●	x	x	x	x	x	x	x	x	●	x
Tumble	●	x	x	x	x	●	●	x	●	x	x	●	●	x	x	x
Use Rope	●	x	x	x	x	x	x	x	●	x	x	x	x	x	x	x
Wilderness Tracking	●	x	x	x	x	x	x	x	●	x	●	●	x	x	x	x

	Adventurer	Dynamic Sorcerer	Giant Robot	Gun Bunny	Hot Rod	Magical Girl	Martial Artist	Mecha Pilot	Pet Monster	Ninja	Trainer	Samurai	Sentai Member	Shapechanger	Student	Tech Genius
Archery	x	x	x	●	x	●	x	x	●	x	x	●	x	x	x	x
Gun Combat	x	x	x	●	●	x	x	x	x	x	x	x	x	x	x	x
Heavy Weapons	x	x	●	x	x	x	x	●	x	x	x	x	x	x	x	x
Melee Attack	x	x	●	x	●	x	●	x	●	x	●	●	●	x	x	x
Melee Defence	x	x	x	x	x	x	●	x	x	x	x	●	●	x	x	x
Ranged Defence	x	x	x	●	x	●	x	●	x	x	x	x	x	x	x	x
Special Ranged Attack	x	●	●	x	x	●	●	●	x	x	x	x	x	x	x	x
Thrown Weapons	x	x	x	x	x	●	x	x	●	x	x	x	x	x	x	x
Unarmed Attack	x	x	●	x	●	x	●	x	●	x	x	x	x	x	x	x
Unarmed Defence	x	x	●	x	●	x	●	x	●	x	x	x	x	x	x	x

● Class Skill x Cross Class Skill

STEP 8: SELECT FEATS

While Feats will have a place in your anime campaign, *BESM d20's* Attribute power creation system (particularly combat Skills) reduces the scope of Feats. Additionally, since *BESM d20* abstracts combat movement and position (thus there are no attacks of opportunity), many Feats no longer apply to anime characters. Finally, some Feats (such as Expertise) allow characters to perform actions that every character is capable of performing in *BESM d20*. GMs may also allow players to use approved Feats from any d20 System game.

See the *Player's Handbook* for the rules for acquiring Feats. The Game Master will decide whether the benefits derived from a Feat are cumulative if it is assigned multiple times.

FEAT COSTS

Feats cost 2 Character Points each.

NEW FEATS

The following new Feats are introduced in *BESM d20*:

Accuracy, Blind-Shoot, Block Ranged Attacks, Concealment, Deflection, Judge Opponent, Leap Attack, One Shot Left, Portable Armoury, Reflection, Sneak Attack, Steady Hand, Weapons Encyclopaedia

APPROPRIATE FEATS

The following Feats are appropriate for a *BESM d20* game:

Advanced Combat Martial Arts, Ambidexterity, Armour Proficiency (all), Blind-Fight, Brawl, Burst Fire, Cleave, Combat Martial Arts, Dodge, Double Tap, Empower Spell, Endurance, Enlarge Spell, Extend Spell, Far Shot, Force Stop, Frightful Presence, Great Cleave, Great Fortitude, Heighten Spell, Improved Brawl, Improved Initiative, Improved Knockout Punch, Improved Trip, Iron Will, Knockout Punch, Lightning Reflexes, Maximise Spell, Mounted Combat, Point Blank Shot, Power Attack, Quicken Spell, Rapid Shot, Run, Silent Spell, Spell Focus, Spirited Charge, Still Spell, Streetfighting, Stunning Fist, Two-Weapon Fighting, Vehicle Dodge, Whirlwind Attack

TABLE 8-1: REPLACED FEATS

The following Feats can be replaced by elements of the *BESM d20* system, as indicated:

Acrobatic	Replace with Jump and Tumble Skills	Exotic Weapon Proficiency	Replace with Combat Skill
Advanced Firearms Proficiency	Replace with Combat Skill	Focused	Replace with Balance and Concentration Skills
Agile	Replace with Balance Skill	Forge Ring	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes
Aircraft Operation	Replace with Pilot Skill	Gearhead	Replace with Computer Use and Repair Skills
Alertness	Replace with Heightened Awareness Attribute	Guide	Replace with Navigate and Survival Skills
Animal Affinity	Replace with Handle Animal and Ride Skills	Improved Feint	Replace with Bluff Skill
Archaic Weapon Proficiency	Replace with Combat Skill	Investigator	Replace with Gather Information and Search Skills
Athletic	Replace with Climb and Swim Skills	Leadership	Replace with Flunkies Attribute
Attentive	Replace with Investigate and Sense Motive Skills	Martial Weapon Proficiency	Replace with Combat Skill
Brew Potion	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Medical Expert	Replace with Medical Skill
Builder	Replace with appropriate Skills	Meticulous	Replace with Forgery and Search Skills
Cautious	Replace with Demolitions Skill	Mounted Archery	Replace with Steady Hand Feat
Craft Magic Arms and Armour	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Negotiator	Replace with Diplomacy and Sense Motive Skills
Craft Rod	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Nimble	Replace with Escape Artist and Sleight of Hand Skills
Craft Staff	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Nimble Fingers	Replace with Disable Device and Open Lock Skills
Craft Wand	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Personal Firearms Proficiency	Replace with Combat Skills
Craft Wondrous Item	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes	Persuasive	Replace with Bluff and Intimidate Skills
Combat Throw	Replace with Unarmed Attack and Unarmed Defence Skills	Scribe Scroll	Replace with Item of Power and Magical Genius (variant of Mechanical Genius) Attributes
Confident	Replace with Gamble and Intimidate Skills	Self-Sufficient	Replace with Medical and Survival Skills
Creative	Replace with appropriate Skills	Simple Weapon Proficiency	Replace with Combat Skill
Deceitful	Replace with Disguise and Forgery Skills	Skill Focus	Replace with appropriate Skill
Deceptive	Replace with Bluff and Disguise Skills	Snatch Arrows	Replace with Deflection Feat
Defensive Martial Arts	Replace with Combat Skills	Stealthy	Replace with Hide and Move Silently Skills
Deflect Arrows	Replace with Deflection Feat	Studious	Replace with Decipher Script and Research Skills
Deft Hands	Replace with Sleight of Hand and Use Rope Skills	Surface Vehicle Operation	Replace with Drive or Pilot Skills
Diligent	Replace with Decipher Script and Knowledge: Cultural Arts (Appraise) Skills	Surgery	Replace with Medical Skill
Drive-By Attack	Replace with Steady Hand Feat	Toughness	Replace with Damn Healthy! Attribute
Educated	Replace with appropriate Skills	Track	Replace with Wilderness Tracking Skill
Exotic Firearms Proficiency	Replace with Combat Skills	Trustworthy	Replace with Diplomacy and Gather Information Skills
Exotic Melee Weapon Proficiency	Replace with Combat Skills	Two-Weapon Defence	Replace with Combat Skill
		Vehicle Expert	Replace with Drive and Pilot Skills
		Weapon Focus	Replace with Combat Skill
		Weapon Specialisation	Replace with Massive Damage Attribute (2 Points/Rank option)
		Windfall	Replace with Wealth Attribute

TABLE 8-2: APPROVED FEATS

FEAT NAME	PREREQUISITE	PAGE	FEAT NAME	PREREQUISITE	PAGE
Accuracy	Base Attack Bonus +2	82	Improved Trip	Intelligence 13+	85
Advanced Combat Martial Arts	Combat Martial Arts	83	Iron Will	-	85
Armour Proficiency (Heavy)	Armour Proficiency (Light)	83	Judge Opponent	-	85
	Armour Proficiency (Medium)		Knockout Punch	Brawl	85
Armour Proficiency (Light)	-	83		Base Attack Bonus +3	
Armour Proficiency (Medium)	Armour Proficiency (Light)	83	Leap Attack	Dexterity 13+	85
Blind-Fight	-	83		Base Attack Bonus +3	
Blind-Shoot	-	83	Lightning Reflexes	-	85
Block Ranged Attacks	Dexterity 13+	83	Maximise Spell	-	85
Brawl	-	83	Mounted Combat	Ride Skill	85
Burst Fire	Wisdom 13+	83	One Shot Left	-	85
Cleave	Strength 13+	84	Point Blank Shot	-	85
	Power Attack		Portable Armoury	-	85
Combat Martial Arts	Base Attack Bonus +1	84	Power Attack	Strength 13+	85
Concealment	-	84	Quicken Spell	-	86
Deflection	Dexterity 13+	84	Rapid Shot	Dexterity 13+	86
Dodge	Dexterity 13+	84		Point Blank Shot	
Double Tap	Dexterity 13+	84	Reflection	Deflection	85
	Point Blank Shot		Run	-	86
Empower Spell	-	84	Sneak Attack	-	86
Endurance	-	84	Silent Spell	-	86
Enlarge Spell	-	84	Spell Focus	-	86
Extend Spell	-	84	Spirited Charge	Mounted Combat	86
Far Shot	Point Blank Shot	84		Ride Skill	
Force Stop	Drive Skill 4+ Ranks	84	Still Spell	-	86
Frightful Presence	Charisma 15+	84	Streetfighting	Brawl	86
	Intimidate Skill 9+ Ranks			Base Attack Bonus +2	
Great Cleave	Strength 13+	84	Steady Hand	Dexterity 13+	86
	Cleave		Stunning Fist	Dexterity 13+	86
	Power Attack			Wisdom 13+	
	Base Attack Bonus +4			Base Attack Bonus +8	
Great Fortitude	-	84	Two-Weapon Fighting	Dexterity 13+	86
Greater Spell Focus	Spell Focus	84	Vehicle Dodge	Dexterity 13+	86
Heighten Spell	-	85		Drive Skill 6+ Ranks	
Improved Brawl	Brawl	85	Weapons Encyclopaedia	-	86
	Base Attack Bonus +3		Whirlwind Attack	Dexterity 13+	86
Improved Initiative	-	85		Intelligence 13+	
Improved Knockout Punch	Brawl	85		Dodge	
	Knockout Punch			Base Attack Bonus +4	
	Base Attack Bonus +6				

INAPPROPRIATE FEATS

The following Feats are not appropriate for a *BESM d20* game, and should probably not be used unless the GM decides otherwise:

Advanced Two-Weapon Fighting, Agile Riposte, Augment Summoning, Combat Casting, Combat Casting, Combat Expertise, Combat Reflexes, Dead Aim, Diehard, Elusive Target, Eschew Materials, Expertise, Extra Turning, Greater Spell Penetration, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialisation, Heroic Surge, Improved Bull Rush, Improved Combat Martial Arts, Improved Combat Throw, Improved Counterspell, Improved Critical, Improved Damage Threshold, Improved Disarm, Improved Familiar, Improved Grapple, Improved Overrun, Improved Precise Shot, Improved Shield Bash, Improved Sunder, Improved Turning, Improved Two-Weapon Fighting, Improved Unarmed Strike, Low Profile, Magical Aptitude, Manyshot, Mobility, Mounted Archery, Natural Spell, Precise Shot, Quick Draw, Quick Reload, Rapid Reload, Renown, Ride-By Attack, Shield Proficiency, Shot on the Run, Skill Focus, Skip Shot, Spell Mastery, Spell Penetration, Spring Attack, Spring Attack, Strafe, Sunder, Tower Shield Proficiency, Trample, Unbalance Opponent, Weapon Finesse, Widen Spell

FEAT NAME

Prerequisites: Some Feats have prerequisites. A character must have the prerequisite in order to select or use that Feat. A character can gain a Feat at the same time that he or she gains the prerequisite. A character can't use a Feat if he or she has lost a prerequisite.

Benefit: What the Feat enables the character to do.

ACCURACY

Prerequisites: Base Attack Bonus +2

Benefit: The character suffers reduced dice penalties when attempting an accurate attack, such as striking at partial Armour, weak points, or vital spots, shooting at longer-than-usual ranges. Accuracy is also used when attempting a special trick shot, such as carving an initial on someone's body or ricocheting an arrow off a wall to shoot a target around a corner, and when using the Deflection Feat (page 84). Each difficulty penalty is reduced by 2 (to a minimum of 0). For example, attacking a vital spot (-8 penalty) would become a -6 penalty, while firing at double range (-4 penalty) would receive -2 penalty. This Feat can be assigned more than once.

CLEAVE

Prerequisites: Strength 13+, Power Attack

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out or by reducing the opponent's Hit Points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

COMBAT MARTIAL ARTS

Prerequisite: Base Attack Bonus +1

Benefit: With an unarmed strike, the character inflicts damage equal to 1d4 + Strength modifier.

CONCEALMENT

Benefit: The character has an unearthly ability to conceal weapons about his or her person. As long as the character has something to hide the weapons (even if it only long hair or a light robe) the character's weapons will not be noticed by anything short of an actual physical search, and such a search is conducted at a -8 penalty. A Special Attack weapon with the Concealable Ability is even harder to find: searches suffer a -12 penalty.

DEFLECTION

Prerequisites: Dexterity 13+

Benefit: If the character makes a successful Block Defence, he or she can deflect a standard melee or ranged attack away harmlessly without damaging the blocking object. The GM may decide that some types of attacks cannot be deflected. When trying to deflect a Special Attack (page 61), the Block Defence roll is penalised: -2 for each Rank of the Special Attack.

DODGE

Prerequisite: Dexterity 13+

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defence against any subsequent attacks from that opponent. The character can select a new opponent on any action. A condition that makes the character lose his or her Dexterity bonus to Defence also makes the character lose dodge bonuses.

DOUBLE TAP

Prerequisites: Dexterity 13+, Point Blank Shot

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit.

EMPOWER SPELL

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many Hit Points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two Ranks higher than the spell's actual Rank.

ENDURANCE

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

ENLARGE SPELL

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one Rank higher than the spell's actual Rank.

EXTEND SPELL

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this Feat. An extended spell uses up a spell slot one Rank higher than the spell's actual Rank.

FAR SHOT

Prerequisite: Point Blank Shot

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

FORCE STOP

Prerequisites: Drive Skill 4+ Ranks

Benefit: When the character attempts to sideswipe a surface vehicle with his or her own, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid.

FRIGHTFUL PRESENCE

Prerequisites: Charisma 15+, Intimidate Skill 9+ Ranks

Benefit: When the character uses this Feat, all opponents within 10 feet who have fewer Ranks than the character must make a Will saving throw (DC 10 + one-half the character's Level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a -2 penalty on attack rolls, saves, and Skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the Feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this Feat for 24 hours. This Feat does not affect creatures with an Intelligence of 3 or lower.

GREAT CLEAVE

Prerequisites: Strength 13+, Cleave, Power Attack, Base Attack Bonus +4

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

GREAT FORTITUDE

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

GREATER SPELL FOCUS

Prerequisites: Spell Focus

Benefit: Choose a school of magic to which you already have applied the Spell Focus Feat. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

ATTACKING MULTIPLE WEAKER OPPONENTS

Sometimes a character wants to attack multiple significantly weaker opponents with one offensive action. This action is very cinematic (representative of a powerful warrior battling hoards of lowly minions), and consequently the attack penalties are not as severe. For each additional target who is at least 5 character Levels (or 5 CRs) lower than the attacker, the penalty is only -2 instead of -4. The attacker does not suffer any penalties for each additional target who is at least 10 character Ranks (or 10 CRs) lower than the attacker. Characters represented by the Flunkies Attribute (page 48) are considered CR 1 characters for the purpose of determining these modifiers.

For example, a 12th Level Magical Girl uses her magical tiara Item of Power to combat a hoard of 8 Ninja with the following Levels: 1, 1, 2, 2, 4, 4, 6, and 8. The Magical Girl suffers no penalty for the two Level 1 and two Level 2 Ninja (since they are at least 10 Levels lower than she), a -2 penalty for the two Level 4 and one Level 6 Ninja (since they are at least 5 Levels lower), and a full -4 for the Level 8 Ninja (since he is only 4 Levels lower, which is less than 5). The final attack check penalty the Magical Girl suffers for her one attack is -10 (-2 -2 -2 -4 = -10).

Mooks in BESM d20

The rules for **Attacking Multiple Weaker Opponents** is for cinematic games where the heroes are able to dispatch significantly weaker foes without much concern. The rules should not be used in grittier, realistic games.

ATTACKS WITH TWO WEAPONS

A character with a one-handed weapon in each hand may use both at once against the same target or attack two different targets (even if he or she does not have Extra Attacks) but at a severe penalty to both checks. A two-weapon attack incurs a -6 penalty for the primary or first hand and a -10 for the other hand (the off hand). An additional -2 penalty is applied on each attack (-8 and -12 penalties) if the attacks are aimed at different targets. If a character has Extra Attacks, he or she can only use this option with one attack and not every attack.

If the character possesses the Two-Weapon Fighting Feat, the penalties for attacking with two weapons are reduced by 2 for the primary hand and 6 for the off hand.

CALLED SHOTS

An attacking character may opt to suffer a penalty to hit in exchange for a Called Shot that provides some special advantage. For example, a Called Shot may ignore Armour (by attacking a small, unarmoured spot) or strike a vital point, inflicting greater-than-normal damage results. Players must specify a Called Shot before rolling the dice.

CALLED SHOT - DISARMING

A character may attempt to shoot or knock a weapon out of another person's hand. If using a ranged attack, this requires an attack at a -8 penalty. If the attack hits, the character knocks away the weapon (probably damaging it). If using a melee weapon or unarmed attack to disarm, the character only suffers a -4 penalty, but the target may make a Strength check to retain control of the weapon. If the check succeeds, the weapon's user still suffers a -4 penalty on his or her next action with that weapon (since it is off balance), but he or she retains control of it.

CALLED SHOT TO PARTIAL ARMOUR

Some armour may provide partial protection, like a flak vest only protecting a person's torso. An attack aimed at a thin or unarmoured area suffers a -4 attack check penalty and ignores the effects of the armour if successful.

CALLED SHOT TO VITAL SPOT

A character attacking a living being can specify he or she is aiming for a vital spot (heart, brain, spine, etc.) rather than simply shooting at the centre of mass as usual. He or she suffers a -8 attack check penalty, but, if successful, the damage dice used in the attack increases to the next



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