

BESM 2ER Attributes, p. 18–19

Attributes	Point Cost	Stat	Type	Page
Animal Friendship	1 point/Level	Soul	Normal	20
Appearance	1 point/Level	Body	Normal	21
Art of Distraction	1 point/Level	Body or Soul	Normal	21
Astral Projection	3 points/Level	None	Paranormal	22
Aura of Command	1 point/Level	Soul	Normal	22
Combat Mastery	2 points/Level	None	Normal	23
Contamination	1–2 points/Level	None	Paranormal, Racial	23
Damn Healthy!	1 point/Level	None	Normal	24
Dimensional Portal	2–4 points/Level	None	Paranormal	25
Divine Relationship	1 point/Level	Soul	Normal	26
Dynamic Sorcery	4 points/Level	None	Paranormal	26
Elasticity	1 point/Level	Body	Racial	28
Electronic Counter–Measures	1 point/Level	Mind	Technological	28
Energy Bonus	1 point/Level	None	Normal	29
Environmental Control	1–2 points/Level	Mind	Paranormal, Technological	29
Exorcism	1 point/Level	Soul	Paranormal	31
Extra Arms	1 point/Level	None	Racial, Technological	31
Extra Attacks	4 points/Level	None	Normal	32
Features or Accessories	1 point /Level	None	Racial, Technological	32
Flight	3–4 points/Level	None	Universal	33
Flunkies	1 point/Level	Soul	Normal	34
Focused Damage	1 point/Level	Soul	Normal	35
Force Field	2–4 points/Level	None	Paranormal, Technological	35
Ground Speed	2 points/Level	Body	Technological	37
Gun Bunny	1 point/Level	None	Normal	38
Healing	4 points/Level	Soul	Paranormal, Technological	39
Heavy Armor	4 points/Level	None	Technological	40
Heightened Awareness	1 point/Level	Body or Mind	Normal	41
Heightened Senses	1 point/Level	Body	Universal	41
Highly Skilled	1 point/Level	None	Normal	42
Illusion	2–6 points/Level	None	Paranormal	42
Insubstantial	4 points/Level	None	Paranormal	43
Invisibility	3–7 points/Level	None	Paranormal, Technological	44
Item of Power	2 points/Level	None	Paranormal, Technological	45
Jumping	1 point/Level	Body	Racial, Technological	46
Kensei	1 point/Level	None	Normal	46
Life Support	1 point/Level	None	Racial, Technological	47
Light Armour	1 point/Level	None	Universal	48
Magic (or Psionics))	4 points/Level	None	Paranormal	48
Massive Damage	2 points/Level	None	Normal	51
Mechanical Genius	2 points/Level	Mind	Normal	52
Meld	2 or 4 points/Level	None	Paranormal	53
Metamorphosis	5 points/Level	None	Paranormal	53
Mind Control	1–4 points/Level	Mind	Paranormal	55
Mind Shield	1 point/Level	Mind	Paranormal	56
Natural Weapons	1 point/Level	None	Racial	57
Organizational Ties	1–3 points/Level	Soul	Normal	58
Own a Big Mecha	4 points/Level	None	Technological	59
Personal Gear	1 point/Level	None	Normal	62
Place of Power	1 point/Level	None	Paranormal	63
Precognition	1–2 points/Level	Soul	Paranormal, Racial	63

Attributes	Point Cost	Stat	Type	Page
Regeneration	4 points/Level	None	Paranormal, Racial	64
Reincarnation	3 points/Level	None	Paranormal, Technological	64
Sensors	1 point/Level	Mind	Technological	65
Servant	1–2 points/Level	None	Universal	66
Shape Change	2–3 points/Level	Body	Paranormal	66
Shield	1 point/Level	None	Technological	67
Sixth Sense	1 point/Level	Soul	Paranormal	68
Size Change	1–2 points/Level	Body	Paranormal	69
Space Flight	2 points/Level	None	Technological	70
Special Defense	1 point/Level	None	Universal	71
Special Movement	1 point/Level	Body	Racial	71
Speed	1 point/Level	Body	Racial, Technological	72
Spirit Wind	1 point/Level	Soul	Paranormal	72
Star Flight	2 points/Level	None	Technological	73
Stealth	1 point/Level	None	Paranormal, Technological	73
Super Strength	2–3 points/Level	Body	Racial, Technological	74
Swarm	2 points/Level	Body	Paranormal	74
Telekinesis	1–2 points/Level	BNone	Paranormal, Technological	75
Telepathy	1–3 points/Level	Mind	Paranormal	76
Teleport	5–10 points/Level	None	Paranormal, Technological	78
Transmutation	1–4 points/Level	Mind	Paranormal	78
Tunnelling	2 points/Level	None	Racial, Technological	79
Unique Character Attribute	1–4 points/Level	Varies	Normal	80
Water Speed	2–3 points/Level	None	Racial, Technological	81
Weapon Attack	4 points/Level	None	Universal	81
Artificial Intelligence	2 points/Level	Mind	Mecha	93
Extra Capacity	1 point/Level	None	Meha	94
Extra Endurance	1 point/Level	None	Mecha	94
Manoeuvre Bonus	1 point/Level	None	Mecha	94
Mecha Regeneration	4 points/Level	None	Mecha	95
Mechanical Transformation	2–4 points/Level	None	Meha	95
Merging	2 points/Level	None	Mecha	96
Multiple Mecha Attacks	10 points/Level	None	Meha	97
Special Equipment	2 points/Level	None	Mecha	98
Subordinate Mecha	1 point/Level	None	Mecha	98
Summonable	4 points/Level	None	Mecha	98
Super Transformation	3 or 5 points/Level	None	Mecha	99
Toughness	4 points/Level	None	Mecha	99

BESM 2ER Defects, p. 100

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

General Skills (BESM 2ER p. 119)	Cyber Punk	Hotrods And Guns	Martial Arts	Medieval Fantasy	Modern Military	Occult Horror	Space Opera	Teenage Romance
Acrobatics	4	4	5	3	2	4	3	3
Animal Training	1	1	1	2	1	1	1	1
Architecture	2	1	1	2	2	1	1	1
Artisan	2	2	4	4	2	2	1	2
Biological Sciences	4	2	1	2	2	3	4	2
Boating	2	3	2	3	2	1	1	2
Burglary	3	2	2	4	2	2	2	2
Business Management	2	4	2	2	2	1	2	2
Computers	5	4	1	—	4	2	4	3
Controlled Breathing	1	1	3	2	2	3	1	1
Cooking	1	1	1	1	1	1	1	4
Cultural Arts	2	2	2	2	1	1	1	4
Demolitions	3	4	2	3	3	2	2	2
Disguise	3	3	3	3	2	2	2	2
Driving	3	6	2	2	4	2	2	4
Electronics	4	4	2	—	4	2	4	2
Forgery	3	4	1	2	2	2	2	2
Gaming	2	2	1	2	1	1	2	4
Interrogation	3	3	3	3	3	2	2	3
Intimidation	4	4	4	4	3	3	3	4
Law	3	2	2	2	1	1	2	2
Linguistics	2	2	2	3	2	1	2	2
Mechanics	3	4	2	2	4	2	4	3
Medical	4	3	4	4	4	3	3	2
Military Sciences	3	3	2	3	5	2	3	2
Navigation	2	3	2	2	3	2	3	2
Performing Arts	2	1	1	2	1	1	1	4
Physical Sciences	2	2	1	1	2	2	3	2
Piloting	3	4	2	—	4	1	5	2
Poisons	2	2	2	3	1	2	1	2
Police Sciences	3	4	2	2	2	2	3	2
Riding	1	1	1	3	1	1	1	2
Seduction	3	2	3	3	3	2	3	4
Sleight of Hand	2	2	2	4	2	2	2	3
Social Sciences	2	2	2	1	2	1	2	2
Sports	1	1	2	1	1	1	1	5
Stealth	4	4	4	4	4	4	4	3
Swimming	1	1	1	1	1	1	1	2
Urban Tracking	4	4	3	3	3	3	3	3
Visual Arts	1	1	2	2	1	1	1	3
Wilderness Survival	1	1	2	3	3	2	2	2
Wilderness Tracking	1	1	2	3	3	2	2	2
Writing	2	1	1	1	1	1	2	3
Archery	4	4	4	5	3	4	2	4
Gun Combat	5	6	4	—	5	4	5	3
Heavy Weapons	5	4	4	—	5	4	5	—
Melee Attack	4	4	6	5	4	5	4	5
Melee Defence	4	4	6	5	4	5	4	5
Ranged Defense	5	6	4	4	5	5	5	4
Thrown Weapons	4	4	5	4	4	4	4	4
Unarmed Attack	4	4	6	4	4	5	4	5
Unarmed Defense	4	4	6	4	4	5	4	5