

BESM Character Sheet:

Character Information

Name:	
Player:	
Campaign:	
Character Points:	160
Character Points Spent:	0
Character Points Remaining:	160

Stats

Stat	Value	Derived Values
Body	4	Health Points: 40, Shock Value: 8
Mind	4	Energy Points: 40, Society Points: 40
Soul	4	Sanity Points: 40
Combat Values		Combat Value: 4, Attack CV: 4, Defense CV: 4, Damage Multiplier: 4

Attributes

Name	Level	Cost	Description
Superstrength	20	80	Allows lifting and carrying massive weights beyond normal strength. Adds +5 damage to unarmed attacks and +1 Damage Multiplier to melee/thrown weapons per level. Works independently of the Body Stat.
Armour	20	40	Provides damage reduction of 5 per level against physical attacks. Can be enhanced/limited by damage type.
Special Movement	10	10	Fast
Thrown Weapon Distance	10	10	The character's thrown weapons have a increased range.

Defects

Name	Rank	Value	Description
Big, Heavy, and Obvious	10	-2	You're impossible to miss—and not in a good way. Whether due to your massive size, thundering footsteps, gleaming armor, or crackling magical aura, you stand out in any crowd. Stealth is nearly impossible, subtlety isn't your style, and you'll often be the first target in any confrontation.
Inept Attack	10	-1	Character is poor at offensive combat. They suffer reduced accuracy, either generally or in certain types of attacks (melee, ranged, etc.).

Inept Defence	10	-1	Character is ineffective at defending. They suffer a reduced ability to dodge or block, either generally or in specific types of combat.
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Skills

No skills selected.

Character Point Calculations

Character Point Breakdown

Stat	Value	Cost per Point	Total CP
Body	4	2	8
Mind	4	2	8
Soul	4	2	8
Stats Subtotal			24

Attributes

Attribute	Level	Cost per Level	Modifiers	Total CP
Superstrength	20	4		80
Armour	20	2		40
Special Movement	10	1		10
Thrown Weapon Distance	10	1		10
Attributes Subtotal				140

Defects

Defect	Rank	Value per Rank	Total CP
Big, Heavy, and Obvious	10	0	-2
Inept Attack	10	0	-1
Inept Defence	10	0	-1
Defects Subtotal			-4

Character Points Summary

Category	Character Points
Stats	24
Attributes	140
Defects	-4
Total CP Spent	160
Starting CP	160
Remaining CP	0