

BESM Character Sheet: Test Character with Wrapping

Character Information

Name:	Test Character with Wrapping
Player:	Test Player
Campaign:	Test Campaign
Character Points:	100
Character Points Spent:	60
Character Points Remaining:	40
Description:	This is a test character with a very long description that should wrap properly in the PDF export. This is a test character with a very long description that should wrap properly in the PDF export. This is a test character with a very long description that should wrap properly in the PDF export.

Stats

Stat	Value	Derived Values
Body	5	Health Points: 50, Shock Value: 10
Mind	6	Energy Points: 60, Society Points: 60
Soul	4	Sanity Points: 40
Combat Values		Combat Value: 5, Attack CV: 5, Defense CV: 5, Damage Multiplier: 4

Attributes

Name	Level	Cost	Description
Armour	6	12	Provides damage reduction of 5 per level against physical attacks. Provides damage reduction of 5 per level against physical attacks. Provides damage reduction of 5 per level against physical attacks.
Combat Technique	2	2	Each level grants the character a special combat technique (e.g. Blind Fighting, Mounted Combat). Each level grants the character a special combat technique (e.g. Blind Fighting, Mounted Combat).
Mind Control	2	10	Mentally dominate a target through touch. Unwilling targets resist with a Soul Stat roll. Mentally dominate a target through touch. Unwilling targets resist with a Soul Stat roll. Mentally dominate a target through touch. Unwilling targets resist with a Soul Stat roll.

Defects

Name	Rank	Value	Description
Marked	2	-2	Character has an obvious physical feature that makes them easily recognizable. Character has an obvious physical feature that makes them easily recognizable.

Owned	3	-3	Character is owned by another entity and must follow their commands. Character is owned by another entity and must follow their commands. Character is owned by another entity and must follow their commands.
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Skills

Name	Level	Relevant Stat	Description
Acrobatics	3	Body	Allows character to perform gymnastic feats and reduce damage from falls. Allows character to perform gymnastic feats and reduce damage from falls.

Character Point Calculations

Character Point Breakdown

Stat	Value	Cost per Point	Total CP
Body	5	2	10
Mind	6	2	12
Soul	4	2	8
Stats Subtotal			30

Attributes

Attribute	Level	Cost per Level	Modifiers	Total CP
Armour	6	2		12
Combat Technique	2	1		2
Mind Control	2	5		10
Attributes Subtotal				24

Defects

Defect	Rank	Value per Rank	Total CP
Marked	2	-1	-2
Owned	3	-1	-3
Defects Subtotal			-5

Skills

Skill	Level	Cost per Level	Total CP
Acrobatics	3	1	3
Skills Subtotal			3

Character Points Summary

Category	Character Points
Stats	30
Attributes	24
Defects	-5
Skills	3
Total CP Spent	52
Starting CP	100
Remaining CP	48