## BESM 2ER Attributes, p. 18-19

Animal Friendship         1 point/Level         Soul         Normal         20           Appearance         1 point/Level         Body         Normal         21           Art of Distraction         3 points/Level         None         Paranormal         22           Astral Projection         3 points/Level         None         Paranormal         22           Combat Mastery         2 points/Level         None         Normal         23           Contamination         1-2 points/Level         None         Paranormal, Racial         23           Damn Healthy!         1 point/Level         None         Paranormal         26           Divine Relationship         1 point/Level         Soul         Normal         26           Divine Relationship         1 point/Level         Body         Racial         28           Electronic Counter-Measures         1 point/Level         Mone         Paranormal         26           Electronic Counter-Measures         1 point/Level         Mind         Technological         28           Energy Bonus         1 point/Level         Mind         Technological         28           Enercys Bonus         1 point/Level         Soul         Paranormal, Technological         29	Attributes	Point Cost	Stat	Type	Page
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         None         Normal         22           Combat Mastery         2 points/Level         None         Normal         23           Damm Healthy!         1 point/Level         None         Paranormal, Racial         23           Divine Relationship         1 point/Level         None         Paranormal         25           Divine Relationship         1 point/Level         None         Paranormal         26           Divine Relationship         1 point/Level         None         Paranormal         26           Elactronic Counter—Measures         1 point/Level         Mone         Paranormal         26           Elactronic Counter—Measures         1 point/Level         Mind         Technological         28           Electronic Counter—Measures         1 point/Level         Mone         Normal         29           Environmental Control         1-2 points/Level         Mone         Normal         28           Extra Artacks         4 points/Level         None         Racial, Technological         32	Animal Friendship	1 point/Level	Soul	Normal	20
Astral Projection	Appearance	1 point/Level	Body	Normal	21
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           Dimensional Portal         2-4 points/Level         None         Paranormal         25           Divine Relationship         1 point/Level         Soul         Normal         26           Dynamic Sorcery         4 points/Level         Body         Racial         28           Eleatcrior Counter-Measures         1 point/Level         Body         Racial         28           Electronic Counter-Measures         1 point/Level         Mind         Technological         28           Energy Bonus         1 point/Level         Mone         Paranormal         29           Environmental Control         1-2 points/Level         Mind         Technological         32           Environmental Control         1-2 points/Level         Mone         Paranormal, Technological         32           Extra Arms         1 point/Level         None         Racial, Technological         31           Extra Attacks         4 points/Level         None         Racial, Technological         <	Art of Distraction	1 point/Level	Body or Soul	Normal	21
Combat Mastery         2 points/Level         None         Normal         23           Contamination         1-2 points/Level         None         Paranormal, Racial         23           Damn Healthy!         1 point/Level         None         Paranormal         24           Divine Relationship         1 point/Level         Soul         Normal         26           Dynamic Sorcery         4 points/Level         Body         Racial         28           Elactronic Counter-Measures         1 point/Level         Mind         Technological         28           Electronic Counter-Measures         1 point/Level         Mind         Technological         28           Energy Bonus         1 point/Level         Mind         Paranormal, Technological         28           Environmental Control         1-2 points/Level         Mind         Paranormal, Technological         29           Extra Attacks         1 point/Level         None         Racial, Technological         31           Extra Attacks         1 point/Level         None         Racial, Technological         32           Features or Accessories         1 point/Level         None         Racial, Technological         32           Flunkies         1 point/Level         None         Racia	Astral Projection	3 points/Level	None	Paranormal	22
Contamination	Aura of Command		Soul	Normal	22
Damn Healthy!         1 point/Level Dimensional Portal         None Paranormal         25 depaints/Level None Paranormal         25 depaints/Level None Paranormal         25 depaints/Level None Paranormal         26 depaints/Level Paranormal         27 depaints/Level Paranormal         28 depaints/Level Paranormal         28 depaints/Level Paranormal         29 depaints/Level Paranormal         29 depaints/Level Paranormal         31 depaints/Level Paranormal         32 depaints/Level Paranormal         31 depaints/Level Paranormal         32 depaints/Level Paranormal         33 depaints/Level Paranormal         34 depaints/Level Paranormal         34 depaints/Level Paranormal         34 depaints/Level Paranormal         34 depaints/Level Paranormal         35 depaints/Level Paranormal         36 depai	Combat Mastery	2 points/Level	None	Normal	23
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         Mind         Technological         28           Electronic Counter-Measures         1 point/Level         Mind         Technological         28           Energy Bonus         1 point/Level         Mone         Paranormal, Technological         29           Extra Attach         1 point/Level         None         Racial, Technological         31           Extra Attacks         4 points/Level         None         Racial, Technological         32           Features or Accessories         1 point/Level         None         Racial, Technological         32           Flunkies         1 point/Level         None         Mone         Normal         34           Focused Damage         1 point/Level         Soul         Normal         35           Force Field         2-4 points/Level         Soul         Normal         36           Ground Speed         2 points/Level         None         Normal         36	Contamination	1-2 points/Level	None	Paranormal, Racial	23
Divine Relationship	2				
Dynamic Sorcery	Dimensional Portal	2–4 points/Level	None	Paranormal	25
Elasticity         1 point/Level         Body         Racial         28           Electronic Counter-Measures         1 point/Level         Nind         Technological         28           Energy Bonus         1 point/Level         None         Normal         29           Extra Corism         1 point/Level         Mind         Paranormal, Technological         29           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           Filight         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         None         Normal         32           Healing         4 points/Level         None         Normal         41           Healing         4 p			Soul	Normal	26
Electronic Counter-Measures   1 point/Level   Mind   Technological   28   Energy Bonus   1 point/Level   Mind   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   Racial, Technological   31   Extra Attacks   4 points/Level   None   Racial, Technological   32   Features or Accessories   1 point/Level   None   Universal   33   Flunkies   1 point/Level   Soul   Normal   34   Focused Damage   1 point/Level   Soul   Normal   34   Force Field   2-4 points/Level   None   Paranormal, Technological   37   Ground Speed   2 points/Level   Body   Technological   37   Ground Speed   2 points/Level   Soul   Paranormal, Technological   37   Gun Bunny   1 point/Level   None   Normal   38   Heating   4 points/Level   Soul   Paranormal, Technological   39   Healing   4 points/Level   None   Normal   40   Heightened Awareness   1 point/Level   Body or Mind   Normal   41   Heightened Senses   1 point/Level   Body or Mind   Normal   41   Heightened Senses   1 point/Level   Body   Universal   41   Highly Skilled   1 point/Level   None   Paranormal   42   Illusion   2-6 points/Level   None   Paranormal   42   Ilmusion   2-5 points/Level   None   Paranormal   42   Invisibility   3-7 points/Level   None   Paranormal   43   Invisibility   3-7 points/Level   None   Paranormal   46   Item of Power   2 points/Level   None   Paranormal   46   Item of Power   1 point/Level   None   Paranormal   48   Massive Damage   2 points/Level   None   Paranormal   51   Metamorphosis   5 points/Level   None   Paranormal   53   Metamorphosis   5 points/Level   None   Paranormal   53   Metamorphosis   5 points/Level   None   Paranormal   56   Normal   5 p		1	None	Paranormal	26
Energy Bonus         1 point/Level         None         Normal         29           Environmental Control         1–2 points/Level         Mind         Paranormal, Technological         29           Exorcism         1 point/Level         None         Racial, Technological         31           Extra Artras         1 point/Level         None         Racial, Technological         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           Forcused Damage         1 points/Level         None         Paranormal, Technological         35           Force Field         2–4 points/Level         None         Paranormal, Technological         35           Ground Speed         2 points/Level         None         Normal         38           Healing         4 points/Level         None         Normal         38           Healing         4 points/Level         None         Normal         34           Heightened Awareness         1 point/Level         Body or Mind         Normal         41	Elasticity	1 point/Level	Body		28
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         32           Extra Attacks         4 points/Level         None         Normal         32           Features or Accessories         1 point/Level         None         Racial, Technological         32           Flight         3–4 points/Level         None         Universal         33           Flunkies         1 point/Level         Soul         Normal         34           Focused Damage         1 point/Level         None         Paranormal, Technological         35           Foroud Speed         2 points/Level         None         Paranormal, Technological         35           Ground Speed         2 points/Level         None         Normal         38           Healing         4 points/Level         None         Normal         38           Healing         4 points/Level         None         Paranormal, Technological         49           Heightened Awareness         1 point/Level         Body         Universal         41			Mind	Technological	28
Extra Arms	Energy Bonus		None		29
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   Fight   3-4 points/Level   None   Universal   33   Flunkies   1 point/Level   Soul   Normal   34   Focused Damage   1 point/Level   Soul   Normal   34   Focused Damage   1 points/Level   None   Paranormal, Technological   35   Ground Speed   2 points/Level   None   Normal   38   Healing   4 points/Level   None   Normal   38   Healing   4 points/Level   None   Normal   38   Healing   4 points/Level   None   Paranormal, Technological   39   Heavy Armor   4 points/Level   None   Technological   39   Heightened Awareness   1 point/Level   Body or Mind   Normal   41   Heightened Senses   1 point/Level   Body or Mind   Normal   41   Heightened Senses   1 point/Level   None   Normal   42   Illusion   2-6 points/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   44   Item of Power   2 points/Level   None   Paranormal, Technological   44   Item of Power   1 point/Level   None   Paranormal, Technological   46   Kensei   1 point/Level   None   Paranormal   46   Life Support   1 point/Level   None   Paranormal   46   Life Support   1 point/Level   None   Racial, Technological   46   Kensei   2 points/Level   None   Paranormal   53   Magic (or Psionics))   4 points/Level   None   Paranormal   51   Magic (or Psionics))   5 points/Level   None   Paranormal   53   Mechanical Genius   5 points/Level   None   Paranormal   55   Metamorphosis   5 points/Level   None   Paranormal   55   Metamorphosis   5 points/Level   None   Paranormal   55   Metamorphosis   5 points/Level   None   Paranormal   56   Natural Weapons   1 point/Level   None   Paranormal   56   Natural Weapons   1 point/Level   None   Paranormal   56   Natural Weapons   1 point/Level   None   Paranormal   56   Natural Weapons   1 po	Environmental Control			Paranormal, Technological	
Extra Attacks4 points/LevelNoneNormal32Features or Accessories1 point /LevelNoneRacial, Technological32Flight3-4 points/LevelNoneUniversal33Flunkies1 point/LevelSoulNormal34Focused Damage1 point/LevelSoulNormal35Force Field2-4 points/LevelNoneParanormal, Technological35Ground Speed2 points/LevelNoneNormal38Healing4 points/LevelNoneNormal38Healing4 points/LevelNoneParanormal, Technological39Heay Armor4 points/LevelNoneParanormal, Technological39Heightened Awareness1 point/LevelBody or MindNormal41Heightened Senses1 point/LevelBody or MindNormal41Heightened Senses1 point/LevelBodyUniversal41Highly Skilled1 point/LevelNoneParanormal42Illusion2-6 points/LevelNoneParanormal42Ilusion2-6 points/LevelNoneParanormal, Technological42Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelNoneParanormal, Technological46Kensei1 point/LevelNoneRacial, Technological46Kensei1 point/LevelNoneNormal48Magic (or Psionics))4					
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 Force Field 2-4 points/Level Body Technological 35 Ground Speed 2 points/Level None Normal 38 Healing 1 point/Level None Normal 38 Healing 4 points/Level None Technological 39 Heavy Armor 4 points/Level None Technological 39 Heightened Awareness 1 point/Level Body Universal 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 42 Insubstantial 4 points/Level None Paranormal 43 Invisibility 3-7 points/Level None Paranormal, Technological 45 Jumping 1 point/Level None Paranormal, Technological 45 Jumping 1 point/Level None Paranormal, Technological 45 Life Support 1 point/Level None Normal 46 Life Support 1 point/Level None Normal 46 Life Support 1 point/Level None Racial, Technological 47 Light Armour 1 point/Level None Normal 48 Massive Damage 2 points/Level None Paranormal 48 Massive Damage 2 points/Level None Normal 51 Mechanical Genius 2 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Mind Control 1-4 points/Level None Paranormal 53 Mind Shield 1 point/Level None Paranormal 55 Natural Weapons 1 point/Level None Paranormal 55 Natural Weapons 1 point/Level None Racial 57 Organizational Ties 1-3 points/Level None Racial 57 Organizational Ties 1-3 points/Level None Racial 57 Organizational Ties 1-3 points/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Paranormal 55	Extra Attacks	4 points/Level	None	Normal	32
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 Healing 4 points/Level None 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 42 Insubstantial 4 points/Level None Paranormal 44 Item of Power 2 points/Level None Paranormal, Technological 44 Item of Power 1 point/Level Body Racial, Technological 44 Item of Power 1 point/Level None Paranormal, Technological 44 Item of Power 2 points/Level None Paranormal, Technological 44 Item of Power 2 points/Level None Paranormal, Technological 44 Item of Power 3 points/Level None Paranormal, Technological 44 Item of Power 4 points/Level None Paranormal, Technological 46 Kensei 1 point/Level None Normal 46 Itife Support 1 point/Level None Racial, Technological 47 Itight Armour 1 point/Level None Universal 48 Magic (or Psionics)) 4 points/Level None Paranormal 48 Massive Damage 2 points/Level None Paranormal 53 Mechanical Genius 2 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Mind Control 1-4 points/Level None Paranormal 55 Mind Shield 1 point/Level None Racial 57 Organizational Ties 1-3 points/Level None Technological 59 Personal Gear 1 point/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Paranormal 63		1	None		32
Focused Damage	_				
Force Field 2-4 points/Level Body 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 39 Heavy Armor 4 points/Level Body or Mind Normal 41 Heightened Awareness 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 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 Itife Support 1 point/Level None Normal 46 Itife Support 1 point/Level None Paranormal, Technological 47 Itife Support 1 point/Level None Normal 46 Magic (or Psionics)) 4 points/Level None Paranormal 48 Magic (or Psionics)) 4 points/Level None Paranormal 48 Massive Damage 2 points/Level None Paranormal 51 Mechanical Genius 2 points/Level None Normal 51 Mechanical Genius 2 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Mind Control 1-4 points/Level Mind Paranormal 55 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 None Racial 57 Organizational Ties 1-3 points/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Normal 62	Flunkies	1 point/Level	Soul	Normal	34
Ground Speed2 points/LevelBodyTechnological37Gun Bunny1 point/LevelNoneNormal38Healing4 points/LevelSoulParanormal, Technological39Heavy Armor4 points/LevelNoneTechnological40Heightened Awareness1 point/LevelBody or MindNormal41Heightened Senses1 point/LevelBody or MindNormal41Heightened Senses1 point/LevelNoneNormal42Illusion2-6 points/LevelNoneParanormal42Illusion2-6 points/LevelNoneParanormal42Insubstantial4 points/LevelNoneParanormal, Technological43Invisibility3-7 points/LevelNoneParanormal, Technological44Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelBodyRacial, Technological46Kensei1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneParanormal48Massive Damage2 points/LevelNoneNormal51Mechanical Genius2 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Control <td>Focused Damage</td> <td></td> <td>Soul</td> <td>Normal</td> <td>35</td>	Focused Damage		Soul	Normal	35
Gun Bunny 1 point/Level None Normal 38 Healing 4 points/Level Soul Paranormal, Technological 39 Heavy Armor 4 points/Level None Technological 39 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 Iumping 1 point/Level None Paranormal, Technological 45 Kensei 1 point/Level None Normal 46 Life Support 1 point/Level None Normal 46 Life Support 1 point/Level None Racial, Technological 47 Light Armour 1 point/Level None Paranormal 48 Magic (or Psionics)) 4 points/Level None Paranormal 48 Massive Damage 2 points/Level None Paranormal 48 Massive Damage 2 points/Level None Normal 51 Mechanical Genius 2 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Mind Control 1-4 points/Level None Paranormal 53 Mind Control 1-4 points/Level None Paranormal 55 Mind Shield 1 point/Level None Paranormal 56 Natural Weapons 1 point/Level None Racial 57 Organizational Ties 1-3 points/Level None Racial 57 Organizational Ties 1-3 points/Level None Technological 59 Personal Gear 1 points/Level None Normal 62 Place of Power 1 point/Level None Normal 62			None		
Healing 4 points/Level None Technological 39 Heavy Armor 4 points/Level None Technological 40 Heightened Awareness 1 point/Level Body or Mind 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 Iumping 1 point/Level None Paranormal, Technological 45 Kensei 1 point/Level None Normal 46 Life Support 1 point/Level None Normal 46 Life Support 1 point/Level None Normal 48 Magic (or Psionics)) 4 points/Level None Paranormal 48 Massive Damage 2 points/Level None Paranormal 48 Massive Damage 2 points/Level None Normal 51 Mechanical Genius 2 points/Level None Paranormal 53 Metamorphosis 5 points/Level None Paranormal 53 Mind Control 1-4 points/Level None Paranormal 53 Mind Control 1-4 points/Level Mind Paranormal 56 Natural Weapons 1 point/Level None Racial 57 Organizational Ties 1-3 points/Level None Racial 57 Organizational Ties 1-3 points/Level None Racial 57 Organizational Gear 1 point/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Normal 62	Ground Speed	2 points/Level	Body	Technological	37
Heavy Armor4 points/LevelNoneTechnological40Heightened Awareness1 point/LevelBody or MindNormal41Heightened Senses1 point/LevelBodyUniversal41Highly Skilled1 point/LevelNoneNormal42Illusion2-6 points/LevelNoneParanormal42Insubstantial4 points/LevelNoneParanormal43Invisibility3-7 points/LevelNoneParanormal, Technological44Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelBodyRacial, Technological46Kensei1 point/LevelNoneNormal46Life Support1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneParanormal48Magic (or Psionics))4 points/LevelNoneParanormal51Mechanical Genius2 points/LevelNoneNormal51Mechanical Genius2 points/LevelMindNormal52Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal55Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelNon	-	1 point/Level	None		38
Heightened Awareness I point/Level Body or Mind Normal 41 Heightened Senses I point/Level Body Universal 41 Highly Skilled I 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 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 None Paranormal 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 Control 1-4 points/Level Mind Paranormal 56 Natural Weapons 1 point/Level Mind Paranormal 56 Natural Weapons 1 point/Level None Racial 57 Organizational Ties 1-3 points/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Normal 62	Healing				
Heightened Senses 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 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  Metamorphosis 5 points/Level Mind Paranormal 55  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 None Technological 59  Personal Gear 1 point/Level None Normal 62  Place of Power 1 point/Level None Normal 62	Heavy Armor	4 points/Level		Technological	40
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 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 Mind Paranormal 57  Organizational Ties 1–3 points/Level None Technological 59  Personal Gear 1 point/Level None Normal 62  Place of Power 1 point/Level None Paranormal 63	2	*			
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 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 Mind Paranormal 57 Organizational Ties 1–3 points/Level None Technological 59 Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Paranormal 63	2	*	•		
Insubstantial4 points/LevelNoneParanormal43Invisibility3-7 points/LevelNoneParanormal, Technological44Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelBodyRacial, Technological46Kensei1 point/LevelNoneNormal46Life Support1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneUniversal48Magic (or Psionics))4 points/LevelNoneParanormal48Massive Damage2 points/LevelNoneNormal51Mechanical Genius2 points/LevelMindNormal52Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63	Highly Skilled	*		Normal	42
Invisibility3-7 points/LevelNoneParanormal, Technological44Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelBodyRacial, Technological46Kensei1 point/LevelNoneNormal46Life Support1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneUniversal48Magic (or Psionics))4 points/LevelNoneParanormal48Massive Damage2 points/LevelNoneNormal51Mechanical Genius2 points/LevelMindNormal52Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63	Illusion		None	Paranormal	42
Item of Power2 points/LevelNoneParanormal, Technological45Jumping1 point/LevelBodyRacial, Technological46Kensei1 point/LevelNoneNormal46Life Support1 point/LevelNoneRacial, Technological47Light Armour1 point/LevelNoneUniversal48Magic (or Psionics))4 points/LevelNoneParanormal48Massive Damage2 points/LevelNoneNormal51Mechanical Genius2 points/LevelMindNormal52Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63					
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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 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			•		
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Magic (or Psionics))4 points/LevelNoneParanormal48Massive Damage2 points/LevelNoneNormal51Mechanical Genius2 points/LevelMindNormal52Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63					
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Meld2 or 4 points/LevelNoneParanormal53Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63	<u>c</u>		None	Normal	51
Metamorphosis5 points/LevelNoneParanormal53Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63					
Mind Control1-4 points/LevelMindParanormal55Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63	Meld	2 or 4 points/Level	None	Paranormal	53
Mind Shield1 point/LevelMindParanormal56Natural Weapons1 point/LevelNoneRacial57Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63				Paranormal	53
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					
Organizational Ties1-3 points/LevelSoulNormal58Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63	Mind Shield	*	Mind	Paranormal	56
Own a Big Mecha4 points/LevelNoneTechnological59Personal Gear1 point/LevelNoneNormal62Place of Power1 point/LevelNoneParanormal63		1			
Personal Gear 1 point/Level None Normal 62 Place of Power 1 point/Level None Paranormal 63	•				
Place of Power 1 point/Level None Paranormal 63					59
1			None		62
Precognition 1–2 points/Level Soul Paranormal, Racial 63		1			
	Precognition	1–2 points/Level	Soul	Paranormal, Racial	63

Attributes	<b>Point Cost</b>	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
Artifical 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	Meeha	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

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Ageism	1–2	101
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Awkward Size	1–6	101
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Cannot Talk	1–2	102
Conditional Ownership	1–2	103
Cursed	1–2	103
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Easily Distracted	1–2	104
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Hanger Queen	1-2	105
Inept Combat	1–2	105
Involuntary Physical Change	1-2	105
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Marked	1–2	106
Nemesis	1–2	106
Not So Fast	1-2	107
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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
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Special Requirement	1–2	112
	1–2	112
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Volatile	1–2	113
	1–2	113
Vulnerability Wanted	1–2 1–2	113
	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
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Start-Up Time	1–2	116
Summoning Object	1–2	116
Wind Powered	1–2	116

General Skills (BESM 2ER p. 119)		Hotrods And Guns						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	
Disguise	3	3	3	3	2	2	2	2
Driving	3	6	2	2	4	2	2	4
	4		2			2	4	
Electronics	3	4 4	1	2	4 2	2	2	2
Forgery	2	2	1	2	1	1	2	2 4
Gaming								
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 Survial	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