

BESM

CHARACTER DIARY

This Character Diary is for players of the *Big Eyes, Small Mouth* role-playing game line. It provides you with the ultimate journal for detailing characters from all genres of anime, from fantasy to space opera, comedy to drama and everything in between. This diary features:

- a deluxe 20-page character sheet with expanded sections for Attributes, Special Attributes, Defects, Special Defects, Mecha capabilities, and Special and Weapon Attacks
- sections for detailing your character's game abilities, background and personality, and other important information
- 40 diary pages on which you can record your character's inner thoughts, secrets learned during each session, poetry, or any other game notes concerning your character
- an opening title page for your character sketch or picture

Whether you are playing in a campaign, mini-campaign, or one-shot adventure, the *BESM Character Diary* is the window into your character's soul.



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Sample file

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Sample file

Illustration of Character

Character's Name

Player's Name

The *BESM Character Diary* is a character information book designed for use with the *BESM* role-playing game line. This book allows you to describe your character in intimate detail, adding depth and personality to your creation.

The *BESM Character Diary* features:

- A deluxe 20-page character sheet, with expanded sections for detailing your character's Attributes, Special Attributes, Defects, Special Defects, Mecha capabilities, Special and Weapon Attacks, physical traits and description, family history, character personality, important philosophy and ideals, history, allies and other people of note, present and future goals, and your plans for your character's advancement.
- 40 diary pages on which you can record your character's inner thoughts concerning family and friends, plans for the campaign, secrets learned during each session, poetry, or any other game notes concerning your character. You can also fill the pages with illustrations and sketches of important items and events from your game. Over 20 pages have special "watermarked" multi-genre anime images.
- An opening title page for your character sketch or picture

Whether you are playing in a campaign, mini-campaign, or one-shot adventure, the *BESM Character Diary* provides a window into your character's soul!

CHARACTER NAME:		
PLAYER NAME:		
CHARACTER POINTS:	SKILL POINTS:	BONUS POINTS:
RACE:		
OCCUPATION:		
AGE:	SEX:	
HEIGHT:	WEIGHT:	
GAME MASTER:		
CAMPAIGN NAME:		
DATE CHARACTER CREATED:		
DATE CHARACTER RETIRED:		

CHARACTER IDENTITY

BODY

MIND

SOUL

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CHARACTER STATS & DERIVED VALUES

HEALTH POINTS
[(Body + Soul) x 5]

ENERGY POINTS
[(Mind + Soul) x 5]

SHOCK VALUE
(Health Points ÷ 5)

COMBAT VALUE
[(Body + Mind + Soul) ÷ 3]

		<table border="1"> <tr> <td style="width: 50%;">ATTACK COMBAT VALUE</td> <td style="width: 50%;"></td> </tr> <tr> <td>DEFENSE COMBAT VALUE</td> <td></td> </tr> </table>	ATTACK COMBAT VALUE		DEFENSE COMBAT VALUE	
ATTACK COMBAT VALUE						
DEFENSE COMBAT VALUE						

Sample file

UNUSED ADVANCEMENT POINTS:

TOTAL ADVANCEMENT POINTS EARNED:

ADVANCEMENT POINT USAGE:

CHARACTER ADVANCEMENT

NORMAL ATTRIBUTES

BESM

NORMAL ATTRIBUTES

NORMAL ATTRIBUTE	LEVEL	POINT COST	NOTES/ DESCRIPTION
Animal Friendship			
Appearance			
Art of Distraction			
Aura of Command			
Combat Mastery			
Damn Healthy!			
Divine Relationship			
Energy Bonus			
Extra Attacks			
Flunkies			
Focused Damage			
Gun Bunny			<input type="checkbox"/> Dead Eye
			<input type="checkbox"/> Lightning Draw
			<input type="checkbox"/> One Bullet Left
			<input type="checkbox"/> Portable Armoury
			<input type="checkbox"/> Steady Hand
			<input type="checkbox"/> Two Gun
			<input type="checkbox"/> Weapons Encyclopedia
Heightened Awareness			
Highly Skilled			
Kensei			<input type="checkbox"/> Blind Fighting
			<input type="checkbox"/> Chanbara Master
			<input type="checkbox"/> Judge Opponent
			<input type="checkbox"/> Katanaspace
			<input type="checkbox"/> Lightning Draw
			<input type="checkbox"/> Precise Stroke
			<input type="checkbox"/> Two Targets
Massive Damage			
Mechanical Genius			
Organizational Ties			
Personal Gear			
Unique Attribute			