

Equivalencies Between Older BESM Editions and BESM Fourth Edition

BESM Attribute	Edition	Entry Type	BESM Fourth Edition Equivalencies and Notes
Animal Friendship	2nd	Character Attribute	Skill Group (Occupation: Animal Handler) OR Animal Training Skill (BESM Extras)
Appearance	2nd	Character Attribute	Features: Appearance
Art of Distraction	2nd	Character Attribute	Inspire; Skill Group (Occupation: Entertainer) OR Performing Arts Skill (BESM Extras)
Astral Projection	2nd	Character Attribute	Change State (Energy) OR Portal (Astral Plane and Back)
Attack Combat Mastery	3rd	Attribute	Attack Mastery
Aura of Command	2nd	Character Attribute	Inspire
Aura of Inspiration	3rd	Attribute	Inspire
Block Power	3rd	Attribute	Unaffected
Combat Mastery	2nd	Character Attribute	Attack Mastery; Defence Mastery
Computer Scanning	2nd		Data Access
Contamination	2nd	Character Attribute	Metamorphosis
Damage Absorption	3rd	Attribute	Absorption
Damage Conversion	3rd	Attribute	Conversion
Damn Healthy!	2nd	Character Attribute	Tough
Defence Combat Mastery	3rd	Attribute	Defence Mastery
Dimensional Portal	2nd/3rd	Character Attribute	Portal
Divine Relationship	2nd/3rd	Character Attribute	Mulligan
Dynamic Sorcery	2nd	Character Attribute	Dynamic Powers with Deplete Limiter
Electronic Counter-Measures	2nd	Character Attribute	Undetectable; Sensory Block
Energy Bonus	2nd/3rd	Character Attribute	Energised
Enhanced [Stat]	3rd	Attribute	Augmented
Environmental Control	2nd	Character Attribute	Control Environment
Environmental Influence	3rd	Attribute	Control Environment
Extra Attacks	2nd	Character Attribute	Extra Actions
Extra Defences	3rd	Attribute	Equivalent name in BESM Extras
Flunkies	2nd	Character Attribute	Minions
Focused Damage	2nd	Character Attribute	Massive Damage with Focussed Limiter
Gun Bunny	2nd	Character Attribute	Combat Technique (plus entries from BESM Extras expansions)
Heavy Armour	2nd	Character Attribute	Armour
Highly Skilled	2nd	Character Attribute	Skills (BESM Extras)
Insubstantial	2nd/3rd	Character Attribute	Change State
Invisibility	3rd	Attribute	Undetectable
Item of Power	2nd	Character Attribute	Item
Kensei	2nd	Character Attribute	Combat Technique (plus entries from BESM Extras expansions)

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Land Speed	3rd	Attribute	Ground Speed
Life Support	2nd	Character Attribute	Resilient
Light Armour	2nd	Character Attribute	Armour
Magic (and Psionics)	2nd	Character Attribute	Power Flux
Mechanical Genius	2nd	Character Attribute	Superspeed with Environmental Limiter; Skill Group (Technical) OR specific Skills (BESM Extras)
Meld	2nd	Character Attribute	Alternate Form
Mimic Powers	3rd	Attribute	Mimic
Natural Weapons	2nd	Character Attribute	Features; Weapon
Organisational Ties	2nd/3rd	Character Attribute	Connected
Own a Big Mecha	2nd	Character Attribute	Item
Personal Gear	2nd	Character Attribute	Gear
Place of Power	2nd	Character Attribute	Item with Energised
Precognition	2nd	Character Attribute	Cognition
Resistance	3rd	Attribute	Immutable
Sensors	2nd	Character Attribute	Supersense
Servant	2nd	Character Attribute	Companion
Shape Change	2nd	Character Attribute	Dynamic Powers
Shield	2nd/3rd	Character Attribute	Item with Armour (possibly with Limiters)
Skills	3rd	Attribute	Skill Groups OR Skills (BESM Extras)
Special Defense	2nd/3rd	Character Attribute	Resilient
Speed	2nd	Character Attribute	Superspeed
Spirit Ward	2nd	Character Attribute	Weapon with Trap Limiter
Star Flight	2nd	Character Attribute	Spaceflight at Levels 6+
Stealth	2nd	Character Attribute	Skill Group (Occupation: Sneak) OR Stealth Skill (BESM Extras)
Transmutation	2nd/3rd	Character Attribute	Transmute
Weapon Attack	2nd	Character Attribute	Weapon
Artificial Intelligence	2nd	Mecha Attribute	Item with Stats; Features
Extra Capacity	2nd	Mecha Attribute	Item with Capacity
Extra Endurance	2nd	Mecha Attribute	Item with Resilient
Manoeuvre Bonus	2nd	Mecha Attribute	Item with Combat Technique: Lightning Reflexes and Defence Mastery
Mecha Regeneration	2nd	Mecha Attribute	Item with Regeneration
Mechanical Transformation	2nd	Mecha Attribute	Item with Alternate Form
Merging	2nd	Mecha Attribute	Item with Merge
Multiple Mecha Attacks	2nd	Mecha Attribute	Item with Extra Actions
Special Equipment	2nd	Mecha Attribute	Item with Features, Gear, or various other Attributes
Subordinate Mecha	2nd	Mecha Attribute	Item with Stats or Features, plus additional subordinate Items
Summonable	2nd	Mecha Attribute	Item with Teleport (with the Object Limiter)

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Super Transformation	2nd	Mecha Attribute	Item with Alternate Form
Toughness	2nd	Mecha Attribute	Item with Tough
Ageism	2nd	Character Defect	Ism
Attack Restriction	2nd	Character Defect	Social Fault; Unique Defect
Awkward	2nd	Character Defect	Shortcoming; Social Fault
Cannot Talk	2nd	Character Defect	Impaired Speech
Confined Movement	3rd	Defect	Confined
Diminutive	2nd	Character Defect	Size Template
Girl/Guy Magnet	2nd/3rd	Character Defect	Magnet
Hangar Queen	2nd	Character Defect	Special Requirement
Inept Combat	2nd	Character Defect	Inept Attack; Inept Defence
Involuntary Physical Change	2nd	Character Defect	Involuntary Change
Less Capable	3rd	Defect	Shortcoming
Magical Restrictions	2nd	Character Defect	Various Limiters
Not So Fast	2nd	Character Defect	Shortcoming
Not So Strong	2nd	Character Defect	Shortcoming
Not So Tough	2nd/3rd	Character Defect	Fragile
One Arm/No Arms	2nd	Character Defect	Impaired Manipulation
One-Way Transformation	2nd	Character Defect	Irreversible
Owned	3rd	Defect	Obligated
Owned by a Megacorp	2nd	Character Defect	Obligated
Physically Unappealing	2nd	Character Defect	Unappealing
Recurring Nightmares	2nd/3rd	Character Defect	Nightmares
Restricted Ground Movement	2nd	Character Defect	Ground Speed with Road-Bound Limiter
Restricted Path	2nd	Character Defect	Confined
Unskilled	2nd	Character Defect	No Equivalent
Volatile	2nd	Character Defect	Achilles Heel
Crew Requirement	2nd	Mecha Defect	Item with Assisted Limiter
Exposed Occupants	2nd	Mecha Defect	Item with Armour (and Localised Limiter)
Limited Endurance	2nd	Mecha Defect	Item with Charges or Recovery Limiter
Mutual Damage	2nd	Mecha Defect	Item with Unique Limiter
Noisy	2nd	Mecha Defect	Item with Detectable (Sound) Limiter
Poor Manoeuvrability	2nd	Mecha Defect	Item with Inept Defence and Unique Limiter
Reduced Capacity	2nd	Mecha Defect	Item with Unique Limiter
Start-Up Time	2nd	Mecha Defect	Item with Activation
Summoning Object	2nd	Mecha Defect	Item with Equipment
Wind-Powered	2nd	Mecha Defect	Item with Environmental Limiter
Partial	3rd	Restriction/Limiter	Localised