

ADVENTURE UPDATE

SO, WE HAVE ... AN OBELISK? BESM FOURTH EDITION UPDATE

“So, We Have...an Obelisk?” is a two-part scenario originally designed for Big Eyes, Small Mouth Second Edition by Guardians Of Order. It is designed for 4 to 8 players (70-80 Character Points each), and is an ideal introductory adventure to the variety of themes that can serve as a focus in an anime role-playing game. The adventure was included in the BESM GM Screen and was nominated for the 2000 “Best Role-Playing Adventure” Origins Award. Although the adventure is no longer in print, some print copies may still be available for purchase. This file provides the major NPC’s game stats, updated to BESM Fourth Edition.



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DYSKAMI
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SEIKO

VALUE	POINTS	STAT
3	6	Body Stat
4	8	Mind Stat
9	18	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
4	Defence Combat Value
60	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4 (5)	40	Dynamic Powers (Guardian Summoning and Personal Protective Spells; Unique Limiter: One Guardian at a time +1)
1	1	Features (Appearance 2)
2	2	Heightened Awareness
2	2	Mulligan
2	2	Skill Group (Artistic)
1	1	Skill Group (Domestic)

RANK	POINTS	DEFECT
1	-1	Inept Attack
1	-1	Inept Defence
1	-1	Marked (Guardian of Order)
2	-2	Nemesis (Teacher)

75 TOTAL

TEACHER

VALUE	POINTS	STAT
7	14	Body Stat
8	16	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value
8	Defence Combat Value
65	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
1	1	Defence Mastery
1	4	Extra Actions
1	1	Gear
4	4	Inspire
	25	Item: AmeriCorp Command Powered Armour (50 Points)
1	2	Minions
1	2	Skill Group (Business)
1	3	Skill Group (Military)
2	4	Skill Group (Social)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Gambling)
3	-6	Obligated (AmeriCorp)
2	-2	Unique Defect (Owes Large Debts)
80		TOTAL

BODYGUARDS

VALUE	POINTS	STAT
7	14	Body Stat
4	8	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value (Long Gun 7; Unarmed 7)
6	Defence Combat Value
50	Health Points
35	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Attack Mastery
2	2	Defence Mastery
	15	Item: AmeriCorp Marine Powered Armour (30 Points)
1	1	Melee Attack (Unarmed)
1	1	Ranged Attack (Long Gun)
2	6	Skill Group (Military)

RANK	POINTS	DEFECT
2	-4	Obligated (AmeriCorp)
50		TOTAL

COMMAND ARMOUR

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Camera, Comms, Life Support Systems)
3 (4)	6	Armour (AR 20; Localised +1)
2	2	Jumping
1	1	Supersense (Infrared)
3	12	Superstrength
7 (3)	14	Weapon: Energy Sword (Contact -1; Flare -1; Muscle -1; Penetrating -1)
9 (5)	18	Weapon: Laser Rifle (Accurate -1; Range -4; Hands +1)
RANK	POINTS	DEFECT
3	-3	Conditional Ownership (AmeriCorp)
1	-2	Weak Point (Rear Power Pack)
50		TOTAL (25 POINT ITEM)

MARINE ARMOUR

LEVEL	POINTS	ATTRIBUTE
2	2	Features (Camera, Comms, Life Support Systems)
2 (3)	4	Armour (AR 15; Localised +1)
1	1	Supersense (Infrared)
2	8	Superstrength
6 (3)	12	Weapon: Plasma Rifle (Range -4; Hands +1)
5 (4)	10	Weapon: Shock Grenades (Area -3; Penetrating -1, Range -2; Stun -1; Ammo +4; Inaccurate +2)
RANK	POINTS	DEFECT
3	-3	Conditional Ownership (AmeriCorp)
2	-4	Weak Point (Rear Power Pack; Face Plate)
30		TOTAL (15 POINT ITEM)

DEMONS

VALUE	POINTS	STAT
6	12	Body Stat
2	4	Mind Stat
6	12	Soul Stat
VALUE	DERIVED VALUE	
4	Attack Combat Value	
4	Defence Combat Value	
60	Health Points	
65	Energy Points	
5	Damage Multiplier	
LEVEL	POINTS	ATTRIBUTE
1	2	Armour (AR 5)
2	2	Combat Technique (Brutal, Lethal Blow)
3	9	Flight
3 (2)	3	Illusion (Extra Sense: Sound -1)
2	2	Sixth Sense (Fear; Weakness)
4 (2)	8	Weapon: Poison Bite (Continuing -3; Toxic +1)
RANK	POINTS	DEFECT
1	-2	Bane (Objects of Order)
3	-3	Marked (Demonic)
3	-9	Unique Defect: Unstable (Vanish after one hit)
40		TOTAL

AKANO

VALUE	POINTS	STAT
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5	10	Body Stat
5	10	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
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5	Attack Combat Value
5	Defence Combat Value
65	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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1	1	Features (Appearance)
1	1	Heightened Senses
1	1	Mulligan
1	1	Special Movement (Fast)
1	1	Skill Group (Academic)
1	3	Skill Group (Adventuring)
1	1	Skill Group (Artistic)
1	3	Skill Group (Scientific)
1	1	Tough

45 TOTAL

ZEALOTS

VALUE	POINTS	STAT
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6	12	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
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5	Attack Combat Value (Club 7; Unarmed 7)
5	Defence Combat Value
55	Health Points
45	Energy Points
6	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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2	2	Gear
1	3	Massive Damage
1	1	Melee Attack (Club)
1	1	Melee Attack (Unarmed)
2	6	Skill Group (Adventuring)

RANK	POINTS	DEFECT
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1	-1	Easily Distracted (Vices)
1	-1	Phobia (Magic)
1	-1	Social Fault (Blindly Loyal to Teacher)

40 TOTAL

PEASANTS

VALUE	POINTS	STAT
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3	6	Body Stat
3	6	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
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3	Attack Combat Value
2	Defence Combat Value
25	Health Points
35	Energy Points
4	Damage Multiplier

RANK	POINTS	DEFECT
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1	-1	Fragile
1	-1	Inept Defence
1	-3	Reduced Damage

15 TOTAL

CHARLES MARX

VALUE	POINTS	STAT
3	6	Body Stat
11	22	Mind Stat
10	20	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value
6	Defence Combat Value
65	Health Points
105	Energy Points
3	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
10	10	Connected (AmeriCorp)
3	3	Heightened Senses
4	4	Inspire
3	6	Minions
3	3	Mulligan
6	12	Skill Group (Business)
3	6	Skill Group (Social)

RANK	POINTS	DEFECT
2	-2	Inept Attack
2	-2	Inept Defence
2	-6	Reduced Damage
1	-1	Significant Other (Wife – Evita Marx)
1	-1	Social Fault (Greedy)

80 TOTAL

ED JARVIS

VALUE	POINTS	STAT
8	16	Body Stat
10	20	Mind Stat
3	6	Soul Stat

VALUE	DERIVED VALUE
7	Attack Combat Value (Handgun 11)
7	Defence Combat Value (Knife 9)
55	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
7	7	Connected (AmeriCorp)
1	1	Extra Actions
1	1	Features (Appearance 2)
2	2	Inspire
1	1	Melee Defence (Knife)
2	4	Minions
2	2	Ranged Attack (Handgun)
3	6	Skill Group (Business)
1	3	Skill Group (Military)
2	4	Skill Group (Social)
1	1	Special Movement (Fast)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Alien Artefacts and Creatures)
2	-4	Obligated (AmeriCorp)
1	-2	Skeleton in the Closet (Responsible for Adam Smythe's debts)
2	-2	Social Fault (Manipulative)

65 TOTAL

SARAH MONTGOMERY

VALUE	POINTS	STAT
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4	8	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
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6	Attack Combat Value
6	Defence Combat Value
75	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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2	2	Features (Appearance 2, Light Armour AR 4)
5	10	Data Access (Equipment: Hardwired Connection)
3	3	Gear
5	5	Heightened Senses (All Senses)
2	2	Mulligan
5	15	Skill Group (Scientific)
2	2	Tough

RANK	POINTS	DEFECT
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2	-4	Obligated (AmeriCorp)
1	-1	Social Fault (Obsessive)

70 **TOTAL**

KEN DILAMATER

VALUE	POINTS	STAT
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7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE	DERIVED VALUE
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7	Attack Combat Value (Long Gun 11)
7	Defence Combat Value
75	Health Points
45	Energy Points
7	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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2	2	Attack Mastery
1	1	Defence Mastery
1	1	Extra Actions
3	3	Gear
2	2	Heightened Awareness
	15	Item: AmeriCorp Marine Powered Armour (30 Points)
2	6	Massive Damage
2	4	Minions
2	2	Ranged Attack (Long Gun)
2	6	Skill Group (Detective)
2	6	Skill Group (Military)
2	2	Tough

RANK	POINTS	DEFECT
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1	-1	Easily Distracted (Women)
2	-4	Obligated (AmeriCorp)
2	-2	Red Tape

75 **TOTAL**