

BESM: http://en.wikipedia.org/wiki/Big_Eyes,_Small_Mouth

Solar System: <http://www.arkenstonepublishing.net/solarsystem>

Pools: Energy, Health.

Energy Abilities:

(active and passive)Body, Mind, Soul,

(active) Background[profession] represents a subset of skills.

Health Abilities:

(active)Combat,

(passive)Defense.

Combat starts at average of Body, Mind and Soul.

Defense is Combat -1.

Everyone starts with the following Secrets:

Secret of Exchange:

You can spend 2 Energy to restore 1 Health

Secret of Closing Wounds:

When taking Harm, you can spend Health to reduce the level of Harm at 1=1 basis.

Secret of Effort: You can spend 3 energy to increase your Body, Mind or Soul result by +1, to a maximum of +6.

Defects become *Keys*, each of which gives XP Debt to the character, effectively granting 1 free *Advance* per defect.

Attributes become *Secrets*, which are bought with *Advances*.

Secrets:

Certain Secrets are optional, but help in adapting the source to the target..

Secret of Combat Skills: Pick a profession; This profession gives you combat skills. You can support your Combat action with your Profession.

Following are sample Attributes translated to secrets:

Secret of Super-strength: As if equipment, +3 to lifting heavy items, +2 to jumping distances and Bending Bars and such, +1 to damaging with muscle-powered weapons, +1 to carrying stuff. Allows attempting to lift up to around half a ton: Horses, Motorcycles and such.

Secret of Super-strength II:

Requires: Secret of Super-strength.

When spending energy to increase strenght-related body checks, spend 2 energy instead of 3 for an improved result. You can now attempt to lift a car, or a hippopotamus.

Secret of Magic: Pick two Attributes.

In a Conflict or challenge, by succeeding in a Soul Ability check, You can now have one of the attributes for one conflict, by paying 1 EP, plus whatever associated costs.

Secret of Weapon Attack:

Usage: Win an ability check to use Weapon Attack vs. target.

You have a Weapon Attack, such as a Sword of Light, or Rising Dragon Fist, or Fireball, which deals damage. You gain a Weapon pool with a value of 1, which you can use to improve your damage result up to +6, when using your attack. You also gain a Weapon (+1) with a description such as (element), (ranged), (energy). Every time you pick this Secret, you gain another point in your Weapon pool as well as another +1 to your weapon. Once you have picked this secret twice, you can have a +2 effect in your weapon attack. On the third pick, you gain a +3 effect. You can only have three +1, two +2, and one +3 effects in a single weapon attack.