

Sailor Moon RPG Character Creation Reference Sheet

Neutral Attributes

Name	CP/Level	Relevant Stat:	Benefit:
Acrobatics	1	Body	See page 44
Appearance	1	Body	See page 45
Art of Distraction	1	Soul	See page 45
Combat Mastery	2	None	Increase Combat Value by $1 \times \text{Level}$
Damn Healthy!	1	None	Increase Health Points by $10 \times \text{Level}$
Divine Relationship	1	None	Dice rerolls per session $\times \text{Level}$
Energy Bonus	1	None	Increase Energy Points by $10 \times \text{Level}$
Extra Attack	4	None	Extra attacks and defense per round $\times \text{Level}$
Focused Combat	1	None	Increase Combat Value by $1 \times \text{Level}$ during condition
Fortified Body	1	None	Increase Body Stat by $1 \times \text{Level}$
Heightened Senses	1	Body	See page 48
Heightened <i>Senshi</i> Power	1	None	Gain $2 \times \text{Level}$ Power Points
Massive Damage	2	None	All damage is increased by $5 \times \text{Level}$
Powerful Mind	1	None	Increase Mind Stat by $1 \times \text{Level}$
Senshi/Knight Powers	4	None	Gain $10 \times \text{Level}$ Power Points
Special Attack/Defense	2	None	Custom special attack or defense. Talk to GM
Speed	1	Body	See page 49
Strong Soul	1	None	Increase Soul Stat by $1 \times \text{Level}$
Supernatural Training	1	Soul	See page 50
Unique Character Attributes	1-4	Varies	Talk to GM, 6-point scale

Senshi/Knight Sub-Attributes

Name	PP/Level	Relevant Stat:	Benefit:
Animal Guardian	1	None	See page 33
Combined Attacks	1	Soul or ACV	See page 34
Elemental Control	3	Soul	6-point scale of control
Emotional Control	2	Soul	See page 35
Item of Power	2	None or Soul	6-point scale of benefit
Knight Attack	3	ACV	5, 10, 15, 20, 25, or 30 damage, opponent defends at +level penalty, special ability
Rejuvenation	1	Soul	Increase current Health or Energy Points by $10 \times \text{level}$
Sailor <i>Senshi</i> Attack	4	Attack Combat Value	10, 30, 60, 90, 120, 150 damage, opponent defends at +Level penalty

Six-Point Scale: 1 - Little 2 - Moderate 3 - Good 4 - Great 5 - Extreme 6 - Primal

Step 5: Players may take up to 8 Character Defects for one-to-two bonus Character Points each:

- Ageism, Attack Gesture, Attack Restriction, Attack Words, Awkward, Delicate Body, Easily Distracted, Empty Mind, Hollow Soul, Inept Combat, Item Dependency, Marked, Phobia, Physically Unappealing, Powered After Transformation, Recurring Nightmares, Servitude, Special Requirement, Taint of the Negaverse, Transformation Loss, Unique Character Defect, Weakened *Senshi*/Knight Power

Step 6: Derived Values:

- **Combat Value:** $\text{Attack} = (\text{Body} + \text{Mind} + \text{Soul})/3$, $\text{Defense} = \text{Attack} - 2$
- Health Points: $(\text{Body} + \text{Soul}) \times 5$
- Energy Points: $(\text{Mind} + \text{Soul}) \times 5$