

Abandoned Mind Games RPG

Written and illustrated by Mario Zecca

Pre-generated Animals and Monster Statistics to use right out of the box.

ANIMAL

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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Chicken	1	1	1	1	10	1
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Sheep	3	10	10	10	10	7
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Dog/Wolf	4	2-15	2-13	2-14	14*	3-9
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Bite: small dog = D2, Medium = D4, Large dog or Wolf = D6 + STRN dam bonus.

Move 12

*Note; Animals and some monsters will get bonus numbers added to their CORD based on their instinct and to represent their sometimes lightning-fast reflexes.

When designing creatures keep in mind that any system attempting to reflect all the laws of living physiognomy and physics will fall short even as mathematics and the current theories of science fall short of describing reality. For example, using the formula to determine secondary traits (which works in most cases) a tiny dog would have a very low CORD, which is a limit of the system and does not reflect reality.

ANIMAL

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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Chimpanzee	6	12-18	2-8	7-13	16	4-7
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Bite D6

Move 10.

Gorilla	5	18-26	14-20	16-23	16	10-13
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Maul D4+ STRN dam bonus.

Move 10.

Lion	4	28	22	25	18	13
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Maul D4 + 1D8 + 1D10 dam bonus.

Move 12.

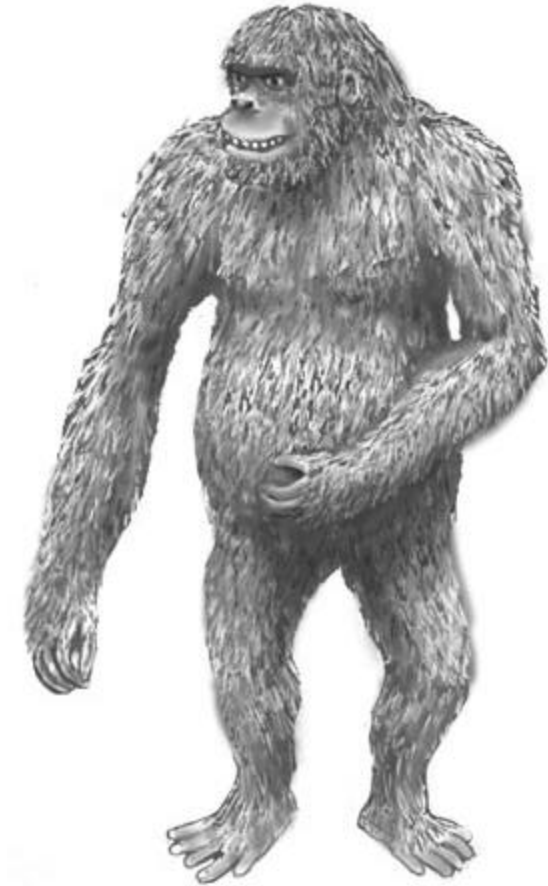
ANIMAL

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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Horse 4 18-22 18-22 18-22 13-17 11-13

Kick D6 + STRN dam bonus, Bite D4.

Move 12 per turn, 24 on second turn and 36 on third turn in a fairly straight and unobstructed path.



Australopithecus Sapiens Rex, or as they are more commonly referred to as, ape-man.

MONSTERS

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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Australopithecus Sapiens Rex

Ape-man	7	22	20	21	15	14
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Maul D4 + D10+D4 STRN damage bonus.

Move 8

Dragon	5	35	25	30	20	15
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Bite 1D10 + 2 D10+D8 STRN dam bonus.

Move 9/24

Fire Breath 3D6, range 10 meters. Target's armor is halved.

Dragon scale armor - D4+D6 damage

Above is a standard 30' long flying fire-breathing dragon. This dragon is large and strong enough to lift a average-sized man and horse off the ground.

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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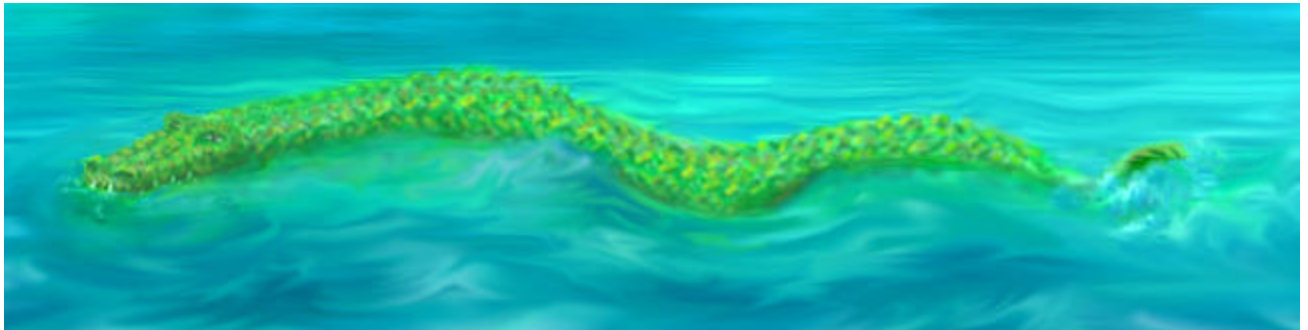
River

Dragon	5	25	20	23	15	13
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Bite 1D10 + D10+D8 STRN dam bonus, continues to hold prey in mouth and thrash in water to "break-up" it's meal, add D10 damage each turn after initial bite.

Move 10 (swim only)

Dragon scale armor -2D4 damage.



A River Dragon on the look out for a meal.

Monsters to Modify

Type	MIND	BODY	ENGY	STRN	CORD	WILL
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Goblin	8	10	10	10	9	9
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Orc	10	13	14	14	12	12
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Attack as per weapon.

Move 6.

Ogre	8	18	16	17	13	12
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Attack as per weapon + STRN dam bonus.

Move 6.

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Adding Experience to NPC Monsters

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Use the table below to enhance enemy groups or individual monsters.

Recruit, weapon skill at $\text{CORD X } 5$ as a percentile.
Some experience, weapon skill at $\text{CORD X } 5$ as a percentile + 10%
Experienced, weapon skill at $\text{CORD X } 5$ as a percentile + 25%
Veteran, weapon skill at $\text{CORD X } 5$ as a percentile + 50%
Captain or leader, weapon skill at $\text{CORD X } 5$ as a percentile + 75%
Hero, weapon skill at $\text{CORD X } 10$ as a percentile + 50%

Attack skill percentage bonus based on experience.
Remember to balance your enemies to the party they will be in melee with. Too weak and there is no challenge, too powerful and you will spend the next session rolling up new characters, maybe buy yourself.

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