

# Abandoned Mind Games RPG

## PRIMARY ATTRIBUTE STATISTICS

**MIND** = Intelligence, Perception, and all Mental Faculties.

**ENGY** =(Energy) Power, Mana, Essence and (Unconscious) Life Force.

**BODY** = Hit Points, Constitution, Material Form and general condition of physical being.

**Roll-up** = Player characters start with 12 in each of the prime attributes above and distribute 4+D20 points among Mind, Energy and Body with the possibility of being at the human limit in all attributes, but also a chance of being just above average. If you prefer to play it safer, roll 6 + D6+1 and add to 12, dividing the results among the primary stats.

## SECONDARY ATTRIBUTE STATISTICS

**STRN** = (Strength) Muscle Power, Endurance.(Energy + Body ÷ 2, round up)

**CORD** = (coordination) Dexterity, Agility and Reflexes. (Mind + Body ÷ 2)

**WILL** = (Will power) Morale, Resistance and Conscious Life Force. (Mind + Energy ÷ 2)

## APTITUDE AND SKILL

**Choose D20 or Percentile numbers** for your skill system. Percentile is recommended for the detailed oriented, gradual development of your RPG characters and campaign play. Basing the skills on a 1 to 20 range is simpler and recommended for faster play. For very short tactical games, you may prefer the Single Stat version of the game. I will demonstrate all examples in the percentile form, for a D20 based skill system campaign, just divide by 5, rounding up.

**Aptitudes** represent the skills the characters succeed at naturally, like people who get on a horse and ride without instruction or are born swimmers. For each skill you wish to check against for a characters aptitude, roll lower than the corresponding stat, CORD for riding, MIND for reading, and so on.

Once you have determined your PC's aptitudes, roll and distribute 16+4D6 points and multiply by 10 among chosen aptitudes. Example aptitudes include, but are not limited to; riding, combat, missiles, first aid. Aptitude points may be allotted to a single skill up to a limit of 100 per skill but may be combined with skill points earned for experience and training, see Creating Experienced PCs and NPCs below.

**Gifted;** represents a rare affinity with a particular skill your PC was born to master, your character is not only naturally good at the skill, he or she exceeds at it. Role a D20 below your CORD and if successful your player is gifted in the one skill chosen and gains +D100% in that skill.

Your basic aptitudes and skills are complete and if you are running a starting character with no experience, you are ready to play. To find out how to create experienced PCs, go to the section titled creating experienced player characters.

## NPC STATISTIC CREATION

Race	MIND	BODY	ENGY	STRN	CORD	WILL
Average Human	11	11	11	11	11	11

### Humans

2 year old = 1

10 yeArs old = 4 to 6

Average Person = 10 to 12

Above Average Person = 13 to 15

Outstanding Person = 15 to 17

Hero Material = 18 to 19

Human Limit = 20

These numbers could be used for almost any stat, but for combat purposes, just use them to determine BODY (hit points) and CORD (Initiative and Base Weapon Skill)

## CREATING EXPERIENCED NPCS

For character NPCs, move the stats around to create individual characters.

A heroic fighter might have a BODY of 19 but a MIND of 11. A wizard could have a MIND of 20 and a BODY of 10! Play with the stats until you become comfortable with creating characters.

Non character NPCs, like soldiers, warriors, mercenaries and adversary adventurers who will be acting as the villain's hireling, castle guards, pirate crews and so on, will need to be generated. These can be tough desperate men and not to be taken for granted but don't need to be fleshed out because they function as combat opponents only. To represent the increase in skill, field and training experience adds, for experienced NPCs, use the formulas below and give the resulting bonuses to the appropriate skill.

## NPC SKILLS

Give **NPCs +5% per year in any one skill** that is used actively, usually their primary skills like sword, bow or spear. Example: An average human, CORD 11, ten year combat veteran would have  $11 \times 5\% = 55\%$  base skill + 10 (years)  $\times 5\% = 50\%$ . So we have 55% base skill + 50% skill from 10 years experience, equaling 105% skill, where applicable, usually the primary weapon. **Secondary skills would only receive half the experience skill**, in this case, + 25% + (CORD  $\times 5$  as a percentile = 55%) for 80% with the bow and riding skills, for instance.

We have created a veteran soldier who could lord it over most of the folk but will still be cannon fodder to your highly experienced, skilled and shiny new hero PCs. If you prefer not to create your own NPCs, use the pre-generated ones below.

## What good is having skill over 100%?

Hero Dho the Sword Master has a sword skill of 300%. He ends up in a fight with two thugs, Ghuck and Chuluck, who both have a sword skill of 70%.

Dho uses 70% of his 300% sword skill on each thug, basically negating their skill, they can hit Dho on a critical hit. The math goes like this, negate Ghuck's attack  $70\% + \text{negate Chuluck's attack } 70\% = 140\%$ , subtracting 140% from Dho's 300% sword skill still leaves Dho 160% points to attack with.

Dho splits his (remaining sword skill of 160% into 80% and 80% to attack each thug separately.

## PRE-GENERATED NPCS

Race	MIND	BODY	ENGY	STRN	CORD	WILL
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**Average**

<b>Guard</b>	11	11	11	11	11	11
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Primary Weapon Skill; 55% (CORD X + 5) + 20% (5% X 4 years experience) = 75%

**Above Average or Veteran**

<b>Guard</b>	13	13	13	13	13	13
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Primary Weapon Skill; 65% (CORD X + 5) + 35% (5% X 7 years exp.) = 100%

**Outstanding Person or**

<b>Captain</b>	14	16	15	16	15	15
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Primary Weapon Skill; 75% (CORD X + 5) + 50% (5% X 10 years exp.) = 120%

STRN damage bonus + D4

**Hero Material or Major**

<b>Villain</b>	17	19	18	19	18	18
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Primary Weapon Skill; 90% (CORD X + 5) + 60% (5% X 12 years exp.) + 50% (5% X 10 successful training periods) = 200%

STRN damage bonus + D8

If your players kill the NPCs off too easily, beef up their skills by rolling for aptitudes and gifted in the PC section aptitude and skill.

## CREATING EXPERIENCED PLAYER CHARACTERS

**Chronological experience** is determined by figuring out how many years your PC has been using his skills then adding the appropriate bonus to his primary and secondary skills. That is, + 5% per year for any skill that is used actively. Secondary weapons and related skills would only receive half the total or + 2 1/2% X years of experience.

**Special Learning ability**, assume that your PC is very dedicated to learning and his enlightened mindfulness allows him to learn twice the amount those whom are merely present receive. The formula is elevated to 10% per year for any skill that is used actively, defined as practiced on almost a daily basis. Secondary weapons and related skills, those used often but not as frequently as the primary skills would receive half the total or + 5% X years of experience.

**Hands-on experience**: we represent experience your PC garners during play and how it adds to skill by using the following formula; PCs gain + D6% with every intense (judged by the Games Master) combat he or she takes part in (and survives). You do not roll for experience every time your party overwhelms a kobold.

**Practice**: If player spends time practicing a skill, add the days practiced and roll that number or less on D100. If the role is successful, add + D6%. Once you make a roll, you must start counting anew from the next day.

**Training**: Learning from your betters. A master of a skill is able to teach his or her secrets to a willing student. Example: Your PC wishes to improve his sword fighting from Fobushi the sword master. Fobushi has tricks and moves to teach that will raise your sword fighting skill. Your PC must spend D6 days practicing at Fobushi's Dojo, then roll lower than MIND on D20, if you succeed, consult below.

Trainer has higher skill then player's character, player character learns + D6%.

Trainer has 2 times higher skill then player character, player character learns + 2D6%.

Trainer has 3 times higher skill then player character, player character learns + 3D6%, etc.

Only one roll per trainer is allowed.

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