

Abandoned Mind Games © 2003 by Mario Zecca All rights reserved.

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STRN = DAMAGE PENALTY
BODY Resilliancy to Damage Penalty

7	=	-1
6	=	-2
5	=	-3
4	=	-4
3	=	-5
2	=	-6
1	=	-7

8 to 13 no penalty or bonus

STRN DAMAGE BONUS
BODY Resilliancy to Damage bonus

14	=	+ D2
15	=	+ D4
16	=	+ D6
17	=	+ D8
18	=	+ D10
19	=	+ D12
20	=	+ 2D6
21	=	+ D10+D4
22	=	+ D10+D6
23	=	+ D10+D8
24	=	+ 2D10
25	=	+ D10 +D12
26	=	+ D10+2D6
27	=	+ 2D10+D4
28	=	+ 2D10+D 6
29	=	+ 2D10+D8
30	=	+ 3D10
31	=	+ 2D10+D6+D4
32	=	+ 2D10+2D6
33	=	+ 3D10+D4
34	=	+ 3D10+D6
35	=	+ 3D10+D8
36	=	+ 4D10
etc		

D20 Based Critical Roll or Fumble

CORD or Skill	Critical	Fumble
1 - 20	1	20
21-40	2 or less	20 then 12-20 on D20
41-60	3 or less	20 then 16-20 on D20
61-80	4 or less	20 then 18-20 on D20
81-100	5 or less	20 then 20 on D20
101-120	6 or less	20 then 20 then 12-20, etc.
121-140	7 or less	20 then 20 then 16-20, etc.
141-161	8 or less	20 then 20 then 18-20, etc.
161-180	9 or less	20 then 20 then 20 on D20
181-200	10 or less	20 then 20 then 20 on D20
		and so on.

To represent heroes or super beings in a D20 based system, statistics may exceed 20. Roll a D20 and if a fumble occurs, roll an additional D20 as per chart. See seperate chart for D100 Special Hits on Abandoned Mind Games RPG Combat Sheet.

Reward Points are given to players for good role playing, completing quest or any good reason. RW points are given out in increments of 1/5%. RW can be used to boost a roll that has failed or added to any attribute temporarily (for one roll only) For instance, added to BODY to save life until healed or added to Coordination to make extremely difficult jump, or to block a blow that would otherwise lose the battle for you, can be used on other PC or even NPC.

Mind can exist without body as spirit (Mind and WillPower), but cannot exist without energy. exceptions might be magical or technological.

Energy can and does exist without mind, everything is composed of energy.

Body rots away without energy and is helpless, direction less without mind to direct it.

D100 and D20 Modifiers and Penalties

The 2 numbers shown with a forward slash between them, like, -4/20% and +6/30% represent a bonus or penalty for D20 system/D100 percentile systems. For systems based on a D10, divide the first number by two.