MIND GAME

A totally different Concept in pen and paper Rpg's
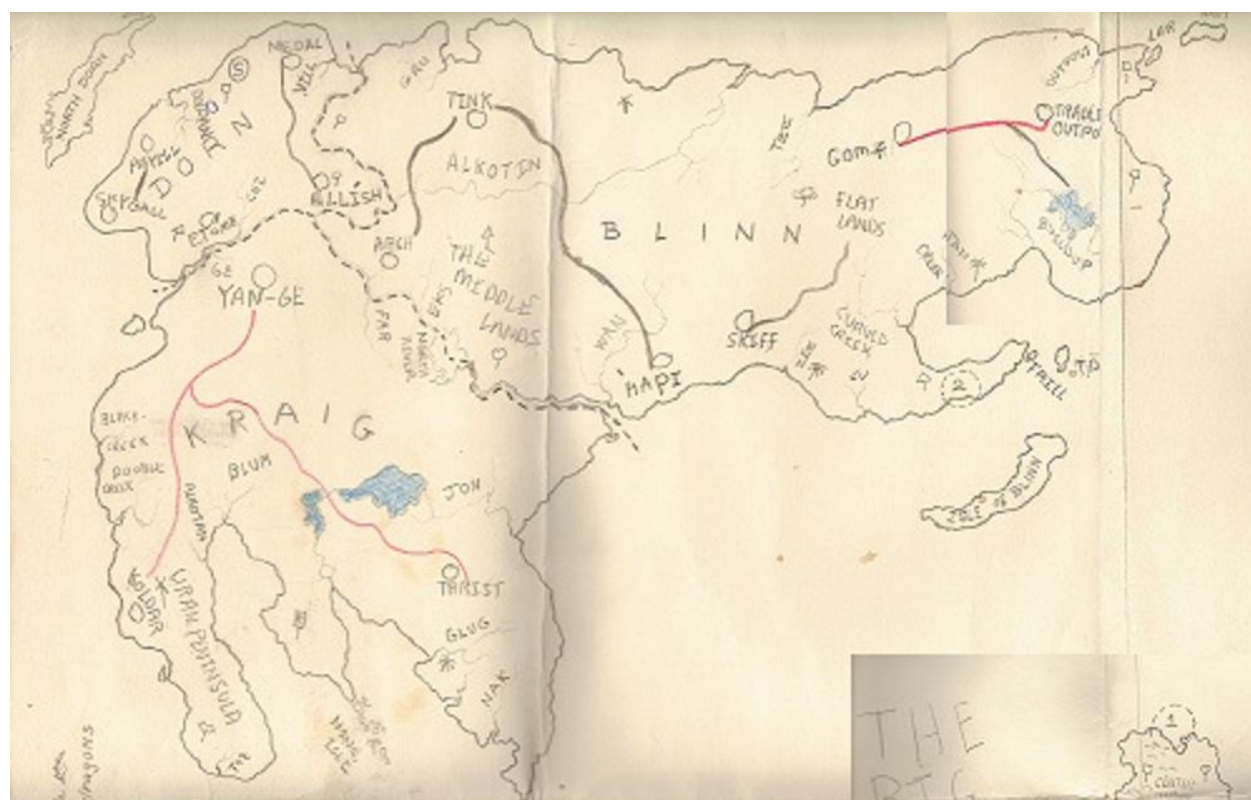
Read through this manual, and find out why you will not be able to resist this newly penned gem.
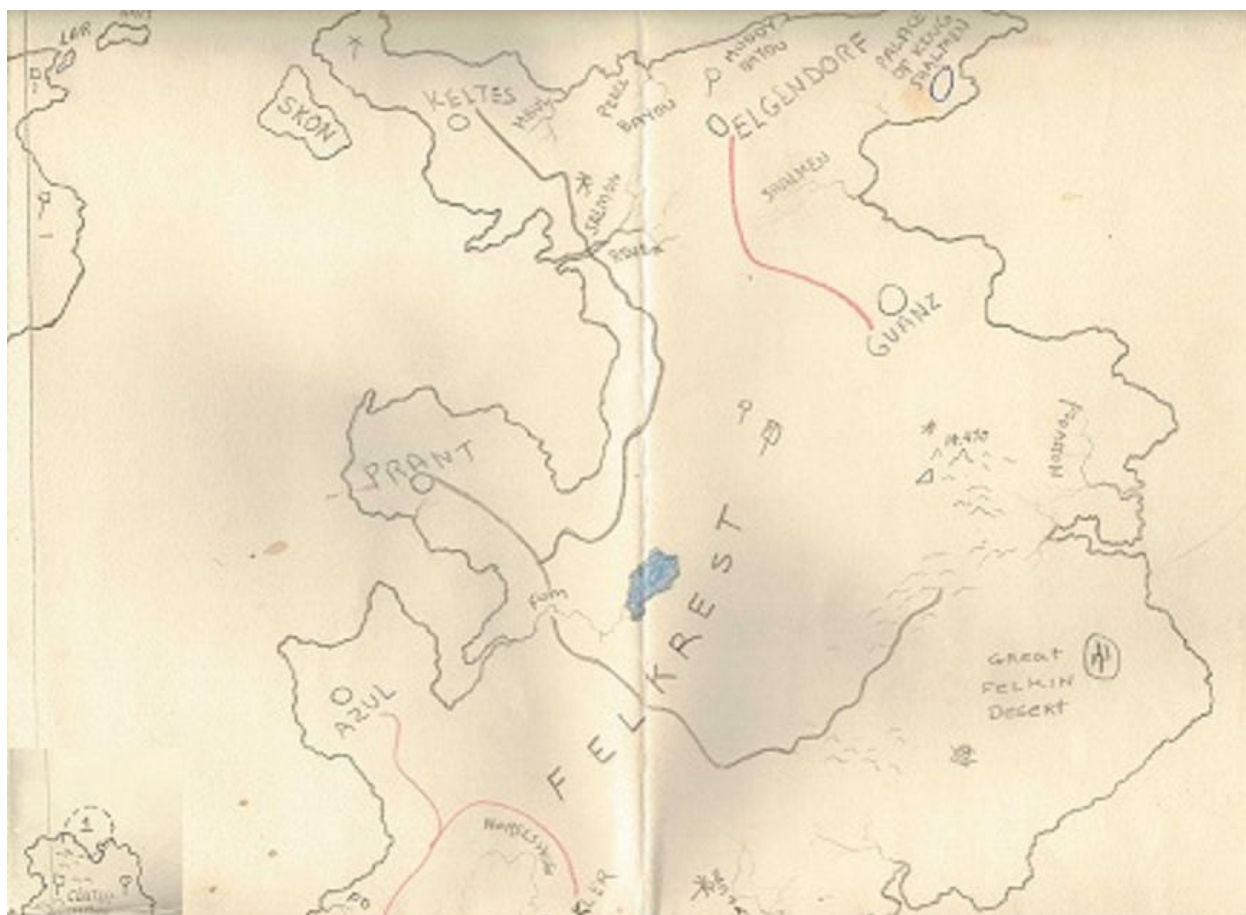
BASIC SYSTEM RULES

Written by Larry R. Lowe
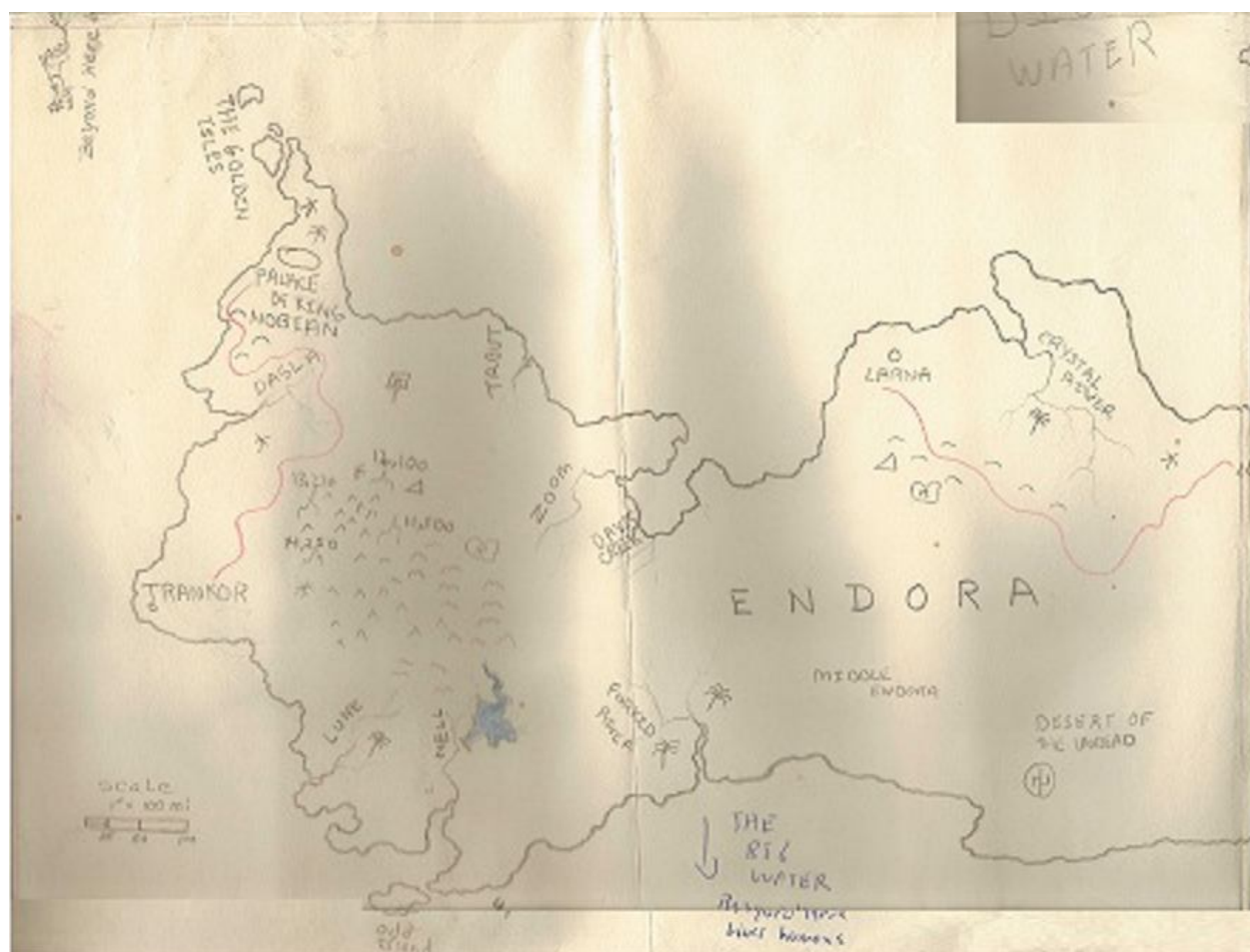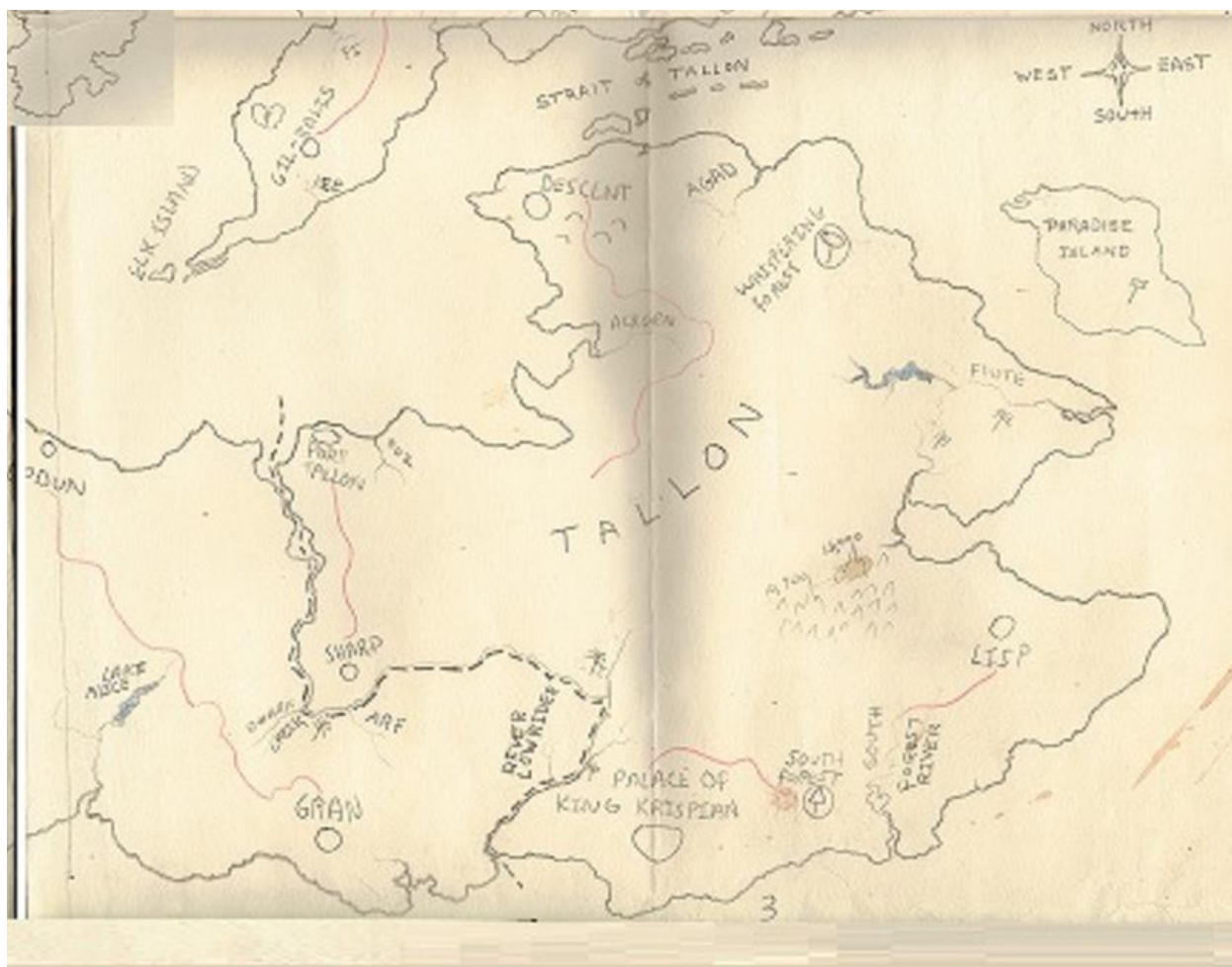
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The above 4 maps comoprise the realm of the ancients on planet Gamaron prime. It was created By Dan Strain of League City Texas, from a crude map I drew back in 2002 or 2003 I forget now. Anyway Thanks for the great job on the realm.

INTRODUCTION

The year is 2084, and you somehow find yourself having to go to a distant planet known as Gamaron Prime for your agency. It seemed like an ok sort of planet, as far as you could tell from being there no longer than you had, but you knew it wasn't. you would not have been sent there, had there not been something wrong. Some of the planet's art treasures had been hijacked. You are a member of an elite team of professionals working for the Interplanetary Bureau of Defense, in the section known as the Art Retrieval Unit ARU for short. Your mission is to get back the stolen art treasures. On the following pages, the rules you will familiarize yourself with, will explain everything you will need to know to play Mind Game.

Mind Game stands for a game that is played in the mind. You have only a hand drawn map on graph paper that is filled in as your characters move about, and the descriptions read to you by the game advisor. Most of the game is inside your mind, as most fantasy role playing systems are.

Mind game starts with simple rules and builds up to greater detail, as you get more familiar with the system. Here you will find the complete starter system. This is everything you need to get started. This is not just a hack-and-slash game, the rules are written to make true role playing possible – and to encourage it. In Mind Game, you pretend for little while to be someone else.

To play, you will need these rules, a pencil, some graph paper, and 1 sets of 7 polyhedral dice as shown below.

4 Sided   6 Sided   8 Sided   10 sided   10 Sided Percentile Die   12 Sided   20 Sided

I use this set I get from the internet.

THE BASICS

Mind Game uses polyhedral dice, to figure combat damage (and several other things). If a weapon does normal damage, which means it has no bonuses or penalties you just roll 2D8. If a weapon has a plus like +2 damage, this is shorthand for "roll the regular roll, and add 2 to the result.

You must take a minute and be sure you understand how to roll in this system. 2D8 means roll a 8 sided die 2 times adding the two numbers together such as 4 and 4 to make 8.

You can look online wherever role playing games and supplies are sold, and will probably find the set I am talking about.

Mind Game has three basic "game mechanics": Feat rolls, To Hit rolls, and damage rolls.

Remember when rolling that it is the total of the dice rolled that counts.

"Feat roll" is a die roll made when you need to "test" a skill or ability your character possesses. Sometimes you roll; sometimes the MA rolls for

you. For instance, you might test, or roll against, your Might to stop a heavy boulder from rolling down the slope and crushing the party.

Whenever a character attempts to use a skill, roll three dice to determine the outcome. This is called a Feat roll. The task in question succeeds if the total rolled on the dice is greater than or equal to the number that governs the action – most often a skill or an attribute. Otherwise, it fails. For example, if you are rolling against Might, and your percentage is 20, a roll of 20 or more on the percentile die succeeds. So, the higher the stat you are rolling against, the harder it is to make the roll.

In general, the player makes the die rolls for his character's actions. However, the MA may always choose to roll the dice in secret.
To avoid bogging down the game in endless die rolls, the MA should only require a feat if A PC's health, wealth, friends, reputation, or equipment are at risk. This includes chases, combat, espionage, thievery, and similar "adventuring" activities.

A PC stands to gain allies, information, new abilities, social standing, or wealth.

The MA should not require rolls for Utterly trivial tasks, such as walking along a path.

There are two sets of circumstances under which the MA should roll for a PC and not let the player see the results:

1. When the character wouldn't know for sure whether he had succeeded.
2. When the player shouldn't know what's going on.

MODIFIERS

The rules often specify modifiers for certain situations like a minus of 2 whenever an enemy is partially concealed and hard to see to hit. These bonuses and penalties affect the number you are rolling on the dice.

Bonuses always improve your odds, while penalties always reduce them.

SUCCESS OR FAILURE

Once you have calculated your effective skill by adding all that needs to be added, and subtracting all that needs to be subtracted from your base skill, which is usually a plus 1 for each skill you have learned, you roll (1PD) One percentile dice, to determine the outcome. If the total rolled on the dice is greater than or equal to your effective skill, you succeed,

Sometimes you only get one chance to do something (like jumping over a small creek bed, remove someone's organ etc.) There are however other things which you can repeat again and again until you get it done. Therefore in that situation you can make a feat roll as many times as necessary to complete the task.

Also, sometimes a character might do something with a hand that is not his prominent one. When this happens there is a -2 modifier to whatever skill is trying to use.

CHARACTERS

When you role-play, you take the part of another person – a "character" that you create.

Mind Game lets you decide exactly what kind of hero you will become. You can play a Barbarian, a Mage, a Holy Man, Rebel , a Tinkerer, a Ninja Assassin, a thief, a Bard, a Gamma (native of planet gamaron 6), a Zinovian (native of the planet Zino), a Gnoth(native of the plant Gnozz referred to as a Gnozz Gnoth). You can also choose your race to be full blooded human, or a Halfling, an elf, hobbit, or a dwarf, for each of those 10 character classes.

The rebel is for any cause, but is not always trustworthy. Sometimes he can decide to turn on his allies. The tinker fixes things for people, that have been broken. Often, he can make friends quickly, and gain information that other classes may not be able to.

You can take your inspiration from a fictional hero or heroine, or create your new "self" from the ground up. Once you know what role you want to play, it's time to bring that character to life.

The two most important things to know about your character are who he is and what role you want him to play in the game.

BASIC ATTRIBUTES

The basic attributes of a character are as follows:

Might
Understanding
Intellect
Nimbleness
Allure
Resistance
Life points

The MA (Mission Advisor – the person "running" the game) will watch you roll The 10 sided percentile die, to determine your abilities. A roll result using this die will be from 00 which is 0 to 90 which is 90.The 00 roll on the die is not counted. The rolls possible with this die are

10	20	30	40	50	60	70	80	90	00

You must roll at least 20 for each ability and no more than 80. You will roll 1 time for each ability except for life points. When you have six rolls written down on scratch paper, try and order theM the best possible way to help your character. and record the rolls as your percentile scores for your abilities. A percentile of 20 is the lowest acceptable value. The highest acceptable value is 80.

For life points, you will roll the eight sided dice 4 times. You will record the value on a sheet of scratch paper. You do this 4 times. Then, you add up the 4 rolls, and that is your total life points. The highest initial life points is 32 while the lowest, can be no lower than 16. If you roll and the 4 numbers total up to less than 16, then you must roll all over again.

The character can withstand up to its life point value as a negative number before being considered dead. At 0, a saving roll explained later on, must be rolled after the players every turn

Next, roll the percentile die that has 00-90 on it. If the result is more than 50 then roll again. When you have a roll that is 20, 30, 40, or 50, you cut that number in half, and that is your Resource Points (money).

Next, pick one ability for yourself either on e of the two under understanding, under nimbleness, the one under intellect, or the one under allure. These abilities are rolled against the percentage they are under on the character sheet using the percentile die. If you chose an ability under understanding then you roll against your understanding percentage when you check if the ability worked.

Now if you are an elf, your speed is 6 any other race gets a speed of 5 This is how many squares you can move at one time when exploring, or when charging the enemy.

Once you have rolled your character, you create it on the character sheet on the next page. If you look to the next page, you will see that there are more choices than just your characters attributes. His hair color and eye color, height and weight, as well as which hand is his prominent one the left or the right. There is also a spot for languages. You already know English, which is spoken by your team, and any humans you come in contact with. All syndicate people speak Esperanto.

Larry Lowe
Nov 2010

Name					Class			Level		
Attribute		Might	Understanding	Intellect	Nimbleness	Allure	Resistance	Sex M / F		

HEIGHT		WEIGHT		Hair Color		Eye Color		

Languages				LP	

WEAPONS	DMG	EQUIPMENT	SPELLS KNOWN	Starting	
				Bloodied	
				Current	

FEATS				RP	
Find Traps				Starting	
Detect Poison				Current	
Hide in Shadows					
Move Silently					
Mesmerize Enemies					
Any Other Generic Feat					

CHARACTER NOTES

Religion	Age	
Phobias		
Home Town		
Enemies / Grudges		
Notes		

EQUIPPING THE CHARACTER

OK, now we have our character abilities created a statistics if you will, it is time to equip the character. Remember our choices Barbarian, mage, Holy Man, Rebel, Tinkerer, Ninja Assassin, a Gamma (native of planet

gamaron 6), a Zinovian (native of the planet Zino), a Gnoth(native of the plant Gnozz referred to as a Gnozz Gnoth. The G is silent) .

   As you advance in levels, you get bonuses for your resistance, as well as each of your abilities. All bonuses get +1, and you get 3 extra life points each time you level up. This also applies to the enemies. The only thing that does not change is the damage roll for you and the enemies. That value stays as is. The following chart show the levels a character can attain. The limit is Gold. When a character first gets to gold, he receives the bonuses discussed above. That is the last time that character will get any level up bonuses.

Level	Mp	Level	Mp	Level	Mp Neded	Level	Mp
Red	Starting Level	Purple	6000	Orange	12000	Sapphire	18000
Yellow	1000	White	7000	Topaz	13000	Pearl	19000
Blue	2000	Grey	8000	Emerald	14000	Onyx	20000
Green	3000	Violet	9000	Quartz	15000	Copper	21000
Black	4000	Rose	10000	Ruby	16000	Silver	23000
Brown	5000	Cyan	11000	Diamond	17000	Gold	24000

Equipment	Cost in RP
1 Stick of Dynamite	5
10 Sticks of Dynamite	10
Grappling gun	8
Hammer	6
Large Rope	10
Medium Rope	7
Shovel	12
Small Rope	5
Purple LDO	5

Now we will choose the armor that is listed for level Red.

Armor	Resistance	Level	Cost in RP
Base 1 Armor	+10 resistance	Red	5

Note any bonuses for armor means you must erase your resistance and add the amount to it and rewrite it on your character sheet before you start to play. This makes you harder to hit.

Now, we must talk about spells and prayers. Since you start out at level 1 with your characters, a Mage can choose 2 level one spells, and a holy Man can choose 2 level one prayers. The charts following, show the spells and prayers table.

SPELL	EFFECT	LEVEL
Night vision	The ability to see well in the dark	Red
Warlock flame	A flame lights your way as you go	Red
Levitation	Lifts one creature or group member into the air	Red
Water wash	High pressure water soaks the creature pushing it back one square	Yellow
Finger missiles	Missiles shoot out of finger tips shoot out at target	Yellow
Confusion	Daze creature	Yellow
Burning air	Make a fireball flame up in mid air and attack creature	Blue
Ring of fire	Fiery ring surrounds all creatures for damage to all	Blue
Night blindness	Inhibit the creature's ability to see well in the dark	Blue
False passage	Make a fake doorway	Green
Intense light	Damage creatures eyes	Green
Dead end	Put a fake wall in front of the creature	Black
Creature illusion	Make creature think they are being attacked by other more powerful creatures	Black
Lightning bolt	Bolt of lightning from sky fries enemy for damage	Black

The Holy Man uses the prayers in the table below. He has a regular armor and weapons like the others. What makes him different is his holy status. This allows him to say healing prayers. Remember, that new characters are only allowed the first prayer in the list. The reasons will be explained in full detail later in this section.

Prayer	Effect	Level
Heal light wounds	Heals light wounds to allies	Red
Slow enemy	Causes all enemies to move at ½ speed	Red
Bind enemy magic	Causes all enemies that can use magic to not be allowed to do so until the end of the players next turn.	Yellow
Light shield	Used by a holy man before a mage casts the intense light spell to avoid damage to allies	Yellow
Cause light wounds	Causes light damage to the enemy you use it on. The enemy will receive 11 life points of damage	Blue
Holy presence	Causes the enemies to feel a holy presence. This will cause only the enemies that are semi religious to stand and be silent for one turn. Enemies that are not religious and do not believe in a god, will not be affected.	Green
Freeze enemy	Freezes one enemy for one round, which causes it to skip it's next turn so the players can hit it for two turns before it can attack again.	Green
Heal medium wounds	Heals medium wounds to one ally.	Green
Cause medium wounds	Causes medium damage to the enemy you use it on. The enemy will receive 24 life points of damage	Black

Now, we must choose the first weapon from the list.

Weapon	Damage	Cost in RP
Tinic Beam	1D4	8
Freeze Beam	1D4	8
Grenade Launcher	1D4	8
Ice Beam	1D4	8
Laser Pistol	1D4	5
Laser Rifle	1D4	8
Molecule Disrupter Beam	1D4	8
Paralyze Ray	1D4	8
Particle weapon	1D4	8
Phase Weapon	1D10	8
Rocket Launcher	1D10	8
Spaser Beam	1D10	8
Gas Bomb Launcher	1D10	8

The pistol has a range of 6 squares while the rest of the weapons have a range of 7.

The game is played on a blank map made up of 1 inch squares. There are various cardboard pieces which make up the walls of the complexes within the levels of the worlds in the realm, as well as doors and other things needed for play. These are setup on the map as they are needed for each stage before play begins. Each mission is divided into worlds. Within each world, are levels similar to the game Super Mario Brothers ™. In a particular level of a particular world, there are stages which some rpgs refer to as encounters. A level can be made up of a few stages, or many stages. It all depends on the person who created it. The players as well as the enemies, have a speed. This speed is how many squares the player or enemy can move during an attack turn.

There will be in a particular world, a colored token. The colors that are available to be found depending on how many are used, will be: red, yellow, blue, green, white, purple, brown, gray and cyan. There are also black tokens which are encoded with the location of the room where the stolen art has been hidden. These are to be turned in at the LEAO (Law Enforcement Agency Office) portal. The token will be teleported to the proper place. You will receive a small resource reward of 2 resource points per character for each tokin token, which is to be distributed between the characters at the end of the mission.

 (Sample of colored tokens)

The other colored tokens you read about above, are not to be handed in at the LEAO. These are to be kept, and at the end of a world you will find an tribal totem, that is called a token totem. You put your token in the slot, it reads the info on it, and slides it back out for you to keep. Then the door is opened revealing the entrance to the next world of the mission.

At the end of the last world of the mission, you will find a much larger token totem with the number of slots in it equal to the number of worlds you explored on that mission. You must place one token in each slot. The tokens are read, and the door is opened to the end of the mission. These

tokens are kept by the token totem, as the mission at that point is officially over.

Inside of these worlds, are often doors, that can only be opened by a Laser door opener. This object comes in the same colors as the tokens you collect. A LDO for short, of a certain color can only open doors of that color. One member of the party should have one with him during the mission. It fits securely on your weapon, and when activated appears as if it is a laser sight, but it opens the door and shuts off when the door is open. The purple LDO is available from the equipment list. The other colors, you find at various levels of a world, and must be acquired in order to leave that level of that world to explore the next level. This is because the next level has doors your ldo will not open, and you must replace it with the one you find, when you are ready to move from one level to the next. When you run out of levels, you get a new world. When you run out of worlds, the mission is over.

COMBAT

Combat occurs when your characters mix it up with the enemies. This is what happens during a round of combat. The Mission Advisor decides what the bad guys are doing, and tells nobody. Then you tell him/her what you are doing. Then the MA rolls the percentile dice, gets a result between 00 and 90 which is measured against your resistance. Then the MA adds +10 to his roll if the enemies surprised the players. You roll the same kind of roll, and if the characters surprise the enemies, you add a +10 to your roll. Whoever rolls the higher number, their characters attack first. After all of the enemies, or players got attacked, Then the ones who got attacked get a chance for payback. This happens in this manner:

Every character in the party, when it is their turn to fight, can attack a single enemy or use and attack that works on every enemy at the same time. Like the Confusion spell, or a prayer. However to be clear, only a Mage can cast spells, and only a Holy Man can use the prayers from the list.

Now to simplify the battle process, you have as a character what is called a resistance. This is determined by the armor you picked out when you created your character. Resistance means how resistant you are to

damage from attacks by the enemy. When the enemy rolls to see if they hit you with a weapon, spell, or prayer, they roll against your resistance.

A "ranged attack" is any attack with a weapon used at a distance such as a beam weapon. You can only make a ranged attack on a target that falls within your weapon's *range.* To find this, see the weapons table. Your target must be no farther away than Max range. Also posture affects the attack as well.

Posture	Attack	Movement
Standing	Normal	Normal may sprint
Crouching	-10	2/3
Kneeling	-10	1/3
Crawling	-20	1/3
Sitting	-10	None

ATTACK ROLL MODIFIERS

Keep in mind an attacker has to have to have a clear line of sight to the square being occupied by the attacker's target in order to hit the target without any negative modifiers being applied.

Now before this attack roll is made, there are things to consider. The following chart shows the list of modifiers, the bonuses and penalties that can affect an attack roll.

Circumstances	Modifier
Combative advantage against target	+ 10
Attacker is prone	-10
Attacker is restrained	-10
Target has cover	-20
Target has superior cover	-30
Target has concealment (squares of fog, dim light etc)	-20
Target has total concealment	-30
Long range weapon attacks	-20
Charge attack	+10

DAMAGE ROLLS

After a hit has been determined, then we or the enemy roll for damage.

A "damage roll" is a roll made in a fight, to see how much harm you did to your enemies, or they did to you. You must roll what it tells you for damage.

SAVING ROLLS

Saving throws are rolls designed to save a character from slipping further toward death. Usually they are used against a disease, or poison, or when a characters life points reach 0. If the player rolls 40 or greater using the percentile die, then the saving throw was successful. If it failed, then 1 life points are taken off for damage. This continues for every turn until the character gets somelife points healed, or they go to his origional points expressed as a negative number. (Example -32)

RECOVERING FROM FATIGUE

You can recover "ordinary" lost LP by resting quietly. Reading, talking, and thinking are all right; walking around, or anything more strenuous, is *not*.

Lost LP return at the rate of 1 LP per 10 minutes of rest. The MA may allow you to regain one extra LP if you eat a decent meal *while resting.*

Certain drugs, magic potions, etc. can restore missing LP, as can magic spells. You can only recover from fatigue caused by *missed sleep* by sleeping for at least 8 hours. This restores 1 LP. Further uninterrupted sleep restores 1 LP per hour.

You need food or water to recover FP lost to starvation or dehydration.

Wounds and sickness cause "injury": and usually temporary loss of Life Points. Thus, your LP score measures your ability to sustain injury. If any injury reduces you to 0 or fewer LP, you will soon fall unconscious. You can even go to *negative L*P . . . but if you go too far, you risk death. For the average man, the difference between full LP and negative LP is one or two sword blows or bullets.

Repeated wounding eventually causes *anyone* or *anything* to weaken and collapse, even if no single injury is very great. The chart below summarizes the effects of being at low or negative HP. All effects are cumulative. **Less than 1/3 your HP left –** You are reeling from your wounds. **0 HP or less –** You are in immediate danger of collapse.

A "major wound" is any *single* injury of greater than 1/2 your HP. Any major wound requires a roll to avoid knockdown and stunning.

Whenever you suffer a *major wound,* you must make an immediate saveing roll to avoid knockdown and stunning. On a success, you suffer no penalty beyond ordinary shock. On a failure, you're stunned; see below. You fall prone (if you weren't already), and if you were holding anything, you drop it. This effect is called "knockdown." On a failure by 30 or more, you fall unconscious! If you are stunned, you must Do Nothing on your next turn. At the end of your turn, you may roll a saving roll, to come out of stun. On a success, you recover from stun and can act normally on subsequent turns. On a failure, you remain stunned; your next maneuver must also be Do Nothing, but you get another roll at the end of that turn . . . and so on, until you recover from stun.

Being a MA, is easy. I have set it up so that anyone wishing to be one, can do so reletively easy. You the MA of the most important player in the game. You must know the rules, settle disputes, design new adventures, controlled the enemies and non-player characters, and ensure that everyone has fun.

You must be a storyteller, entertaining your players. People play the game to have fun, so your first and most important consideration should be making sure everyone is having fun. As the MA, you can make the game more fun I doing a few simple things. First, 10 of the game to sit the preferences of your players. Find out what to players prefer and which enemies they would like to deal with, and adjust your adventures a accordingly.

You do not need to memorize the rules, but you should know how to conduct a battle and how to find a rule if a question occurs during a game. You also must keep records don't how many life points the enemies have lost. The player for the expected to keep accurate records on their characters, and you must do the same for your enemies.

You control the enemies, but you must not favor their side. Your job is not killing characters. Your job is presenting challenges and obstacles for players to overcome. Players must face risks, and sometimes they will be defeated. You must balance the danger they face with a reasonable chance that they will win. At the same time however, you must balance the chance that they will win, was some danger. Use common sense when deciding whether or not to use a feat roll. Remember feat rolls test the characters a abilities. You are free to use them how you wish. If they think is very difficult time but not impossible you could tell them that they will need a roll high role in order to succeed. This might mean adding a penalty to your feat roll which would add a certain amount of the number you needed to roll, those making the feat more difficult.

Also, due to argue during the game. If a problem occurs make a decision and discuss the later. Never get angry at the players. Remember, this is just a game.

The statistics block

The enemies statistics are presented in such a way as to aid you in quick game play if you are the Mission Advisor. The format is as follows.

Et Name
Level and Role
Size, Origin, and Type (Keywords)
Mp value
Initiative % value
LP Maximum
Bloodied Value
Resistance % Value
Speed
Languages
Attack

Now, the syndicate et's do not have an assigned level. Their level is listed as any, which allows Mission Advisors to pick from the whole syndicate list 1, when stocking a realm with enemies. For ease of use when playing the sample Mission that comes with mindgame, the enemies used there are given a level. On the next page it shows the syndicate list.

Name	Level Roll	Size Origin Type	MP	LP	BLP	Resistance	Speed	Languages
Adonis	Any	Large Natural Beast	1/2 LP	23	12	70	5	Esperanto
Anabet	Any	Large Natural Beast	1/2 LP	16	8	30	5	Esperanto
Arifnikah	Any	Small quick creature	1/2 LP	16	8	20	5	Esperanto
Badger	Any	Large Natural Beast	1/2 LP	16	8	30	5	Esperanto
Banshee	Any	Large Natural Beast	1/2 LP	19	10	40	5	Esperanto
blue cougar	Any	Large Natural Beast	1/2 LP	21	11	70	5	Esperanto
Blue Rat	Any	Large Natural Beast	1/2 LP	16	8	30	5	Esperanto
Catal	Any	Large Natural Beast	1/2 LP	18	9	20	5	Esperanto
Crumpf	Any	Large Natural Beast	1/2 LP	18	9	60	5	Esperanto
Cyclops	Any	Large Natural Beast	1/2 LP	21	11	40	5	Esperanto
Cyntar	Any	Large Natural Beast	1/2 LP	16	8	30	5	Esperanto
Davern	Any	Large Natural Beast	1/2 LP	26	13	60	5	Esperanto
Din	Any	Large Natural Beast	1/2 LP	19	10	80	5	Esperanto
Elcondor Bird	Any	Large Natural bird	1/2 LP	26	13	60	5	Esperanto
Foowong	Any leader	Large Natural Beast	1/2 LP	26	13	30	5	Esperanto
Big Fuzzy worm	Any	Large Natural Beast	1/2 LP	18	9	80	5	Esperanto
Big tarantula	Any	Large Natural Beast	1/2 LP	21	11	90	5	Esperanto
gold cougar	Any	Large Natural Beast	1/2 LP	21	11	40	5	Esperanto
Goon of Day	Any	Large Natural Beast	1/2 LP	23	12	60	5	Esperanto
Goon of night	Any	Large Natural Beast	1/2 LP	20	10	70	5	Esperanto
green cougar	Any	Large Natural Beast	1/2 LP	17	9	60	5	Esperanto
Green Rat	Any	Large Natural Beast	1/2 LP	23	12	80	5	Esperanto
Jabberdo	Any	Large Natural Beast	1/2 LP	24	12	70	5	Esperanto
Kilplixim	Any	Large Natural Beast	1/2 LP	18	9	50	5	Esperanto
Kixgibbler	Any	Large Natural Beast	1/2 LP	19	10	90	5	Esperanto
Krughor	Any	Large Natural Beast	1/2 LP	18	9	70	5	Esperanto
Lavadi	Any	Large Natural Beast	1/2 LP	20	10	80	5	Esperanto

Malatoose	Any	Large Natural Beast	1/2 LP	19	10	80	5	Esperanto
Medusa	Any	Large Natural Beast	1/2 LP	18	9	30	5	Esperanto
Minion	Any	Large Natural Beast	1/2 LP	17	9	70	5	Esperanto
Minitar	Any	Large Natural Beast	1/2 LP	19	10	20	5	Esperanto
Morpher	Any mimicker	Large Natural Beast	1/2 LP	18	9	50	5	Esperanto
Ogre	Any	Large Natural Beast	1/2 LP	18	9	30	5	Esperanto
Oogla beast	Any	Large Natural Beast	1/2 LP	26	13	40	5	Esperanto
purple cougar	Any	Large Natural Beast	1/2 LP	28	14	60	5	Esperanto
Quat	Any	Large Natural Beast	1/2 LP	23	12	60	5	Esperanto
Quirker	Any	Large Natural Beast	1/2 LP	26	13	90	5	Esperanto
Red cougar	Any	Large Natural Beast	1/2 LP	23	12	80	5	Esperanto
Red Rat	Any	Large Natural Beast	1/2 LP	24	12	90	5	Esperanto
Roo	Any	Large Natural Beast	1/2 LP	25	13	30	5	Esperanto
Shadow Rider	Any	Large Natural Beast	1/2 LP	27	14	60	5	Esperanto
Shrieker	Any	Large Natural Beast	1/2 LP	24	12	30	5	Esperanto
silver cougar	Any	Large Natural Beast	1/2 LP	30	15	30	5	Esperanto
Sloogus	Any	Large Natural Beast	1/2 LP	31	16	60	5	Esperanto
Takki	Any	Large Natural Beast	1/2 LP	28	14	20	5	Esperanto
Talak	Any	Large Natural Beast	1/2 LP	32	16	70	5	Esperanto
Trorkus	Any	Large Natural Beast	1/2 LP	26	13	70	5	Esperanto
Yellow Rat	Any	Large Natural Beast	1/2 LP	27	14	30	5	Esperanto
Yeti	Any	Large Natural Beast	1/2 LP	20	10	60	5	Esperanto

This game is set in a realm on a remote planet in outer space. However, knowing the attributes of the monsters, and of the players in the game, you can pretty much import any monster from any rpg system of any type for use in/with Mindgame.

For example, any monster that has an armor class, can be used in this game, but the ac must be disregarded, and a resistance number rolled and put in its place. Just how we rolled for resistance for the players using the percentile die, that is what we do for the creatures we import.

We only need to to know the name of the creature, it's size origin and type, it's role (leader, ambusher,or whatever), it's life points, it's resistance number, and it's speed. All creatures imported speak Esperanto. Any languages they spoke in the game you imported them from, no longer apply.

Another adaption that can be made, is that the Spells, Prayers, weapons, and equipment from other rpg systems can be imported so long as you give the weapons and equipment a price to be bought if a character so desires, and define the weapon's range, and damage roll (1D4, 2D4,1D8, etc). The bonuses that an imported weapon had in it's origional system, are not imported. Mindgame weapons do not have any bonuses. The prayers or spells, will not be purchaseable, but will be used according to their level from 1-?? which will be converted to the mindgame system of red through gold. Any imported spells that are higher in level than 24, will be considered as level 24 spells, and be level Gold.

Characters can also be imported from other games, however once they are brought over, they have their own existance in mindgame, as a mindgame character. The old character, if it is still being played in the other system, remains as is, as a separate character. We import only the parts of the character we need for mindgame, which is usually the Hit points as some call them, and anything except the attributes. The attributes the character will receive on import are the ones specific to mindgame. After

all useable data on the character has been imported to a mindgame character record sheet, simply roll for the attributes, and for the resistance. Any treasure or money he may have had should be converted to resource points by the player, with the MA's guidance.

There is only one rule here, in regards to importing. That rule, is that we do not import duplicate information. This means if you already have a spell in the basic mindgame system rules that does a particular thing, do not import a spell from another system that does the same thing, just import new stuff to make the experience better.

I hope you enjoy playing mindgame. Feel free to email me at larryrl@sbcglobal.net, and share your thoughts and opinions on Mindgame.