

APPENDIX 1: CHARACTER OPTIONS

VARIABLE POINT TOTALS

By default, players in games that utilize Simple 20 receive sixty-two points to allocate among their basic attribute ratings. This point total allows players to create characters who are normal folks (e.g., people like you and me). In order to facilitate the creation of more powerful characters, one need only adjust this initial point total accordingly.

- 72 points builds a character who pushes the boundaries of normal human potential (e.g., a typical low fantasy character).
- 82 points builds a suitably legendary hero in the vein of Perseus or Odysseus (e.g., a typical high fantasy hero).
- 92 points or more builds a powerful hero in the vein of spandex-wearing comic book icons (see also *Expanded Attribute Modifiers*).

RANDOM RATINGS

While the default Simple 20 method of character creation via point distribution may allow one to more easily realize their character concept by virtue of facilitating mechanical customization, it isn't for everybody.

Players who wish to randomly generate their character's basic attribute ratings should roll 4d6 for each attribute rating, dropping the lowest die result produced. This will result in attribute ratings that range from 3 to 18.

Typically, a character who has had their basic attribute ratings generated in this manner will be on par with an 82-point character.

EXPANDED MODIFIERS

Basic attribute modifiers in Simple 20 are limited to +4 by default, but you may wish to expand this scale in order to accommodate

superhuman heroes or simply to make high attribute scores more meaningful. If you choose to do so, use the following table.

| Attribute Score | Modifier |
|-----------------|----------|
| 18-19 | +4 |
| 20-21 | +5 |
| 22-23 | +6 |
| 24-25 | +7 |
| 26-27 | +8 |
| 28-29 | +9 |
| 30-31 | +10 |
| etc... | etc... |

APPENDIX 2: BASIC RULES OPTIONS

TEN-SIDED DICE

Rather than rolling the default 1d20 to resolve checks, players may instead roll 2d10. When rolling 2d10 to resolve checks, natural results of 2 (the lowest roll result possible when rolling 2d10) always denote failure. Results of 20, conversely, always denote success.

When charting character growth using the 2d10 check resolution method, die results of natural 2 and 20 are treated as results of 1 and 20 are in the default Simple 20 character growth rules (see *Simple 20*, page 12).

ACTION POINTS

Action points are a hedge against bad luck, and are appropriate for games where the characters are larger-than-life heroes (i.e., 82 or 92-point character).

When making a check (of any kind), a player can expend one action point to add 3 to the final result of their die roll.

Players can spend more than one action point a round, but they can only spend one on any given roll. You could spend an action point

to improve an attack roll and a saving throw in one round, for instance, but you couldn't spend two action points on a single attack roll.

The number of action points allotted to each player is up to the Game Master – three is the recommended number of action points for most campaigns, although individual GMs can tweak this amount as they see fit.

APPENDIX 3: Damage Options

ARMOR AND WEAPONS

The table below offers several common weapons and their associated *Lethality Ratings*. When resolving combat, the lethality rating of a weapon used to deliver a successful attack is added to the damage dealt to the target of said attack. Easy, eh?

| Weapon Name | Lethality Rating |
|---------------|------------------|
| Fist/Foot | +1 |
| Dagger/Dirk | +2 |
| Flail/Mace | +3 |
| Axe/Sword | +4 |
| Long Bow | +2 |
| Crossbow | +3 |
| Small Pistol | +5 |
| Large Pistol | +6 |
| Hunting Rifle | +6 |
| Shotgun | +7* |
| Grenade | +10 |

* This lethality rating assumes a range of twenty feet or less between the shooter and his intended target. At any greater distance than this, the shotgun's lethality rating is reduced to +3.

The following table presents common armors and their associated *Protection Ratings*. When resolving combat, the protection rating

of any armor that a character is wearing is subtracted from the damage dealt to them by any successful attack.

| Armor Name | Protection Rating |
|--------------|-------------------|
| Padded Cloth | -1 |
| Soft Leather | -2 |
| Hard Leather | -3 |
| Chain Shirt | -4 |
| Plate Mail | -5 |
| Full Plate | -6 |
| Flack Jacket | -4 |
| Kevlar Vest | -3 |
| Trauma Plate | +1 per plate* |

* Trauma plates are dense composite plates that are inserted into kevlar vests (such vests contain pouches specifically designed to hold trauma plates) to absorb kinetic energy. Most commercially available vests can comfortably hold up to five trauma plates. A flak jacket comes complete with such a plate sown into its lining.

The Wound Track

The wound track is offered as an easy alternative to the default system of tracking damage in Simple 20. Many players have remarked that a wound track helps to suspend their disbelief, thus making it a good choice for Game Masters who strive to strike a balance between playability and verisimilitude.

When a character is hit in combat, the attacker rolls 1d20, adding the appropriate attribute modifier (STR for melee attacks, DEX for ranged attack), subtracting the Constitution (CON) modifier of the target. The modified result of this die roll determines damage.

The injured character locates the final result of the attacker's die roll on a copy of the table located in the upper left-hand corner of the following page, and shades in the circle next to the proper wound level.

| | | | | | |
|--------------|---------------|---|---|---|---|
| 1-5 | Bruised | | | | |
| 6-15 | Scratch (-1) | ○ | ○ | ○ | ○ |
| 16-20 | Wound (-2) | ○ | ○ | ○ | |
| 21-25 | Injury (-4) | ○ | ○ | | |
| 26+ | Incapacitated | ○ | | | |

Determining non-combat damage when using the wound track is done in a similar manner, with the GM rolling 1d20, adding the perceived Lethality Rating of the condition that the target character is subject to (see the table below), and subtracting said character's CON modifier from the result.

| Force/Condition | Lethality Rating |
|--------------------------|----------------------------|
| Drowning/Suffocation | 5 per turn deprived of air |
| Exposure to the Elements | 2 per hour of exposure |
| Falling from a Height | 1 per meter fallen |
| Fire/Immolation | 5 per turn aflame |

A *Bruise* is a wound so minor that it has no effect upon the character.

Scratches, Wounds, and Injuries have a penalty attached to them. Characters with one of these wounds take a penalty to all their rolls equal to that of the greatest wound they've received (e.g., -1, -2, or -4); the penalties are not cumulative. If all the wounds on a row have been shaded in, fill the next available circle on the following row.

Incapacitated characters can take no actions. They can be killed by any opponent who takes an action to do so.

After a combat scene, characters can remove all their Scratch wounds automatically, and their Incapacitated status if they receive immediate medical attention. Other wound marks are removed one at a time for each 8 hours of rest the character gets. Injury marks are removed first, then Wound marks.

DESCRIPTIVE Damage

As presented here, descriptive damage is an optional method of tracking character injury in games that utilize Simple 20. Unlike the default health points method or the wound track, descriptive damage caters specifically to verisimilitude – if you're looking for a more 'realistic' damage option, this is it.

First, when utilizing descriptive damage, it is important that the player of an attacking character take pains to describe their attack in detail. Specifically, how a weapon is used will determine what type of wound it is capable of inflicting (i.e., bashing, cutting, piercing, or burning). This is very important.

After the player of character that is on the offensive has described their attack and determined that it has successfully hit its target, they need to note the actual damage it inflicts (per the standard rules, or weapons and armor options presented in this appendix). This will be important very shortly.

In order to determine *where* damage is applied to the target character, the player of the attacking character needs to roll 1d20 and find the result on the following table (you can skip this step if your group uses a 'called shots' rule to determine the hit location of attacks). This will determine where the attack has landed upon the body of a character or creature.

| Roll Result | Hit Location |
|--------------------|---------------------|
| 1 | Skull |
| 2 | Face* |
| 3 | Neck |
| 4 | Shoulder** |
| 5 | Upper Arm** |
| 6 | Elbow** |
| 7 | Forearm** |
| 8 | Hand** |
| 10-11 | Thorax |

| | |
|---|---------|
| 12-14 | Abdomen |
| 15 | Gorin |
| 16 | Hip** |
| 17 | Thigh** |
| 18 | Knee** |
| 19 | Calf** |
| 20 | Foot** |
| * Roll on the Face Table, if you want more detail (see below) ** Roll 1d20; Even Result: Right Limb, Odd Result: Left Limb | |

| Roll Result | Face Location |
|---|---------------|
| 1-3 | Ear* |
| 4-6 | Eye* |
| 7-10 | Cheek* |
| 11-14 | Jaw |
| 15-18 | Mouth |
| 19-20 | Nose |
| * Roll 1d20; Even Result: Right, Odd Result: Left | |

Note that, for the most part, the tables above assume humanoid targets. The Game Master should feel free to expound upon these tables when a character is fighting a non-humanoid character or creature.

After a specific hit location has been determined (either by way of the tables above, or per a called shot), the damage that was calculated previously is located on the table below to determine the severity of the injury inflicted upon the target of the attack.

| Damage Inflicted | Injury Severity |
|------------------|-----------------|
| 1-5 | Minor Injury |
| 6-15 | Serious Injury |
| 16+ | Grievous Injury |

Next, the severity of an injury is cross-indexed against the type of attack (remember, I said that his would be very important) that

struck the target to determine the exact type of injury that the character or creature in question is afflicted with.

| | Minor | Serious | Grievous |
|----------|--------------------------|--------------------|-----------------|
| Bashing | Superficial Bruise | Bone Fracture | Bone Shattered |
| Cutting | Superficial Scratch | Shallow Laceration | Deep Laceration |
| Piercing | Superficial Scratch | Partial Puncture | Total Puncture |
| Burning | Superficial Inflammation | Skin Blistered | Skin Charred |

After you determined the specific nature of an injury, if it is a serious or grievous injury, be sure to *write down the amount of damage* associated with it (these injuries are still healed as discussed in the default Simple 20 rules). Finally, the actual physical effects of a sustained injury must be determined.

First off, grievous wounds are... well... *grievous*. A grievous wound can cripple or even kill a character. To determine the effects of a grievous wound upon a character, they should roll 1d20 and cross-index the result with the area of the character that was injured, on the table directly below.

| | Head/ Neck | Torso/ Trunk | Arm/ Leg |
|---|---------------------------|---------------------------|---------------------------|
| 1-5 | -6 to Checks Due to Pain* | -6 to Checks Due to Pain* | Limb Useless Until Healed |
| 6-15 | Character Knocked Out | -4 to Checks Due to Pain* | -4 to Checks Due to Pain* |
| 16-20 | Head Destroyed | Suffers Organ Failure | Limb Destroyed |
| *These penalties are cumulative. If more grievous wounds of this nature are suffered, such penalties are totaled. | | | |

Results of both "Head Destroyed" and "Suffers Organ Failure," obviously, denote a mortal wound. Any character who receives such an injury will be shuffled off the mortal coil

immediately – healing will not keep them from dying, but it can be used to rejuvenate their body in preparation for resurrection.

If a character’s leg or foot is severed or otherwise rendered useless, they can no longer, without the aid of mechanical contrivance, engage in tasks that require two legs. With such aid, one can undertake said activity, but will suffer a permanent -4 penalty to all checks that pertain to the kind of activity in question. This penalty is increased to -8 if a humanoid character has lost the use of *both* legs.

If a character’s arm or hand is severed or otherwise rendered useless, they can no longer engage in tasks that require two arms (such as climbing a rope). Even mechanical contrivance cannot typically overcome such a handicap, although advanced prosthetics (e.g., cybernetic arms) may theoretically accomplish this on behalf of a character).

Although nowhere near as dire as the grievous injuries detailed above, a serious injury can also effect how easily a character is able to take action. *All* serious injuries, until healed, levy a -2 penalty to action-oriented checks made for the injured character – and these penalties are cumulative (thankfully, though, they are not *permanent*).

Finally, do note that accumulating too many serious wounds *can* cause death – if the negative point value of a given character’s total wound penalties from serious injuries exceeds their Constitution *rating* (i.e., not the modifier), then they are dead (e.g., a character with a CON rating of 14 can accumulate 8 serious wounds before he or she dies).

APPENDIX 4: INSANITY OPTIONS

MENTAL WOUND TRACK

The previously discussed wound track may be easily altered to track psychological instability (i.e., used to replace composure

points) as demonstrated below. A status of Bruised becomes a status of *Stable*, Scratches becomes *Distractions*, *Nervousness* replaces *Wounds*, *Panic* replaces *Injury*, and a state of *Incapacitated* becomes a state of *Psychosis*.

| | | | | | |
|--------------|-----------------|---|---|---|---|
| 1-5 | Stable | | | | |
| 6-15 | Distracted (-1) | ○ | ○ | ○ | ○ |
| 16-20 | Nervous (-2) | ○ | ○ | ○ | |
| 21-25 | Panicked (-4) | ○ | ○ | | |
| 26+ | Psychotic | ○ | | | |

If a psychological wound track is used in such a manner, the GM rolls 1d20, adding the DC of the maddening circumstance (see *Simple 20*, page 7), and subtracting the target character’s Ego modifier from the die roll result in order to determine the amount of mental anguish that a character suffers.

Psychological trauma, like physical injuries, impede the ability of a character to function normally. The psychological instability of a character levies a penalty to any attempt on their part to act *rationaly*, per the standard wound track (e.g., Distracted characters suffer a penalty of -1 to all die rolls made on their behalf, when attempting to act rationally).

Mental anguish accrued in this manner, with the exception of *Psychotic* states is relieved in the same manner as physical damage. If a given character falls victim to true psychosis, they become a non-player character, no longer capable of taking *rational* action (they can, however, still *take* action).

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