Microlite20
Tablet Digest Edition

Core and Selected Variant Rules for Microlite20

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Compiled by Randall Stukey
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Introduction

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Basic Rules

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls
Elves get +2 MIND
Dwarves get +2 STR
Halflings get +2 DEX

Classes

The classes are Fighter, Magic-User, and Cleric. Characters begin at Level 1.

Fighters wear any kind of armor and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Rogues can use light armor. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Magi wear no armor. They can cast arcane spells, and gain a +3 bonus to Knowledge.

Clerics can wear light or medium armor. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest.

There is no need to memorize spells in advance. Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach zero, unconscious and near death. Further damage directly reduces STR. If that reaches zero, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
Missile attack bonus = DEX bonus + Level
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons. Armor Class (AC) = 10 + DEX bonus + Armor bonus.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls
+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example: The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

EXPERT RULES

These optional rules allows for introducing a few more options to your Microlite20 game, without necessarily increasing its complexity. Included are: a new skill, new races, new classes, and some other (hopefully) good stuff. It is not necessary to use these **Microlite20 Expert Rules** in its entirety; DMs are encouraged to "cherry pick" those specific items applicable to their own campaign.

Expert Races

Gnomes get +1 to DEX, +1 to MIND
Half-orcs get +4 to STR, -2 to MIND
Half-elves get +1 to DEX, and +1 to any 2 Skills
Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

Expert Classes

Paladins wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can *detect evil* within 60' at will and can heal up to 2hp per level per day by *laying on hands.* A character must be of Lawful Good alignment to be a Paladin.

Rangers can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Illusionists wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX score of 13 to be Illusionists.

Druids wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can *pass without trace* at will. At 7th level a Druid can

assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to *charm person* or *remove fear* up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Expert Skills

Survival: Survival is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only Rangers and Druids are specialized with this skill.

Expert Magic

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.
Extending makes a spell last twice as long as it normally would. An Extended spell costs an additional 2hp.

Empowering makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4hp.

Widening makes a spell's area of effect twice as big as it would normally be. A Widened spell costs an additional 6hp.

Heroism

While Microlite20 certainly simplifies your game by declining the use of the endless array of "Feats" available in the SRD, this can sometimes decrease Microlite20's intended compatibility with some d20 adventures, with respects to power level.
Heroism is intended to relieve some of that disparity.
Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied to up to three of the

following once per day:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

EQUIPMENT

Starting Wealth

The most common coin is the *gold piece* (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sickle	6gp	1d6	—
Sword, short	10gp	1d6	—

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapier	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe, dwarven	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip	1gp	1d3	—

Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, spiked	25gp	2d4	—
Falchion	75gp	1d6	—
Flail, heavy	15gp	1d8	—
Glaive	8gp	1d8	—
Greataxe	20gp	1d10	—
Greatclub	5gp	1d8	—
Greatsword	50gp	2d6	—
Guisarme	9gp	2d4	—
Halberd	10gp	1d10	—
Lance	10gp	1d8	—
Longspear	5gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18gp	2d4	—
Spear	2gp	1d8	20ft.

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, hand	100gp	1d4	30ft.
Crossbow, heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	—	10ft.
Shortbow	30gp	1d6	60ft.
Sling	—	1d4	50ft.

Armor & Shields

Here is the format for armor entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armor.

AC Bonus: The column gives the Armor Class bonus provided by the armor.

Armor

Armor	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4
Hide	15gp	+3
Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Shields

Armor	Cost	Bonus
Buckler	15gp	+1
Shield, light wooden	3gp	+1
Shield, light steel	9gp	+1
Shield, heavy wooden	7gp	+2
Shield, heavy steel	20gp	+2
Shield, tower	30gp	+4

Adventuring Equipment

Characters may purchase equipment from the following lists with their starting money or select one of the standard adventuring "fast packs".

Adventuring Gear

Goods	Cost
Acid (flask)	10gp
Antitoxin (vial)	50gp
Artisan's Tools	5gp
Backpack (empy)	2gp
Barrel (empty)	2gp
Basket (empty)	4sp
Bedroll	1sp
Bell	1gp
Blanket, winter	5sp

Block and Tackle	5gp
Bottle, wine, glass (empty)	2gp
Bucket (empty)	5sp
Caltrops	1gp
Candle	1cp
Canvas (sq. yd.)	1sp
Case, map or scroll	1gp
Chain (10 ft.)	30gp
Chalk, 1 piece	1cp
Chest (empty)	2gp
Craftsman's Tools	5gp
Crowbar	2gp
Disguise Kit	50gp
Firewood (per day)	1cp
Fishhook	1sp
Fishing net (25 sq.ft.)	4gp
Flask (empty)	3cp
Flint and Steel	1gp
Grappling Hook	1gp
Hammer	5sp
Healer's Kit	50gp
Holy Symbol, wooden	1gp
Holy Symbol, silver	25gp
Holy Water (flask)	25gp
Hourglass	25gp
Ink (1 oz. Vial)	8gp
Inkpen	1sp
Jug, clay	3cp
Ladder, 10 ft.	5cp
Lamp, common	1sp
Lantern, bullseye	12gp
Lantern, hooded	7gp
Lock, simple	20gp
Lock, average	40gp
Lock, good	80gp
Magnifying Glass	100gp
Manacles	15gp
Mirror, small steel	10gp
Mug/Tankard, clay	2cp
Musical Instrument	5gp
Oil, pint flask	1sp
Paper (sheet)	4sp
Parchment (sheet)	2sp

Pick, miner's	3gp
Pitcher, clay	2cp
Piton	1sp
Pole, 10 ft.	2sp
Pot, iron	5sp
Pouch, belt (empty)	1gp
Ram, portable	10gp
Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp
Rope, silk (50 ft.)	10gp
Sack (empty)	1sp
Sealing Wax	1gp
Sewing Needle	5sp
Signal Whistle	8sp
Signet Ring	5gp
Sledge	1gp
Soap (per lb.)	5sp
Spade or Shovel	2gp
Spell Component Pouch	5gp
Spellbook, wizard's (blank)	15gp
Spyglass	1,000gp
Tent	10gp
Thieves' Tools	30gp
Torch	1cp
Vial, ink or potion	1gp
Waterskin	1gp
Whetstone	2cp

Clothing

Goods	Cost
Artisan's Outfit	1gp
Cleric's Vestments	5gp
Cold Weather Outfit	8gp
Courtier's Outfit	30gp
Entertainer's Outfit	3gp
Explorer's Outfit	10gp
Monk's Outfit	5gp
Noble's Outfit	75gp
Peasant's Outfit	1sp
Royal Outfit	200gp
Scholar's Outfit	5gp
Traveller's Outfit	1gp

Mounts and Related Gear

Goods	Cost
Barding, medium creature	armor price x2
Barding, large creature	armor price x4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, war	75gp
Donkey or Mule	8gp
Feed (per day)	5cp
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Stabling (per day)	5sp
Warhorse, heavy	400gp
Warhorse, light	150gp
War pony	100gp

Fast Equipment Packs

Suggested starting packs for new characters (each pack uses 50 gp of a character's starting money.

Pack A	Pack B	Pack C
backpack	backpack	backpack
belt pouch	belt pouch	belt pouch
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
water skin	water skin	water skin
iron rations (4 days)	iron rations (4 days)	iron rations (4 days)

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol, 5 Gold Pieces

Fighter: Vial of Holy Water, 5 Gold Pieces
Mage: Spellbook, 2 Spell Pouches, 5 Gold Pieces
Rogue: Thieves Tools

SPELL LISTS

While any spells in the SRD can be available to spell casters, the following spells are suggested for those automatically available as casters advance in level and become able to use higher level spells. With this system, additional spells in the SRD but not on this list must be discovered in the game (researched, found in treasure, etc.)

Arcane (Magi) Spells

0-Level Arcane Spells: Cantrips
Arcane Mark: Inscribes a permanent personal rune (visible or invisible).
Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
Ghost Sound: Figment sounds for 1 round/level.
Light: Object shines like a torch for 10 min./level.
Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
Prestidigitation: Performs minor tricks for 1 hour.
Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-Level Arcane Spells
Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
Mage Armor: Gives subject +4 armor bonus for 1 hour/level.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.
Shocking Grasp: Touch delivers 1d6/ level electricity damage (max 5d6).

2nd-Level Arcane Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Invisibility: Subject is invisible for 1 min./ level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction for 1 min./level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-Level Arcane Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Fly: Subject flies at speed of 60 ft. for 1 min./level.

Lightning Bolt: Electricity deals 1d6/level damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-Level Arcane Spells

Animate Dead: Creates level X2 HD of undead skeletons or zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.

Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.

Dimension Door: Teleports you short distance.

Polymorph: Gives one willing subject a new form for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-Level Arcane Spells

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.

Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.

Feeblemind: Subject's MIND score drops to 1.

Passwall: Creates passage through wood or stone wall for 1

hour/level.
Permanency: Makes certain spells permanent.
Teleport: Instantly transports you as far as 100 miles/level.

6th-Level Arcane Spells
Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
Disintegrate: Destroys one creature or object.
Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
True Seeing: Lets you see all things as they really are for 1 min./level.

7th-Level Arcane Spells
Delayed Blast Fireball: 1d6/level fire damage; you can post-pone blast for 5 rounds.
Ethereal Jaunt: You become ethereal for 1 round/level.
Finger of Death: Kills one subject.
Plane Shift: As many as eight subjects travel to another plane.
Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-Level Arcane Spells
Clone: Duplicate awakens when original dies.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
Trap the Soul: Imprisons subject within gem.

9th-Level Arcane Spells
Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.

Gate: Connects two planes for travel or summoning. Open for 1 round/level.
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Power Word Kill: Kills one creature with 100 hp or less.
Soul Bind: Traps newly dead soul to prevent resurrection.

Divine (Cleric) Spells

0-Level Divine Spells: Orisons
Create Water: Creates 2 gallons/level of pure water.
Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
Light: Object shines like a torch for 10 min./level.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Resistance: Subject gains +1 on saving throws for 1 minute.
Virtue: Subject gains 1 temporary hp for 1 minute.

1st-Level Divine Spells
Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.
Bless Water: Makes holy water. Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-Level Divine Spells
Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Delay Poison: Stops poison from harming subject for 1
Gentle Repose: Preserves one corpse.
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-Level Divine Spells

Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Prayer: Allies get a +1 bonus on most rolls, enemies take a –1 penalty for 1 round/level.
Remove Disease: Cures all diseases affecting subject.
Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
Restoration: Restores level and ability score drains.
Tongues: Speak any language for 10 min./level.

5th-Level Divine Spells

Atonement: Removes burden of misdeeds from subject.
Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Raise Dead: Restores life to subject who died as long as one day/level ago.
True Seeing: Lets you see all things as they really are for 1 min./level.

6th-Level Divine Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level of damage, all diseases and

mental conditions.
Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells
Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Restoration, Greater: As restoration, plus restores all levels and ability scores.
Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells
Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Discern Location: Reveals exact location of creature or object.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells
Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning. Open for 1 round/level.
Heal, Mass: As heal, but with several subjects.
Implosion: Kills one creature/round for 4 rounds or until concentration ends.
Soul Bind: Traps newly dead soul to prevent resurrection.

Arcane (Illusionist) Spells

0-Level Illusionist Spells
Arcane Mark: Inscribes a permanent personal rune (visible or invisible).
Dancing Lights: Creates torches or other lights for 1 minute.
Detect Illusion: Detects Illusions in a 60′ radius for 1 minute per level.
Ghost Sound: Figment sounds for 1 round/level.
Prestidigitation: Performs minor tricks for 1 hour.
Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level Illusionist Spells
Charm Person: Makes one person your friend for 1 hour per level.
Color Spray: Incapacitates creatures within a 15′ cone.
Disguise Self: Changes your appearance for 10 minutes per level.
Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.
Silent Image: Creates minor illusion of your design.
Ventriloquism: Throws voice for 1 minute per level.

2nd-Level Illusionist Spells
Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.
Hideous Laughter: Subject loses actions for 1 round/level.
Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.
Invisibility: Subject is invisible for 1 minute/level or until it attacks.
Minor Image: As Silent Image plus some sound.
Mirror Image: Creates 1d4+1 decoys of caster for 1 minute per level.
3rd-Level Illusionist Spells
Daylight: 60′ radius of daylight for 10 minute/level.
Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.
Displacement: Attacks against the subject miss 50% of the time for 1 round/level.
Invisibility Sphere: Makes everyone within 10′ invisible.
Major Image: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th-Level Illusionist Spells
Charm Monster: Make one monster believe it is your ally for 1 day/level.
Confusion: Subjects behave oddly for 1 round/level.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Minor Creation: Create one cloth or wood object.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th-Level Illusionist Spells
Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Dominate Person: Controls subject telepathically for 1 day/level.
Major Creation: As minor creation, plus stone or metal.
Persistent Image: As major image, but no concentration required; 1 minute/level.
Seeming: Changes appearance of 1 person per 2 levels for 12 hours.
Sending: Delivers short message anywhere, instantly.

6th-Level Illusionist Spells
Mislead: Turns you invisible and creates illusory double.
Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.
Programmed Image: As major image, triggered by specific event.
Shadow Walk: Step into shadow and travel rapidly; 50mph for 1 hour/level.
Suggestion, Mass: As suggestion, plus one subject per level.
True Seeing: Lets you see things as they truly are.

7th-Level Illusionist Spells
Invisibility, Mass: As invisibility, but affects all in range.
Phase Door: Creates invisible passage through wood and stone.
Power Word: Blind: Blinds creature with 200hp or less.

Prismatic Spray: 60′ Cone-shaped burst of rays for variety of effects:

Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.

Weird: As phantasmal killer, but affects all within 30′.

Divine (Druid) Spells

0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.

Detect Magic: Detects spells and magic items within 60′ for 1 minute per level.

Detect Poison: Detects poison in one creature or object.

Mending: Makes minor repairs on an object.

Read Magic: Read scrolls and spellbooks.

Resistance: Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

Entangle: Plants entangle everyone in 40′ radius for 1 minute/level.

Faerie Fire: Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.

Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level

Produce Flame: 1d6 damage +1/level, touch or thrown.

Speak with Animals: You can communicate with animals for 1min/level.

2nd-Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for for 10min/level.

Gust of Wind: Blows away or knocks down smaller creatures.

Heat Metal: Makes metal so hot it damages those who touch it

Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds

Tree Shape: You look exactly like a tree for 1hour/level.

Warp Wood: Bends wood within 20′ radius.

3rd-Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.
Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.
Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.
Stone Shape: Sculpts stone into any shape.
Water Breathing: Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Druid Spells
Air Walk: Subject treads on air for 10min/level
Anti-Plant Shell: Keeps animated plants at bay for 10min/level, 10' radius.
Ice Storm: Hail does 5d6 damage in cylinder 40' across
Reincarnate: Brings dead subject back in random body.
Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.
Spike Stones: Creatures in area take 1d8 damage, may be slowed.

5th-Level Druid Spells
Awaken: Animal or Tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As call lightning, but does 5d6 per bolt.
Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.
Transmute Rock to Mud: Transforms 2 10' cubes per level.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th-Level Druid Spells
Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.
LiveOak: Oak becomes treant guardian.
Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.
Stone Tell: Talk to natural or worked stone for 1min/lvl.
Transport via Plants: Move instantly from one plant to another of its type anywhere.
Wall of Stone: Creates a wall of stone that can be shaped.

7th-Level Druid Spells
Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Earthquake: Intense tremor shakes 80′ radius, collapsing ceilings, opening fissures, etc.
Finger of Death: Kills one subject.
Fire Storm: Does 1d6/lvl fire damage to 2 10′ cubes per level.
Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.

MONSTER LIST

Any monster from the SRD may be used. The following rules will help simplify SRD monsters for easy use with Microlite20.

Skills: All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, *d4- >d6, d6->d8*, etc).
Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, add a +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2–1)
Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or

bite +1 (1d6+2)

Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)

Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)

Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2−4)

Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)

Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)

Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)

Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)

Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)

Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof −1 (1d6+1)

Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)

Pony: HD 3d8+6 (19 hp), AC 13, Hoof −1 (1d6+1)

Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)

Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)

Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2−2 plus poison)

Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)

Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)

Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)

Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)

Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)

Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

Creatures

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)

Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)

Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)

Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)

Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll: HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)

Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon: HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)

Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant: HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin: HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner: HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)

Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)

Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)

Rust Monster: HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)

Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Werewolf Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Werewolf, Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Werewolf, Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus –1d6 STR, DC 14 phys+STR to negate)

Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain –1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)

Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)

Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)

Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)

Dire Animal

Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)

Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)

Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)

Dragon

Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half
Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half
Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half

Vermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2−4) or sting −3 (1d2−4 plus poison)
Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3−1) or sting −4 (1d3−1 plus poison)
Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)
Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)
Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4−2 plus poison)
Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)
Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

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Many Microlite20/74/81 gamers know that Randall Stukey, the author of Microlite74, Microlite81, and other M20-based old school games is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over $110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

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GAME MASTER'S GUIDE

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

> **Type** lists the disease's method of delivery (contact, inhaled, or injury).
>
> **DC** lists the phys+STR check DC needed to prevent infection.
>
> **Incubation** lists the time before damage begins.
>
> **Damage** lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, –1d6 MIND.
Filth Fever: Injury, DC 12, 1d3 days, –1d3 DEX and 1d3 STR.
Mindfire: Inhaled, DC 12, 1 day, –1d4 MIND.
Red Ache: Injury, DC 15, 1d3 days, –1d6 STR.
Shakes: Contact, DC 13, 1 day, –1d8 DEX.

Extreme Heat & Cold

If not wearing suitable protection, a character must make a Phys+**STR** check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling Damage

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or

jagged rocks, add +1 hp of damage to falling damage per 10'
fallen (with a maximum of +10 hp).

Poison

Characters can possibly take damage from a weapon that has
been poisoned, be attacked by a creature whose natural attacks
feature poison, consume poison hidden in food or drink, or be
poisoned in some other way.

Several typical poisons are summarized below. The entries for
poisons include the following information:

Name of the poison: Type, DC, damage, price.

> **Type** lists the poison's method of delivery (contact,
> ingested, inhaled, or injury).
> **DC** lists the phys+STR check DC needed to avoid the
> poison's damage.
>
> **Damage** is expressed as "xdx/xdx." The first number is
> the initial damage, taken immediately upon failing the
> phys+STR check against the poison. The second number
> is the secondary damage, taken one minute after
> exposure to the poison if a second phys+STR check is
> failed. Ability damage is temporary unless marked with
> an asterisk(*), in which case the loss is permanent.
> Unconsciousness lasts 1d3 hours.
>
> **Price** lists the cost for one dose of the poison. It can
> usually only be obtained through less-than-reputable
> sources, as the possession of poisons are commonly
> illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.
Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120
gp.
Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR,
2,100 gp.
Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.
Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500
gp.
Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp. Oil of Taggit:
Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/- 1d2 STR, 100 gp.

Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/- 1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/- 1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it.

Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps
Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.
Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.
Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps
Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.
Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.
Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps
Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.
Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps
Lightning Bolt Trap: spell effect (5d6, electricity); Save DC

14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps
Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.
Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.
Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

When in Doubt… Remember

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"…the 50% chance.

Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a –2 penalty.

APPENDIX I: SRD SKILLS

Here are the skills from the d20 SRD and their Microlite20 equivalents:

Appraise - com+MIND
Balance - phys+DEX
Bluff - com+MIND
Climb - phys+DEX or STR, whichever is highest
Concentration - doesn't apply. GM's fiat applies
Craft - it's an out of game thing. No one ever crafts things in-game, so it's a redundant skill. Alternatively, know+DEX
Decipher Script - know+MIND or com+MIND
Diplomacy - com+MIND
Disable Device - sub+MIND or sub+DEX
Disguise - sub+MIND

Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of
Forgery - com+DEX
Gather Information - com+MIND
Handle Animal - com+MIND or com+STR if the animal is bigger than you
Heal - know+MIND
Hide - sub+DEX
Intimidate - could be phys+STR, or sub+MIND or com+STR. You choose
Jump - phys+STR (long jump) or phys+DEX (high jump)
Knowledge - know+MIND
Listen - sub+MIND
Move Silently - sub+DEX
Open Lock - sub+DEX
Perform - com+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
Profession - com+MIND, usually
Ride - com+DEX
Search - sub+MIND
Sense Motive - com+MIND
Sleight of Hand - sub+DEX
Speak Language - doesn't apply. You either know the language or you don't. Alternatively, com+MIND to understand subtle nuances, I guess
Spellcraft - MIND only
Spot - sub+MIND
Survival - phys+STR to survive, or sub+DEX or STR to hunt stuff.
Swim - phys+STR
Tumble - phys+DEX
Use Magic Device - you can either use it, or you can't. GM fiat. Alternatively, MIND only
Use Rope - no, never ever. Use Rope is a DEAD SKILL. This skill is dead. It has passed the mortal coil (of rope). Use phys+DEX if you must, but don't say I didn't warn you.

APPENDIX II: EXAMPLES

Character Creation Example

Let's create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1. That was easy.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14. Assuming this is above average, let's assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is STR + 1d6 (3) = 19. Not bad for a rogue...

Armor Class is 10 + DEX bonus (+2) + armor bonus (+3 for studded leather) = 15.

Melee attack bonus is Level + STR bonus = +4.
Missile attack bonus is Level + DEX bonus = +3.

Let's consider the katana like a bastard sword. Damage is thus 1d10 + STR bonus = 1d10+3.

Combat Examples

Simple one-on-one example

Here's our thief Alex (HP 19, Melee +4 for 1d10+3, AC 15) sneaking up on an Orc wearing studded leather and wielding a falchion (HP 1d8+1=3, Melee +1 for 2d4+4, AC 13).

Alex tries to sneak up to the Orc: Roll 1d20+sub+DEX. 1+5+2 = 8. Not good. The Orc has to beat only 8 to spot him. He rolls 1d20+sub+MIND (1 from his 1 HD, 0 for MIND bonus) for 11+1 = 12, easily noticing Alex's attempt to be a shadow.

But what do you expect when you roll a natural 1…

The Orc hits Alex: 1d20 (19) + 1 = 20 which is bigger than AC 15. Damage is 2d4 (3) + 4 = 7. Alex is now down to 12 HP.

Time for initiative rolls! Alex has 1d20 (10) + 2 = 12, the orc has 1d20 (5).

Alex is first and attacks with 1d20 (9) + 4 = 14 which is higher than 13. He hits for 1d10 (7) + 3 = 10 points of damage. This kills the orc.

Four against an Ogre

Ok, while eating breakfast this morning I tried the following Ogre fight against my players. These are real player characters, except for Yasu Odong, because I don't have his character sheet here, and I had to advance Yonkyu and Yasu Odong from 2nd level to 3rd.

- Kyoshi, Fighter-3, 29hp, STR 16, DEX 12, MIND 8, AC 16, Masterwork Katana+8/+3 (1d10+7)
- Myung, Rogue-3, 21hp, STR 12, DEX 18, MIND 9, AC 14, Wakizashi+7/+2 (1d6+1)
- Yonkyu, Cleric-3, 23hp, STR 9, DEX 18, MIND 11, AC 14, Takujo+3 (1d6), Kyuu+7/+2 (1d8), Magic+3 ("The Archer")
- Yasu Odong, Mage-3, 18hp, STR 5, DEX 11, MIND 14, Tanto+1 (1d4-2), Magic+5

versus
- Ogre, 29hp, AC 16, club+8 (2d8+7).

We're assuming no surprise, no ranged combat, no ambush, and thus I rule that attacks go in order of attack bonus. Since both the ogre and Kyoshi have +8, I rule that the Ogre goes first, then the exact order of players doesn't matter for the rest of the round.

Ogre rolls 10+8, does 12 damage to Kyoshi – down to 17.

Kyoshi rolls 17+8, does 10 damage to Ogre – down to 19.

Kyoshi rolls 2+3, misses.

Myung tries to hide, rolls 4 + sub (7) + DEX bonus (4) = 15

Ogre tries to spot, rolls 3 + HD (4) = 7, fails.

Yonkyu casts Bull's Strength on Kyoshi (giving him STR 20), uses 5hp – down to 18.

Yasu Odong casts Sleep on Ogre, rolls 10 + Magic Attack Bonus (5) = 15, uses 3hp – down to 15

Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.

Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!

Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.

(In an alternate universe the sneak failed and he rolled 12 and 15, doing 5 and 6 damage, bringing the ogre down to 8.)

Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.

Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12

Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!

Ogre rolls 15+8, does 20 damage to Myung – down to 1!

Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.

Party wins!

Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Status:
Kyoshi @ 15/29hp
Myung @ 15/21hp
Yonkyu @ 11/23hp
Yasu Odong @ 12/18hp
58% of max.

Conclusion:
1. Not a point landing with the party ending at 58% instead of 75%.
2. Combat was interesting I think.
3. The ogre having the initiative did not decide the fight.

APPENDIX III: MINOR RULES EXPANSIONS AND VARIANTS

These were collected from the original Microlite20 web site. Most (perhaps all) of these were by GreyWulf.

Special Moves

Roll an attack at -8 to hit against d20+your opponent's to-hit bonus. If you roll higher, you succeed. If not, combat continues. If you're using a weapon designed for the purpose (a sai to disarm, chain to trip, etc.) then roll attack -4 instead.

Fatiguing Damage

This rule adds a bit of consequence to taking damage (either

via combat or spell casting).

- When a character is reduced to 3/4 of their maximum Hit Points (rounded up) he/she is Fatigued.
- *When a character is reduce to 1/2 or fewer of their maximum Hit Points (rounded up) he/she is Exhausted.

Unlike normal Fatigued and Exhausted conditions, these conditions are only removed when the character is healed above the applicable Hit Point threshold. Normal rules for stacking Fatigue apply.

Example
A character reduced to "Fatigued" by damage who later suffers another level of Fatigue through physical exertion is thus Exhausted. The Exhausted condition is removed with normal rest, however the Fatigued condition remains until the character is healed above 3/4 of his/her maximum Hit Points.

Effects are the same as the d20 SRD:

Fatigued: A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Exhausted: An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Criticals

The Core Rules say: "Natural 20 is automatically a critical doing maximum damage."

But: Players love fantastic stuff to happen when they roll a natural 20 in combat. Various variants suggest themselves. This is what I like to do:
Print the Critical Hit Tables from the HARP Lite manual (get it from the HARP site in the free download section) around page 56. When players roll a natural 20, roll 1d100 on the

appropriate critical hits table. Add 5x
STR bonus (or DEX bonus if using a light weapon and preferring
DEX) to the result.

Example: A thief with DEX 16 using his knife and rolling a
natural 20 gets a 1d100+15 on the puncture critical table. (I
suggest you don't use this table against players…)

Last session, the level 1 priest decided to walk out into the
forest in the middle of the night, trying to talk to the trees. A
Kappa (4 HD) surprises him. He flees back to the village. The
kappa follows. The priest draws his bow, takes aim, and rolls a
natural 20. I roll 1d100+15 because the priest has DEX 16. The
result is an awesome 92+15=107!

"You impale foe in the lung—he'll die in 12 gurgling rounds. Foe
takes 29 Hits, is stunned 12 rounds, bleeds 3 per round, and is
at -20."

I'm sure my players will remember this event for a while to
come!

Alternative: Let them roll a second attack. Repeat as long as a
natural 20 comes up. This is simpler, but lacks the gory details.

Combat Bonus

In this variant a character's Base Attack Bonus provides a
bonus to their Armor Class as well as to their Attacks. This
variant works well with the Base Attack Bonus by class variant.
If you use this variant consider counting an armor's Armor
Class bonus as Damage Reduction instead.

Cleave

To speed up combat, replace the ability to make multiple
attacks if your attack bonus is +6 or more with the following:

If the melee attack bonus is +6 and the attacker drops or slays
a foe, he is granted one additional attack against another
opponent in melee weapon striking distance that round. As long
as the combatant is dropping foes, he can continue attacking
others until one does not fall to the might of his weapon.

As suggested by EditorBFG, wording by WSmith (with minor

editing by GreyWulf)

Sanity Checks

SAN checks are a popular element in the Call of Cthulhu role-playing game.

To implement them in Microlite20 use MINDx5 as your starting SAN, then run SAN checks as per the Call of Cthulhu rules.

This would work as a substitute:

If the character encounters something that is likely to threaten their sanity (a rotting corpse, a vampire, a dragon, Great Cthulhu, etc), the player rolls d100. If the result exceeds their current SAN, they roll another dice (usually a d6, though more - many more! - for particularly frightening sights) and deduct that amount from their SAN.

I suggest that if they lose 1/10th of their current SAN in one go they gain a temporary insanity, such as short term catatonia, nightmares or a phobia. When their SAN reaches 0, they're hopelessly lost. SAN can be regained through therapy, rest and weak tea.

For example: Matt Warren, Occult P.I. has a MIND of 16, so his SAN is 80 at the start of the campaign. His first case involves a series of bodies that have been discovered with their lips and eyelids sewn shut with red thread. He's in the morgue and on his first sight of the bodies makes a SAN check, getting a 92 for the result. He rolls a d6 and gets a 4, meaning his SAN is now 76.

And thus begins the slow descent into madness…………

Alternate Skill System

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A+3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.

To signify the different specialties of each class you can use the following system.

- Clerics are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for allother skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all thingsrelated to dogma-related.

- Fighters are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.

- Magi are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spell casters.

- Rogues are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

When determining a skill that is at "half-level" always round down.

Adding Charisma

Adding CHA as a stat is as simple as writing it onto your character sheet and making an extra 4d6 roll during character generation.

The skill bonus can then be used in place of your MIND bonus for any interactions with intelligent creatures.

Examples
- Bluffing past a guard - sub+CHA
- Intimidating the barbarian leader with a show of might - phys+CHA
- Convincing the elven court that you mean no harm to their forest - com+CHA
- Haggling down a merchant - com+CHA

Alternative: You can still simulate charismatic leaders by having non-magi with a high MIND stat.

Multiclassing

To Multiclass in Microlite20 simply take an additional class at your next level break, subject to GM permission. It is not recommended for Games Masters to allow more than two class combinations however as this can lead to Powergaming Munchkinitis, a dreadful disease that afflicts some role-players.

Optionally, only allow a class change every third level (3,6,9,etc).

Certain class combinations can be used to simulate other base D&D classes:

Fighter + Cleric = Paladin
Rogue + Cleric = Bard
etc.

As an additional option, characters do not get the +3 bonus to the specialty skill of that class, only the first class a character takes receives this bonus. This should cut down on min/maxing and allow characters to branch into multiple classes freely.

Monks

Monks use no armor. They have a +3 bonus to Physical and can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	1-3	4-7	8-11	12-15	16-19	20
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Their attacks count as magical after 3rd level.

They gain an AC bonus equal to half their level (rounded up) provided they are wearing no more than loose fitting clothes.

Level	1-2	3-4	5-6	7-8	9-10
AC Bonus	+1	+2	+3	+4	+5

Ninjas are the same as Monks, but gain +3 to Sub instead of

the +3 to Phys.

Monks can use DEX bonus + level instead of STR bonus + level as melee attack bonus if unarmed.

Additionally, the following may be applicable for some campaigns: Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Examples

Mu Ehr is a 5th level monk with STR 12/+1 and DEX 18/+4. He uses DEX based Gong Fu to fight and thus has a melee bonus +9 for a single attack. When using a Flurry of Blows, he has four attacks at +7/+5/+3/+1. He deals 1d8+1 points of damage when he hits. His AC is 17.

His older brother Chen Dong is a 5th level monk with STR 17/+3 and DEX 15/+2. He uses STR based Iron Fist moves and has a melee bonus of +8. When using a Flurry of Blows, he has three attacks at +6/+4/+2 (there is no +0 attack). He deals 1d8+3 points of damage when he hits. His AC is 15.

Druids

A Druid is a Cleric who worships Nature and Nature spirits. Generate as a Cleric but use the Druid spell lists from the SRD. Druids avoid using metal where possible, preferring living or once-living materials (leather, wood, etc).

From third level a Druid can Wild Shape into any small animal (eg a fox or badger) once a day. Every three levels the number of uses increases by one (2/day at 6th, 3/day at 9th, etc). A Druid can use up 2 uses by Wild Shaping into a medium-sized animal (eg, a wolf), or 3 uses by Wild Shaping into a large animal (eg, a bear).

Base Attack Bonus

This variant makes certain classes better at fighting than others.

- **Clerics** have a Base Attack Bonus equal to 1/2 of their level (rounded up).
- **Fighters** have a Base Attack Bonus equal to their level.

- **Rogues** have a Base Attack Bonus equal to 3/4 of their level (rounded up).
- **Magi** have a Base Attack Bonus equal to 1/2 of their level (rounded up).

Halfbreeds

Halfbreed races are a common staple of fantasy.
Half-Orc: +3STR, -1MIND
Half-Elf: +1MIND, +1 comm
Mul (Half-Dwarf): +1STR, +1 phys
Quarterling (Half-Halfling): +1DEX, +1 sub
Half-Fiend: +3MIND, -1STR or -1DEX
Half-Stone Elemental: +3STR, -1DEX
Half-Air Elemental: +3MIND, -1STR
Half-Water Elemental: +3DEX, -1MIND
Half-Fire Elemental: +3MIND, -1DEX

Turn Undead Alternatives

As an alternative to the rules for Turning Undead presented in the Core Rules, consider the following two variants:

The Undead Turning

(From Deimodius) Level Check variant has the cleric make a level check against each undead up to a certain HD limit, and within the 60' range. The cleric's level check (like a Wizards level check) is 1d20 + Cleric level + Cha mod. The DC to beat is 10 + Monster HD + Turn Resistance (if any) + Cha mod. A cleric can affect a number of HD worth of creatures = to Effective Cleric level x 3. Any affected creatures are "frozen in place for 1 round as if paralyzed" (even creatures with immunity to paralysis). The cleric can concentrate each round to prolong the effect up to 10 rounds. If the creature is attacked or takes damage, the effect is broken and the creature can act normally on its next turn. UA also suggests that if you use this variant, undead with turn resistance of +4 or higher should get a turn resistance increase of an extra +2.

Beating the DC by 5 or more means the cleric can choose to turn or rebuke (if evil) the undead normally (rather than just freezing them). If the creature's HD is = to 1/2 the Cleric's lvl or lower, no check is needed (it automatically succeeds), the undead is destroyed, and it still counts towards total HD worth that can be affected.

For M20, I would see it working something like this:

Turn Check = 1d20 + Cleric level + MIND mod
DC = 10 + creature HD + Turn Resistance + MIND mod

In the interests of speeding play, the PC makes only 1 turn check roll and it is applied to all undead within range from lowest to highest HD in order until all HD that cleric can affect are used. So a level 1 cleric can affect a total of 3 HD worth of undead with that one check.

As above, undead with HD equal to or less than 1/2 the cleric's level are automatically affected and are destroyed. HD of these undead are still part of total HD that can be affected.

The cost to use this ability is a loss of HP equal to the total HD the cleric affects (or chooses to affect).

Turning as Damage

(from Darrell) Use an M20 version of the 'Positive Energy Burst', when the cleric says he's going to attempt a turn, every undead critter within 30 feet must make a "Will save" (Knowledge + MIND). If the critter fails the check, he takes 1d6 points of damage per the cleric's level.

Open Ended Magic System

A spellcaster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack. The DC depends on the type of spell.

Spell Type	DC
Directly damaging	Target's AC
Mind affecting, unwilling target	10+opponent's MIND bonus
Willing target/Self	0
Inanimate object	10*

*Special materials and locations may be more or less susceptible to magical manipulation.

Each spell cast (failed or otherwise) that day increases the DC by +2. If a d20 rolls a natural twenty, add and roll again. If further natural

twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 point to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d6*
Range	Touch	30'
Area of effect	0	10' radius
Duration	Instant	1 round

 "Damage" could be positive energy to make it a healing spell instead recovering 1d6 damage per point.

Transformation spells must exceed the hp of the target to be successful. Turning a 6hp commoner into a frog for a few rounds is simple; doing the same to a dragon is considerably more difficult, and will likely take several rounds and a lot of courage!

A spell lasts as long as the caster concentrates (performing no other action) or as long as it's stated duration.

Examples

Norris the Elder is a 5th Level Mage with MIND 16. His Magical Attack is (5+3) +8. Norris has been captured by Gnolls and wishes to teach the leader a lesson. From within his wooden cage he throws a fireball into the center of the gnoll gathering, targeting the campfire (DC10) 20' away. He rolls 18+8 = 26. That's 4 points to to put in to the fireball, so one goes into Range, two into damage and one into Area of Effect. All Gnolls within 10' of the campfire take 2d6 damage and start patting out singed fur, howling in pain. Norris chuckles.

Norris is beaten badly for this stunt and is back in the cage, down to just 3hp. He casts Heal on himself (DC0, +2 as it's his second spell that day). He rolls 10+8 = 18 which exceeds DC2 by 16 points. He allocates all four points to "damage" and heals 4d6hp. He's back to full health.

Deciding it's time to make a break for freedom, Norris tries to use magical force to break the back of the cage. The bars are strong wood (DC10+4 as this is his third spell today). Norris rolls a natural 20, then a 12 for a total of (20+12+8) 40. That gives him 5 points to play with. Wanting to do it slowly so as not to attract attention, he

puts one point into damage (1d6), 3 into rounds and the GM ok's 1 point being spent to keep everything silent. By the time the Gnolls notice the hole in the bars, Norris is long gone.

Four By Five Magic System

A variant magic system inspired by FUDGE Four-by-Five magic, Ars Magica, Harry Potter and the Belgariad.

Magic is nothing more than the speaking of two (or more) Words of Power in the Divine Tongue. These words take a lifetime to master all their subtle inflections and are far beyond the capabilities of most mere mortals; magic is the sole purlieu of the Magi. Multiclassing to, or from, the Magi class is impossible. Either you have the Gift and follow it to the end, or it is gone forever. To have the Gift is to be a Mage; to be a Mage is to possess the Gift.

Magi begin play at 1st level knowing three Words of Power - either Two Actions and One Realm, or Two Realms and One Action. They learn one new Word of Power every three levels (3, 6, 9, etc).

The Four Actions
- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmo): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions.

The Five Realms
- **Body** (corpus): Living body of sentient beings, animals, plants.
- **Mind** (mentis): That which normally inhabits and animates a body
- **Spirit** (animus): The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells until you have learned at least three other Realms and three Actions
- **Energy** (navitas): Fire, water, air, magic, [electricity,

etc.] - and, if the GM is willing, time.

- **Matter** (materia): Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Spells are cast by combining a Word with an Action and successfully making a Magical Attack (Level+MIND) check.

The DC for the check is dependent on the target of the spell.

Target	DC
Self	10
Willing	15
Inanimate organic	20
Unwilling	25
Inanimate inorganic	35

Each spell cast that day increases the DC by +2.

Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will eventually revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals. That's why it's so easy to turn commoners into toads, but Magi turn into dragons.

Examples

Maximus Verlinius, a Magi-1 knows the Words augeo, defero and navitas. his stats are STR 10, DEX 12 and MIND 16. His Magical Attack is 1 + 3 = +4. He suspects Todmore Fellhaven, his enemy, is in the next room, so he casts defero navitas to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning torch held by his enemy.

Maximus bursts into the room, shouting "Augeo navitas!", pointing at the torch. He rolls a natural 20, getting 24. The DC of the torch 22 (there?s a +2 because it's his

second spell today), so it explodes for maximum damage (a critical). Todmore takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Maximus' mentor is Creol Festerburn, a Magi-10 of great power. His stats are STR 12, DEX 10, MIND 18. His Magic Attack is 10 + 4 = +14. He knows the all of the Words of Action, plus navitas, specialising in fire-based magic.

Clutching a small coal in a brazier, Creol approaches the giant's lair. His apprentice stumbles over a tree branch, and the giant roars, appearing from the cave mouth. Creol utters a curse, then blows on the coal, whispering "Augeo navitas". He rolls a 15 for a total of 29. That's 9 above the DC, so the flame from the coal erupts into a man-sized sheet of flame (2d8 of effect, total 5). Creol then shouts "Tempero Navitas!" and elemental eyes of coal appear in the flickering form. He rolled 18 for a total or 32, easily beating the DC of 22. 2d8 of effect rolls 12, higher than the previous 5, so the fire is under Creol's complete control.

The giant's roar stops mid-stream as the fire elemental approaches to do battle.

Magic Points

As an alternative to using hit points (hp) to fuel spells, give magi and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest.

Example: Max is a mage-1. He has STR 10, 16hp and 16 magic points. He casts 5 magic missiles spell. This is a level 1 spell costing 2x1+1=3 points each, for a total of 15 magic points, leaving him with one magic point.

In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Example: Having cast 5 magic missiles, Max casts another one in desperation; he needs three magic points but has only one. He can invest four hit points to make up for the lacking two

magic points. He's down to 12hp and 0mp. Best of luck, Max.

Magic Item Creation

Clerics and Wizards gain the ability to make magic items at certain class levels. This translates to being able to buy these items, but at half their usual purchase price. This represents the raw materials required to make the item. Making items requires equipment (a forge, etc), the right skills and time as per the existing item creation rules in the SRD. Making magic items does not cost XP.

Here's when Wizards and Clerics can make stuff:

Magi Level	Item
1	Scroll
3	Potion and Wondrous Item
5	Wand, Arms and Armor
9	Rod
12	Staff, Ring

(Basically the same as the SRD item creation feat prerequisites.)

Special Magic Items

Here are two magic items designed for the Microlite20 rules:

Enchanted Holy Symbol: A Cleric wielding an enchanted holy symbol of his faith gains a +4 bonus on checks to Turn Undead. A non-cleric of the same faith as the enchanted holy symbol can attempt to Turn Undead using the enchanted holy symbol. They make a single Magic Attack with a DC equal to the current Hit Points of the undead, though do not gain the +4 bonus.

Spellstaves
A spell staff can look like any common staff, varying in size and style from a stout walking stick up to an ornate creation higher than the wielder's head. It's form is no measure of power, however, for the plainest staff often holds the most power. Spell staves come in two types - Magestaffs, and Mitres. As the name implies, a Magestaff is useful only to a Mage (it is a plain, non-magic staff in anyone else's hands), and a Mitre to a Cleric. In all other respects, their powers and method of creation are the same.

Spellstaves hold Hit Points that are usable for casting spells. These can be used in place of the caster's own Hit Points to power any spell, up to the limit of its own resources. The caster can choose at the point of casting whether to fuel the spell using her own Hit Points, or those contained in the staff.

Spellstaves are infused with power in a special ceremony involving at least three spellcasters of the same type (Magi or Clerics) whose total level is equal to the number of Hit Points to be implanted in the staff. For example, three 5th Level Magi could implant a total of 15 HP into a staff in one ceremony. All participants must be willing. The loss of Hit Points is shared evenly between the participants, and recovered after 8 hours rest, as per the rules for spellcasting.

Spellstaves can be recharged at any time, and there is no known limit to the amount of Hit Points a spellstave can store. In legend, the Godking of Rhul was said to hold a Mitre donated by a grateful populace which held over a 10,000 Hit Points of power.

If a spellstave is broken it unleashes the stored magical energy in a single powerful blast. It does 1d6 damage per 5 Hit Points stored to a range of 10' per 5 HP. It is said that Rhul was once a green and verdant land, completely unlike the blasted desert it is today. One can only theorize what became of the Godking's Mitre.

APPENDIX IV: MICROLITE20 MARTIAL ARTS

Martial Artists hone their minds and bodies into well-crafted weapons. They are just as effective in combat whether armed or not. They can even focus their Chi, or life energy, to amazing effect.

Their unarmed strikes can be just as effective as crafted weapons, and advances as follows: 1d4 1st-3rd level, 1d6 4th-7th, 1d8 8th-11th, 1d10 12th-15th, 2d6 16th-19th, and 2d8 at 20th level, +Str bonus.

Martial artists can choose between lethal and non-lethal damage. While class and style bonuses may appear to be lower than other M20 rule sets, it can be assumed that players can choose from any of the previously covered M20 races and therefore gain their appropriate bonuses as well. All martial artists can use Dex bonus + Level as their Melee attack bonus instead if wielding a light weapon, and can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. If the total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Add Str bonus to melee damage, x2 for 2 handed weapons.

AC = 10 + Dex bonus + armor bonus

Classes

There a 4 classes of Martial Artist:

Samurai: (+1 Str) Knights, soldiers, and defenders of the weak. Samurai can wear armor, use shields, and are proficient in all weapons and armor.

Ninja: (+1 Dex) Spies, assassins, and thieves, quick and deadly are their trademarks. Taking out an opponent quickly and quietly, and the ends always justify the means to the Ninja. They use light weapons and armor.

Sifu: (+1 Mind) Teachers, wizened sages, simple beggars, or the unassuming drunkard that have vast knowledge and skills that are carefully guarded. They generally display their skills veiled as "accidents" or "clumsiness". What they lack for in physical power and agility, the make up for with their knowledge of critical spots, pressure points, and mastery of their Chi. Sifus rarely use traditional weapons or armor and typically improvise weapons from whatever objects are available.

Monk: (+1 All Skills) Those who hone their bodies and minds to seek peace and enlightenment enter the monasteries. Monks will usually seek a peaceful resolution to conflicts first, but when it becomes clear that it isn't an option, they are quite capable of defending themselves and those who can't. A monk will rarely kill if they can help it, so when a monk renders an opponent to 0 HP, they are considered incapacitated, but not dead. Monks do not wear armor, and while able to use any weapon, they prefer simple weapons such as staffs or go unarmed.

Martial Arts Styles

There are 4 Martial Arts Styles:

Way of the Dragon: (+1 Phys) Ferocious and powerful, Dragon style fighters are very tough but also hold a high regard for honor. They relish a good fight and the smell of battle, yet to challenge a clearly weaker opponent lacks any honor. They seek to challenge themselves and continually push their skills.

Way of the Serpent: (+1 Sub) Serpent fighters rely upon stealth and deception and have little problem using trickery or poisons to defeat their opponents. Striking from shadows or catching enemies unaware are perfectly acceptable forms of fighting for them.

Way of the Tiger: (+1 Know) Wisdom and cunning are the Tigers way, as they know the Mind is the most deadly of

weapons. Tiger style fighters will study an opponent, even toy with them, until it's the proper time to strike.

Way of the Mantis: (+1 Com) Mantis style fighters are patient. They often give opponents the opportunity to walk away, using negotiation or intimidation, but when they refuse, the Mantis fighter is quick to strike and deadly in efficiency.

Chi

A martial artist can draw upon their focused life energy, Hit Points, to boost their abilities. They can spend a max number of HP as Chi equal to their Mind bonus + level. 1HP = 1Chi. For example, a 1st level Ninja with a Mind bonus of +1 can use up to 2 points of Chi at any given time. So if the Ninja is using Chi Armor at a cost of 2 Chi, those points cannot be used elsewhere unless he releases the armor and frees up his Chi. However, the points may be split as long as the total is within the martial artist's threshold.

Chi Techniques
Chi Armor: Increase AC by +4 for 1 hour, 2 Chi

Chi Blast: The martial artist can release pure Chi energy as a directed bolt that does their current unarmed strike dice level/Chi points used, or as an area effect that knocks back people and objects 10 meters/Chi point used.

Chi Jump: By using Chi, the martial artist can move faster than can be seen. 10 meters/Chi point.

Chi Strike: A martial artist can use Chi to add to a standard attack. +1 damage/Chi point

Fade: A tightly focused sheath of Chi bends light around the martial artist, allowing them to blend with shadows and even become invisible. +1 Sub when trying to hide/Chi point

Pressure Points: Understanding the way Chi flows through the body allows a martial artist to be able to alter that flow in others by striking key points on the body. On a Critical Hit, the martial artist may choose to temporarily paralyze the target until the end of the scene, or for 10 minutes. On the other hand, the martial artist may manipulate Chi through pressure

points to heal, transferring their Chi to another and healing for however many HP/Chi used.

Martial Arts Weapons

Acupuncture Needles: -1 Dex, every successful hit with a needle reduces the targets Dex by -1. When the target's Dex score reaches 0, they are paralyzed and immobile, and even of the needles are removed, the effects last for 1 hour after removal.
Axe: 1d6
Bo Staff: 1d6
Bow, Short: 1d6
Bow, Long: 1d8
Chakram: 1d4
Kama: 1d6
Katana: 1d8
Katar(punch dagger): 1d4
Naginata: 1d10
Nunchaku: 1d6
Sai: 1d4
Shuriken: 1
Siangham: 1d6

APPENDIX V: MICROLITE20 PSIONICS

Psionics are powers of the mind – made manifest through intense concentration. This rule-set introduces new races, classes, a new skill, and, of course, psionic powers as well as psionic monsters and items.

Races

Dromites are insect-like humanoids and get a +3 natural armor bonus to AC.

Druegars are dwarves of the deep and get a +2 to STR.

Elans, humanoid aberrations, get a +1 bonus to all saves.

Half-Giants get a +4 STR and –2 DEX.

Classes

Psion: Masters of the mind, they wear no armor. They can manifest Psion powers and gain a +2 to Knowledge and +2 to Concentration.

Psychic Warrior: Disciples of the body and mind, they wear any kind of armor **a**nd use shields. They can manifest Psychic Warrior powers and gain a +2 to Physical and +2 to Concentration.

Skills

Concentration: Concentration is a new skill used for things like focusing on a task, ignoring distractions and pain, making Will saves (Concentration + MIND), etc. Only Psions and Psychic Warriors are specialized in this skill.
Focus: By meditating for a full round and making a successful Concentration + MIND check vs. DC 20, a psionic character can gain focus. This focus remains until it is expended. The focus can be expended to add 1d6 to a single roll.

Starting Wealth

You begin with a certain amount of wealth depending upon your psionic character class.

Class	Amount
Psion	75 gp
Psychic	Warrior 125 gp

Fast Packs
Both the Psion and Psychic Warrior use the Fighter's fast pack entry.

Powers

Psionic characters can manifest any of their powers, so long as the power level is equal or below ½ their class level, rounded down (unlike spellcasters, who round-up).

Manifesting Powers: Manifesting a power costs Hit Points. The base cost is:

Power Level	1	2	3	4	5	6	7	8	9
Base HP Cost	1	3	5	7	9	11	13	15	17

Unlike spells, all aspects of a power do not automatically scale with level. Instead, they are augmented with additional Hit Points (HP). The augmenting HP cost is noted under each power's entry in the SRD.

The combined hit point cost for manifesting and augmented a power cannot exceed the character's psionic class level. Thus, a 3rd level psychic could manifest a level one power by spending 1 hit point, and augment it by spending 2 additional hit points for a total hit point cost of 3.

The hit points lost through manifesting and augmenting powers cannot be healed normally. They are recovered after 8 hours of rest.

Temporary hit points cannot be used to manifest powers.

Power Difficulty Class: The Difficulty Class (DC) for all powers is:
10 + Psionic Level + Psionic's MIND bonus

Psionic vs. Magical Effects: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. For example, detect magic detects psionics and dispel psionics dispels magic.

Psion Power List

1st Level Psion Powers
Charm, Psionic: Makes one person a friend. *Duration*: 1 hour/lvl. *Augment*: 4 extra HP raises duration to 1 day/lvl.
Control Object: Telekinetically animate a small object. *Duration*: Concentration, up to 1 rd/lvl. *Augment*: None.
Detect Psionics: Detect the presence of psionics. *Duration*: Concentration, up to 1 min/lvl. *Augment*: None.
Mindlink: Forge a limited mental bond with another creature. *Duration*: 10 min/lvl. *Augment*: Each extra HP links another creature.

Mind Thrust: Deal 1d10 damage. *Duration*: Instant. *Augment*: Each extra HP adds 1d10 to damage.
Precognition: Gain +2 insight bonus to one roll. *Duration*: 10 min/lvl. *Augment*: None.

2nd Level Psion Powers
Clairvoyant Sense: See and hear a distant location. *Duration*: 1 min/lvl. *Augment*: None.
Cloud Mind: You erase knowledge of your presence from target's mind. *Duration*: 1 min/lvl. *Augment*: None.
Ego Whip: Deal 1d4 MIND damage and daze for 1 rd. *Duration*: Instant. *Augment*: Every 4 extra HP increases damage by 1d4 points and save DC by 2.
Identify, Psionic: Learn the properties of a psionic item. *Duration*: Instant. *Augment*: None.
Read Thoughts: Detect the thoughts of creatures in range. *Duration*: Concentration, up to 1 min/lvl. *Augment*: None.
Sensitivity to Psychic Impressions: Find out about an area's past. *Duration*: Concentration, up to 10 min/lvl. *Augment*: None.

3rd Level Psion Powers
Body Adjustment: You heal 1d12 damage. *Duration*: Instant. *Augment*: Every 2 extra HP heals an extra 1d12.
Dispel Psionics: Cancel psionic powers and effects. *Duration*: Instant. *Augment*: Each extra HP raises dispel check by 2.
False Sensory Input: Subject sees what isn't there. *Duration*: Concentration, up to 1 min/lvl. *Augment*: Every 2 extra HP affects another target.
Fate Link: Link the fates of two targets. *Duration*: 10 min/lvl. *Augment*: Every 2 extra HP raises DC by 1.
Psionic Blast: Stun creatures in 30-ft. cone for 1 rd. *Duration*: Instant. *Augment*: Every 2 extra HP raises duration by 1 rd.
Telekinetic Force: Move an object (up to 250 lbs.) with your mind. *Duration*: Concentration, up to 1 rd/lvl. *Augment*: Each extra HP raises weight limit by 25 lbs.

4th Level Psion Powers
Control Body: Take rudimentary control of foe's limbs. *Duration*: Concentration, up to 1 min/lvl. *Augment*: Every 2 extra HP affects a target one size larger.
Death Urge: Target tries to kill itself. *Duration*: 1 rd. *Augment*: Every 4 extra HP raises save DC by 2 and duration by 1 rd.

Dimension Door, Psionic: Teleport short distance. *Duration*: Instant. *Augment*: 6 extra HP to manifest as a bonus action.

Mindwipe: Wipe a part of target's mind to reduce target's current level by 2. *Duration*: 1 hr. *Augment*: Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.

Schism: Split your mind into two independent entities. *Duration*: 1 rd/lvl. *Augment*: None.

Telekinetic Maneuver: Telekinetically bull rush, disarm, grapple, or trip your target. *Duration*: Concentration, up to 1 rd/lvl. *Augment*: Every 2 extra HP grants a +1 bonus to maneuver checks.

5th Level Psion Powers

Mind Probe: You discover the subject's secret thoughts. *Duration*: 1 rd/lvl. *Augment*: None.

Psychic Crush: Crush subject's mind, reducing subject to -1 hit points. *Duration*: Instant. *Augment*: Every two extra hit points increases save damage by 1d6 (base 3d6).

Second Chance: Gain a reroll. *Duration*: 1 rd/lvl, until discharged. *Augment*: None.

Shatter Mind Blank: Cancels target's *mind blank*. *Duration*: Instant. *Augment*: None.

Teleport, Psionic: Instantly teleport up to 100 miles/lvl. *Duration*: Instant. *Augment*: None.

True Seeing, Psionic: See all things as they really are. *Duration*: 1 min/lvl. *Augment*: None.

6th Level Psion Powers

Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/lvl. *Duration*: 1 min/lvl. *Augment*: None.

Co-opt Concentration: Take control of foe's power. *Duration*: Concentration, up to 1 rd/lvl. *Augment*: None.

Crystallize: Turn subject permanently to crystal. *Duration*: Permanent. *Augment*: None.

Null Psionics Field: Create a field where psionic power does not function. *Duration*: 10 min/lvl. *Augment*: None.

Restoration, Psionic: Restores level and stats from drains. *Duration*: Permanent. *Augment*: None.

Temporal Acceleration: Your time frame accelerates for 1 rd. *Duration*: 1 rd. (apparent time). *Augment*: Every 4 extra HP raises duration by 1 rd.

7th Level Psion Powers

Ethereal Jaunt, Psionic: Become ethereal for 1 rd/lvl. *Duration*: 1 rd/lvl. *Augment*: None.

Fission: You briefly duplicate yourself. *Duration*: 1 rd/lvl. *Augment*: None.

Insanity: Subject is permanently confused. *Duration*: Instant. *Augment*: Every 2 extra HP raises save DC by 1 and affects another creature.

Moment of Prescience, Psionic: You gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration*: 1 rd/lvl, until discharged. *Augment*: None.

Reddopsi: Powers targeting you rebound back. *Duration*: 10 min/lvl. *Augment*: None.

8th Level Psion Powers

Astral Seed: You plant the seed of your rebirth from the Astral Plane. You return from death (even disintegration) after 10 days. *Duration*: Instant. *Augment*: None.

Hypercognition: You can deduce almost anything. *Duration*: Instant. *Augment*: None.

Mind Blank, Psionic: Subject is immune to mental/emotional effects, scrying, and remote viewing. *Duration*: 1 day. *Augment*: None.

Time Hop, Mass: Willing subjects hop forward in time. *Duration*: 1 hr/lvl. *Augment*: 6 extra HP to instantly manifest the power (even when it's not your turn).

9th Level Psion Powers

Assimilate: Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration*: Instant or 1 hr. *Augment*: None.

Etherealness, Psionic: You and 1 creature/3 levels become ethereal. *Duration*: 1 min/lvl. *Augment*: None.

Microcosm: One creature (100 hp or less) or group of creatures (each 30 hp or less, totaling to 300 hp maximum) is trapped forevermore in world of own imagination (no saving throw). *Duration*: Instant. *Augment*: Each extra HP raises the hit point limit of target by 10.

Timeless Body: Ignore all harmful, and helpful, effects for 1 rd. *Duration*: 1 rd. *Augment*: None.

Psychic Warrior Power List

1st Level Psychic Warrior Powers
Call Weaponry: Call a weapon "from thin air" into your hand *Duration*: 1 min/lvl. *Augment*: Every 4 extra HP grants a +1 enhancement bonus to the weapon.
Catfall: Instantly save yourself from a fall (as if fall was 10 ft. shorter). *Duration*: Until landing or 1 rd/lvl. *Augment*: Each extra HP makes the fall a further 10 ft. shorter.
Detect Psionics: You detect the presence of psionics. *Duration*: Concentration, up to 1 min/lvl. *Augment*: None.
Prescience, Offensive: Gain +2 insight bonus on your damage rolls. *Duration*: 1 min/lvl. *Augment*: Every 3 extra HP raises damage bonus by +1. 6 extra HP to manifest power as a bonus action.
Synesthete: You receive one kind of sense when another sense is stimulated. *Duration*: 10 min/lvl. *Augment*: None.
Vigor: Gain 5 temporary hit points. *Duration*: 1 min/lvl. *Augment*: Each extra HP gives 5 extra hit points.

2nd Level Psychic Warrior Powers
Animal Affinity: Gain +4 to one stat. *Duration*: 1 min/lvl. *Augment*: Every 5 extra HP enhances another stat.
Body Adjustment: Heal 1d12 damage. *Duration*: Instant. *Augment*: Every 2 extra HP heals an extra 1d12.
Detect Hostile Intent: Detect hostile creatures within 30 ft. *Duration*: 10 min/lvl. *Augment*: None.
Hustle: Instantly gain a move action. *Duration*: Current round. *Augment*: None.
Sustenance: You can go without food and water for one day. *Duration*: Instant. *Augment*: None.
Wall Walker: You can walk on walls and ceilings. *Duration*: 1 min/lvl. *Augment*: None.

3rd Level Psychic Warrior Powers
Dimension Slide: Teleport within line of sight. *Duration*: Instant. *Augment*: 4 extra HP to manifest power as a bonus action.
Empathic Feedback: When hit in melee, your attacker takes equal damage or 5 points of damage (whichever is less). *Duration*: 10 min/lvl. *Augment*: Each extra HP raises the damage potential by 1.

Evade Burst: Instantly take no damage on a successful Reflex save. *Duration*: Instant. *Augment*: 4 extra HP to only take half damage even on a failed save.

Graft Weapon: Gain +1 competence bonus to attack and damage with weapon and cannot be disarmed. *Duration*: 24 hrs. *Augment*: None.

Mental Barrier: Instantly gain +4 deflection bonus to AC (even when it's not your turn). *Duration*: 1 rd. *Augment*: Each extra HP raises the duration by 1 rd. Every 4 extra HP raises the AC bonus by 1.

Ubiquitous Vision: You have all-around vision. *Duration*: 10 min/lvl. *Augment*: None.

4th Level Psychic Warrior Powers

Energy Adaptation: Gain resistance 10 (20 at 9th level and 30 at 13th level). All energy attack damage is reduced by that amount. *Duration*: 10 min/lvl. *Augment*: 4 extra HP to manifest power as a bonus action.

Freedom of Movement, Psionic: You cannot be held or rendered immobile. *Duration*: 10 min/lvl. *Augment*: None.

Immovability: You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration*: Concentration. *Augment*: 8 extra HP to manifest power instantly (even when it's not your turn).

Steadfast Perception: Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything. *Duration*: 10 min/lvl. *Augment*: None.

Weapon of Energy: Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration*: 1 rd/lvl. *Augment*: None.

5th Level Psychic Warrior Powers

Adapt Body: Your body automatically adapts to hostile environments. *Duration*: 1 hr/lvl. *Augment*: None.

Catapsi: Characters must make a Will save or pay an extra 4 hit points to manifest a power, and psi-like abilities require a full round to use. You are not affected. *Duration*: 1 rd/lvl. *Augment*: Every 4 extra HP raises range and radius by 5 ft. (base 30 ft.)

Metaconcert: Link with up to 9 participants to manifest powers from their hit points. Each link boosts DC of manifested powers by 1. Everyone linked gains a +1 bonus to save vs. powers.

Duration: 1 min/lvl. *Augment*: Each extra HP raises duration by 1 min.

Psychofeedback: Boost STR or DEX score by an amount up to your psionic class level, but lower MIND by a respective amount. *Duration*: 1 rd/lvl. *Augment*: None.

6th Level Psychic Warrior Powers

Breath of the Black Dragon: Breathe a cone of acid for 11d6 damage. *Duration*: Instant. *Augment*: Each extra HP increases damage by 1d6.

Dispelling Buffer: The DC to dispel your power is increased by +5. *Duration*: 1 hr/level. *Augment*: None.

Mind Blank, Personal: You are immune to scrying and mental effects. *Duration*: 1 day. *Augment*: None.

Suspend Life: Go into suspended animation (1 day passes for each year). *Duration*: Permanent unless ended or dismissed. *Augment*: None.

Psionic Spell Lists

6th Level Arcane Spell

Probe Thoughts: Read subject's memories, one question/rd.

8th Level Divine Spell

Brain Spider: Hear thoughts of up to eight other creatures.

Psionic Items

Cognizance Crystals: Cognizance crystals can store hit points that psionic characters can use to manifest powers. It can store an odd number of hit points between 1 and 17. Once the hit points are used, the crystal can be recharged on a 1-to-1 basis.

Crystal Weapons: As a free action, crystal weapons can be charged with 2 HP to deal 2d6 extra damage. The weapon will keep the charge for 1 minute or until it scores a hit.

Power Stones: A power stone stores a power, which can be used only once. To manifest the power, a check must be made (Concentration + MIND vs. DC 15 + power level of the stored power). The power must be on the user's power list.
The stored power is always manifested at minimum level required to manifest the power.

Psicrystals: A psicrystal contains a fragment of a psyche's personality. A psionic character can bond with a psicrystal and gain a minor benefit related to its personality.

Personality	Benefit
Bully	+3 on Physical checks
Heroic	+2 on Fortitude saves
Poised	+2 on Reflex saves
Resolved	+2 on Will saves
Sneaky	+3 on Subterfuge checks
Stubborn	+3 on Concentration checks

Psionic Monsters

Blue (small goblinoid): HD 1d4+2 plus 4 (8 hp); AC 16; quarterstaff +0 (1d4-2) or light crossbow (1d6); *mind thrust*.

Brain Mole (tiny magical beast): HD 1d10-2 (3 hp); AC 14; bite +5 (1d3-4); *detect psionics*, *mind thrust*; burrow.

Cerebrilith (large outsider): HD 9d8+63 (103 hp); AC 25 (DR 10/good, acid/fire/cold resistance 10, immune to electricity, PR 20); bite +14 (1d8+6); *detect psionics*, *telepathy*, *ego whip*; summon cerebrilith (35%).

Crysmal (small elemental): HD 6d8+6 (33 hp); AC 21 (DR 5/bludgeoning, electricity resistance 15, immune to fire and cold); sting +7 (1d3+3); *control object*, *detect psionics*, *mind thrust*, *psionic dimension door*; burrow.

Folugub (medium aberration): HD 4d8+12 (30 hp); AC 18; tongue touch +6 (liquefy crystal) or bite +1 (2d4); scent.

Intellect Devourer (small aberration): HD 6d8+15 (42 hp); AC 21 (DR 10/adamantine, electricity resistance 14, immune to fire, PR 23, vulnerable to protection from evil); claw +6 (1d3+1); *cloud mind*, *detect psionics*, *ego whip*, *body adjustment*; blindsight, body thief.

Neothelid (gargantuan aberration): HD 25d8+200 (312 hp); AC 28 (DR 5, PR 25); tentacle rake+24 (2d6+10) or acid breath (14d10) or swallow whole (2d8+14 plus 2d6 acid); *telekinetic force*, *telekinetic maneuver*, *psionic teleport*, *mind thrust*; blindsight.

Udoroot (huge plant): HD 6d8+18 (45 hp); AC 11 (cold/fire resistance 10, immune to electricity); *false sensory input*, *mind thrust*, *telekinetic force*, *body adjustment*, *mental barrier*; double manifest, blindsight.

Unbodied (medium incorporeal humanoid): HD 4d8+4 (22 hp); AC 13; incorporeal touch +5 (1d6); psion powers; fly.

Monster Notes:

Damage resistance (DR) is subtracted from physical attack damage.

Resistance (acid, cold, electricity, fire, or sonic) is subtracted from energy attack damage.

Power resistance (PR) is the DC that a manifester must beat to affect the target (d20 + psionic character level vs. PR).

Blindsight is the ability to 'see' without vision.

Body thief is the ability to physical take over a body.

Double manifest is the ability to manifest 2 powers at once.

Touch attacks ignore AC from armor and shields.

APPENDIX VI MASS COMBAT MADE EASY

Basic Mass Combat

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc) applying to a single character or creature.

It can be extended by adding in Combat Scale. This takes the basic combat mechanics and uses them to apply to anything from Tactical Units to Destroyer-Class starships.

Combat Scale is a multiplier that shows the size of the unit relative to the norm. It is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

For example, a unit of 20 Goblin warriors will have CSx5 as per the table below. The combat stats are still HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4). Against

anything with the same Combat Scale (for example, a unit of 15 Elves), combat is resolved normally as if it was one goblin against one elf.

Number in Unit	Combat Scale
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10
Etc	

Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given.

If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

Science Fiction Combat and More

The same system can be used to implement large scale science fiction battles where Combat Scale is used to reflect the widely different scale between starships.

Ship Type	Combat Scale	Example
One-man Fighter	x5	Tie Fighter, X-Wing
Starship	x10	Moya, Serenity
Cruiser	x20	Enterprise, Mecha Dropship
Destroyer	x40	Imperial Star Destroyer
Etc		

For multiple ships, add the Combat Scale for the size of the ship to the CS from the number of Units. For example, 100 Fighters will be CSx13 (x5 + x8).

It's possible to use existing monster stats to create Fighters, Starships and even Destroyer-class behemoths with little difficulty. Simply select an appropriate creature from the Monster List and give it a type. Replace its ranged weapon with a suitably sci-fi sounding name and you're done.

Ship Examples
- Goblin-class Fighter: HD1d8+1 (5hp), AC15, +1 Pulse Canon (1d6), CSx5
- Troll-class Cruiser: HD6d8+36 (63hp), AC16, +9 Disruptor Beam Torpedo (1d6+6), CSx20 (includes Fast Auto-Repair system)
- Goblin-class Starship: HD1d8+1 (5hp), AC15, +1 Meson Canon (1d6), CSx10

Calculating EL/Experience

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3EL in a battle against 35 Gnolls (a 2HD creature, CSx6).

Mass Combat Examples

Orcs vs Elves
Twenty orcs enter a forest glade where they are beset upon by 15 elven archers. As their CS is the same, it's treated as a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp. As the combat started with both opponents having the same Combat Scale, there's no change to CS and combat continues. The Orcs rally and snarl, preparing to flush out the Elves with their barbed falchions. They charge into the bushes.

The elves calmly fire another volley, hitting for more 4 more hp - more than the Orcish unit can take. Silence falls in the clearing as orcish blood soaks into the grass…

Knights vs Red Dragon
The 500-strong Order of the Purple Flame stand ready against the Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take ½ damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp.

They ready their horses to charge as the Dragon lands, the thunder of 2,000 hooves causing the young Red to pause. They hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Red Dragon is down to 13hp against the small army, bleeding from the impact of many lances. It roars and lunges in anger, biting savagely. It hits easily (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp. If they fall below 7hp they will be at half their numbers and down to CSx9.

They draw their Longswords and surround the downed Dragon, though their weapons to little more than scratch the drake's hide (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost. They are down to 8hp after watching a few more of their number be gobbled up.

Their longswords bit true (18 +6 = 24 vs. AC21), for 6hp damage, CSx10 for a total of 60hp against the drake. It's down, finally, though the Knights have lost 143 (500x4/14) of their number in the battle. They commend their souls in valor.

Knights vs Gnolls

The Knights of the Purple Flame, bolstered by their successes and reinforcements decide to tackle the Gnoll threat to the South. They ride out at full strength against the 300 Gnolls of Ghakak Khan.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- 300 Gnolls: HD2d8+2 (11hp), AC15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6), CSx9

The Knights charge the Gnolls as the Gnolls fire shortbows into their midst. The Gnolls roll well (18+1 = 19) for 5 damage. 9/10th of it applies, which still rounds up to 5hp. The Knights are at 9hp as riders fall from their mounts.

The next round, the Knights hit hard (roll 14+7+2 (from the charge) = 23, easily beating AC15) for 9hp, multiplied by 10/9th for 10hp. This leaves the Gnolls with just 2hp. Just 54 Gnolls remain standing (300x11/2). The Gnolls route and the Knights are victorious!

Fighters vs Starship

A lone Griffon-class Starship, the *Verdant Princess* is plying the spacelanes when it is attacked by pirates. They ambush from around an asteroid, 10 Stirge-class Fighters. The captain of the Starship, an Half-elven Merchant by the name of Kithillien Mahadrascapore has little choice but to turn and fight.

- Griffon-class Starship: HD7d10+21 (59hp), AC17, +11 Beam Laser (2d6+4), CSx10
- 10 Stirge-class Fighters, HD1d10 (5hp), AC16, +7 Breach and lock-on, CSx9

Kith instructs her 5 crewmembers to prepare for boarders. Stirge-class Fighters attack by attaching to the hull of their opponent, using cutting gear to inflict a point of damage each round. When 5hp of damage is done, there's a hole large enough to allow the pirates to board.

The Striges strike first, rolling poorly (4+7=11 vs AC17) and Kith's maneuvering has avoided them. She replies by cutting across them with her Beam Laser, easily catching them all in the blast (12+11=32 vs AC16) for 11hp x 10/9 = 12hp damage. All that remains of the tiny Fighters is space-dust and Kith breathes a sigh of relief...

...which stops mid-gasp as a Hellhound-class Starship comes around the asteroid, it's markings clearly showing it belongs to Caleb Duo'nith, famed Drow Pirate - and her half-brother.

DESIGNER'S NOTES

Everything you need to know about the Microlite20 Skill System....

...but were afraid to ask.

For all its lack of size, Microlite20 does an admirable job of allowing GMs to run pretty much any published D&D adventure on the fly without having to resort to hefty conversion tables and the like. It uses the familiar d20 mechanic and terms which mirror those of D&D. Hit points, attack rolls and damage are the same, whichever game you're playing.

But there are a few notable differences. Some systems were completely altered, with Skills list having the largest revision. I'm going to give you an insight into the hows and whys of the Microlite20 Skill system, and show you why I think it's The Best Skill System Ever.

How It Works

But first, a quick recap of the Microlite20 Skills rules. Here they are in their entirety:

> There are just 4 skills: Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.
>
> Skill rank = your level + any bonus due to your class or race.
>
> Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers
>
> For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.
>
> Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex

saves. Saving against magic (Will save) is usually MIND
bonus + your level.

One of the key differences between the d20 skill system and
Microlite20 is that *the attribute modifier can change*. That's
an important distinction; it makes the Microlite20 system much
more powerful and flexible. It means that just four skills can
cover the entire D&D skillset, and more. Appendix I has a
handy list of the D&D skills, converted into Microlite20 terms. I
had originally shied away from putting together such a list as I
felt it stifled Microlite20 in the same way that the D&D skill
system stifled player creativity. More on that later.

One thing that is important to emphasize is that the attribute
modifier can be different for different characters, *even if
they're doing the same task*.

For example, depending on the situation, Physical could be
modified by the character's STR, DEX or MIND. When presented
with a dungeon door that's barred from the inside, the rough-
and-tough Fighter could try to charge it. That's a Phys+STR
check against the toughness of the door (DC 15, say). The
Rogue could try to slide his sword through a crack in the door
to push the bar out of the way. That would be a Phys+DEX
check at DC 10, and probably the best solution. On the other
hand, a wily Mage would try to use leverage to lift the door
from its hinges - a Phys+MIND check at DC 20 - a difficult
check, but far from impossible.

Each character has used the Physical skill to achieve the same
end result, but approaching the task differently merits a
different attribute modifier. In general, that means each
character would benefit most from playing to their own
strengths - a character with a high MIND stat would benefit
most from using cleverness to solve a problem, whereas a high
STR Fighter's best muscle is... well, his muscle :)

Setting the DC
As in the example above, the Difficulty Class can vary
depending on how the player approaches the task.

When setting the DC, I think in terms of "What would Bob do?"
- Bob being my imaginary 1st level commoner with no

modifiers. Bob has straight 10s for all stats and no skill bonuses. He's the unheroic man on the street, and the benchmark by which heroes are measured.

In general, I recommend using only four DCs, especially at low levels:

DC Level
10   Easy - 50/50 chance of Bob succeeding 1st time
15   Moderate - would succeed after several attempts
20   Difficult - would succeed only with luck on his side
25   Very Difficult - Bob needs some hefty modifiers and the
     Gods watching over him

I never use DC 5 - if it's that easy and out of combat, keep the game flowing by having the players succeed automatically. Anything that would be DC5 is automatically at least DC10 in combat anyhow. For example, crossing a crowded tavern without spilling your drink would be a DC 5 Phys+DEX check. No roll needed. Crossing the same room during a bar fight would be DC 15, at least!

It helps if there's always an easy way to solve a problem as in the example of the barred door above. While each character can find at least one solution to a problem and gain the benefit of their highest attribute, there's usually a path of least resistance to be found. All the players have to do is discover it!

At higher levels, encourage the players to come up with ever more heroic (and excessive!) solutions to problems. While a barred door might be a pause for thought to 1st level characters, by 10th level it's an excuse for light relief. Your 10th level Fighter would have a +13 Phys and most likely automatically succeed at any DC15 Phys+STR checks - so encourage them to aim for DC20, at least: "I push the door down with my index finger and a grunt."

Modifiers and More
Modifiers are the GM's Best Friend. Even a plus or minus 2 can make a world of difference, especially at lower levels. If your Halfling Rogue is trying to persuade the City Guard to let them enter the Merchant's Quarter after dark (Comm+MIND, DC15), grant them a +2 because the guard recently won at dice and is

in a good mood. Alternatively, give them a minus 2 because he lost but drop hints as to the guard's weakness.

Modifiers can make all the difference between success and failure. If the characters need to find a path through the Lizardmen Swamps (Know+MIND, DC20) then finding an old trail map (a +4 modifier!) might just save them from becoming Hooman Stew.

Encourage the players to work for those modifiers, and reward them for clever, creative thinking. It's what the game is all about, after all.

The Four Skills

Microlite20's four skills - Physical, Subterfuge, Knowledge and Communication - can be used to adjudicate pretty much any situation the game demands. When creating Microlite20 I toyed with more skills, and less (even zero) but these four hit the sweet spot for general play. Of course, if you want more, or want to chance these four, feel free!

Skills are also used to replace two of the three saving throws from D&D, with Phys+STR and Phys+DEX replacing Fort and Reflex Saves respectively. This gives Fighters their built-in boost to saves against Poison, etc, and Rogues (with their higher DEX) their improved Reflexes. It also means that the Phys skill is important to all players, regardless of class. Which leads us to…

Why is Subterfuge So Important?

This is a common question that's regularly repeated on the ENWorld threads, and the short answer is: it depends on your style of play.

It's true that the Subterfuge Skill covers a whole range of D&D skills, including Hide, Move Silently, Listen, Open Lock, Search and Spot. It's THE skill for Rogues, and will get regular use from all classes. That's because all of the Adventuring classes are a nasty, sneaky lot, and not to be trusted :)

If your games are revolve around Urban Adventuring or involve a lot of stealth, Subterfuge will see a lot of use. On the other hand, games involving a lot of dynamic action will more likely

demand more Physical checks, and ones with lots of social interaction will require Communication. That's more of a matter of playstyle than anything.

For my money, I'd put Knowledge as a critical skill; a failed Know check at a critical moment could result in a TPK. Imagine failing a Know+MIND check and bringing the wrong magic weapons to bear against a Demon Lord.

Fewer Skills Means More Choice

Back in the days of Classic D&D, the players could do anything. With no straight-jacketed skill system to limit their choices, the players invented cool and clever solutions to problems. When faced with a 30' high statue with rubies for eyes they erected pulleys to lift and swing the rogue into place far above their heads. Try doing that in 3rd Edition D&D and the GM will be left scratching their head working out how to call for skill checks for that. The D&D skill system has become a list of what the characters can do, silently eliminating all other possibilities, and that's not a Good Thing.

Microlite20 is the best of both worlds; rather than provide a skills list, it provides a skills framework. This give the players room to think of solutions rather than looking down a long list of skills to see what's most applicable to the task in hand.

Here's another example: Climbing. In D&D, that's a skill modified by STR. That's good if you're a Fighter, but not so good if you're a Wizard. In Microlite20, the character could use Phys+STR ("I pull myself up"), Phys+DEX ("I nimbly climb the cliff face"), Phys+MIND ("I take my time, working out the best route and carefully testing each handhold") or even Sub+STR ("I climb, quietly"). That adds much more flavor to the game and encourages each player to find their own, unique, solution.

Using Existing D&D Monsters

But what happens when you're running a published adventure, or using a Monster from the Monster Manual or SRD?

Simple; use them as is. It doesn't matter that the Orc makes a Listen check to see if it detects the PCs, or if the NPC fails a Spot check. The mechanics are the same (roll d20+modifiers against a DC), and the emphasis should always be on simplicity

and speed of play. There's no need to convert any monsters or NPCs to Microlite20 before you use them. Just roll, and have fun!

Let's Recap

The Microlite20 Skill System is your friend. It's flexible, and encourages imaginitive play like no other. And it's mostly d20 compliant too.

What's not to love?

Microlite20 Monster Building

If there's one thing that fills DMs with preparation dread, it's realizing you're going to have to Create The Monster. You've trawled through your Monster Manuals, searched the various RPG forums and cracked open your Tome of Horrors, and nothing quite matches your monster concept.

In 3rd Edition D&D, monster building is notoriously time-consuming, and even the shortcut solution of taking an existing monster and adapting it or adding class levels can easily take anything from 10 minutes to a full hour - per monster.

In comparison, Monster Building under Microlite20 is so fast, it's possible to do it *on the fly*, right at the game table - and I'm going to show you how, using our friend the Ninja Monkey above as an example.

Let's face it - Ninja Monkeys rock. Imagine hordes of Katana wielding tiny monkeys, and you're right into Cool Critter territory. Perhaps there's a secret Monkey Ninja training school in the hills and they assassinate people for peanuts or serve a Gorilla Samurai Lord. Whatever their origin, I guarantee your gameworld will be better off with Ninja Monkeys in there, somewhere. But first, we have to build them.

In D&D, one possible way to create your Ninja Monkeys would be to take the normal Monkey stats, *Awaken* it by applying the Awakened template then adding Ninja class levels. Even for an experienced DM, that's at least 20 minutes work, and most GMs will struggle to complete that task in under an hour. It's not for the fainthearted. Those 20 minutes could have been spent creating an entire Microlite20 scenario, *including monsters*,

but that's a blogpost for another day.

Here's the entire Monster-creation text for Microlite20:

> To create new monsters, assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Assign stats to suit. Equip and add abilities as required.

Let's start by setting the Hit Dice for our Ninja Monkeys. As these are tiny little monkeys, and (in my imaginary scenario) going to come up against 1st level PCs, let's give them 1HD.

Quick tip: to speed monster creation further, multiply the Hit Dice by 5 for hit points; multiply Hit Dice by 7 for Dragons and Undead.

Remember that unlike Player Characters, Monsters and other NPCs *don't* add their STR total to their hit points. This is a special bonus for Real Heroes only. If you want a tougher Monster, increase their STR so they get an increase (equal to their STR bonus) to their hp per Hit Dice.

That gives the Ninja Monkeys 1HD, 5hp, +1 to hit with their Katana and +1 with all skills. As these are intelligent Ninjas (are there any other kind?), we'll allocate their +3 to Subterfuge. Let's give them STR 6, DEX 14 and MIND 12, allow them to use DEX (rather than STR) for their attack roll with their miniature Katanas, which do d6 damage. Factoring that in with the Hit Dice, we get:

Ninja Monkey, 1HD (3hp), AC12, +3 Katana (1d6-2)
Sub+4, all others @ +1
STR 6, DEX 14, MIND 12

And… we're done. If the Ninja Monkeys have any special abilities or equipment, note them down but don't bother with setting uses/day, etc; if it's Dramatically Appropriate for a monster to use its abilities then use
them. No Rules Needed! That's the Microlite20 way :)

So, to recap:

- Set the Hit Dice to get the hit points, chance to hit and skill levels
- If it's intelligent, add +3 to one skill
- Pick stats and adjust AC, hit points and damage
- Note and special abilities and equipment

If you want a more powerful Ninja Monkey (and who wouldn't?), just add Hit Dice, which increases hp, attack bonus and skills. Adjust Stats if it's logical to do so. Here's a 3HD Ninja Monkey:

Ninja Monkey, 3HD (12hp), AC12, +5 Katana (1d6-1)
Sub+6, all others @ +3
STR 8, DEX 14, MIND 12

Simple. See?

The Microlite Campaign

The Lazy Gamer's Guide to World Building
Microlite20 is all about simplifying gaming to the point where the rules don't get in the way of the role-playing, while at the same time retaining usability from d20 adventures, supplements, etc.

From a campaign point of view, the simplest way to do this is to evolve the world as the game progresses. Plan ahead, but only as far as the next few steps - then stop.

Six Sided Gaming: Hex Magic
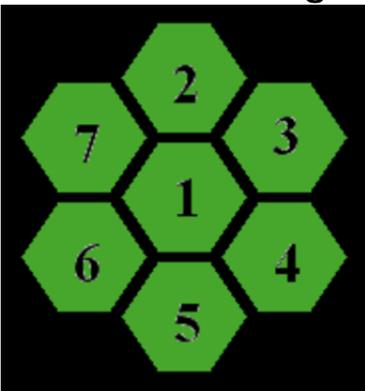
One way to do this is to use a simple blank hex grid. Set the scale small - say, one hex = 3 miles - and put one adventure inside the center hex. Populate it according to the needs of that adventure, and then move on. Work around that one hex adding other adventures, all around roughly the same power level. Think about the kind of adventures you (as GM) enjoy

playing, and the feel you want to impart.

By the end of this, you've got seven adventure settings and a solid core for the game world. It's likely you'll want to change something because of events in the first adventure, but that's fine. Perhaps the gamers enjoyed a section set in a forest, so you want to change one of the adjacent hexes to expand that locale. That's cool, as it means that the players are involved in the game world itself.

It's likely you will see links between adventures. Perhaps the Evil Bad Guy in one adventure is similar enough to one in another that the same villain could make a reprise. Interweave plot threads to make the players feel like they are a part of a larger story, and leave some hexes blank for future use. Some places – particularly cities and towns - will be reusable. Expand them as needed.

Finally, add in roads, rivers and other details.

As you progress, new ideas and a backstory will develop of its own accord. The goblin raiders in one adventure will become scouts from a distant Goblin Empire; an NPC might come from a nearby city state, and the Wight's Barrow will be a lost reminder of a long forgotten battle.

When the time is right, add more hexes and adventures. Re-visit and re-work previous locales. Perhaps that first dungeon the adventurers cleared out is now home to something more sinister, or the Elves in the Twisting Forest in hex 3 send out a call for help. Let the campaign setting evolve with the players to create a setting that feels alive

Example

Grabbing a bunch of old Dungeon magazines and the hex grid above, it's time to create a new world. The game is going to start at first level, so I pull out the following adventures and drop them into the numbered hexes, making notes about the locales as I go:

- Funeral Procession (Dungeon 135) - Saltmarsh. Ideal for the (current) base of operations, and a likely scene of many adventures
- Salvage Operation (Dungeon 123) - Need coastline

- Within the Circle (Dungeon 130) - Thistle village, depot.
- Home Under the Range (Dungeon 134) - Vultania Gorge (Dwarf town), mountains
- The Walking Dead - An adventure of my own making. Zombie hordes wipe out a town and march toward Saltmarsh. Khorvalen town, forest.
- Wingclipper's Revenge (Dungeon 132) - Turvin village

The finished layout looks something like this, perfect for a starting campaign and rife for further adventure. Extra elements can be added and changed as required, but there's enough groundwork in place to begin with.

As the adventures develop, there's room to fill in the political blanks; factions and enemies will rise from the adventures themselves rather than premeditation. With such a clean slate, it's possible to turn the game in any direction with minimal effort.

Other Genres

It's a simple matter to change the grid scale to suit the genre. For a world-hopping sci-fi game, each hex could represent a star system in the best Traveller style. For gritty urban fantasy or a modern game, each hex could be a single district in just one city.

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