

ALTER MICROLITE20 V0. 7

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Stats

There are 4 stats : Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA).

Strength: physical strength and toughness.

Dexterity: hand-eye coordination and quickness.

Mind: intelligence and wisdom.

Charisma: personal appeal, charm and presence.

Roll 1d6 and allocate to one of the stats. Repeat for remaining stats.

OR

Use the numbers 4, 3, 2 and 2 to assign stats.

Races

Human: +1 to any four skills **OR** +2 to any two skills and *Many Talents:* When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Tribal: +2 Dexterity **OR** +1 Dexterity and *Wilderness Mastery:* When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Dwarf: +2 Strength **OR** +1 Strength and *Night Vision:* You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime. *Stand Fast:* If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elf: +2 Dexterity **OR** +1 Dexterity and *Poison:* All of your attacks using weapons cause an additional 1 point of poison damage.

Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Cat-Folk: +2 Dexterity **OR** +1 Dexterity and *Agility:* On a DEX + Phys roll to leap or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Golem: +2 Strength **OR** +1 Strength and *Durable:* You have a natural Armor of 3.

Succubus: +2 Charisma **OR** +1 Charisma and *Flight:* You can fly as fast as you walk on dry land. *Sex Healing:* You immediately heal hit points equal to your level while having sexual relations.

Classes

Fighters wear any kind of armour and use shields. They have Physical, Fighting and Dodge as Primary Skills 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 armour. They have Subterfuge, Archery

and Dodge as Primary Skills. 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 armour. They can cast spells, and gain Knowledge as Primary Skill.

Advanced Classes

When Characters reaches level 3 they can choose a specialization. Every Advanced Class have unique abilities, so don't forget to try various team combinations.

Fighter Classes:

Blacksmiths can create elemental weapons even during a combat, but its duration is reduced. When used in combat, the weapon duration is equal to Character level. Using a atelier and good materials, the Blacksmith can produce various types of weapons with normal duration.

Brawlers can fight with their bare fists, delivering a good amount of damage without weapons. Use Dual Wield rule when fighting, each hand hitting with 1d6 damage.

Knights can double their Armor bonus when protecting someone helpless or unarmed, once per scene.

Berserkers can enter in a frenzied state, increasing their melee damage by 2d6 and reducing their Armor to 0. Make a MIND+level test with DC equal to 10 + level to calm down; otherwise, they will attack whoever looks alive. They can be manipulated with ease in this state.

Rogue Classes:

Shinobi/Kunoichi can use their Shadow Arts to assassinate whoever they want or must. They trade Archery for Fighting as Primary Skill and can cast some spells. They can't alter magic.

Snipers can hit targets from afar with their long-range weapon, with doubled range. Their Sneak tests would apply if they don't are in target's vision range.

Mage Classes:

Singers can use Musical Magic, covering support and healing magic. Singers can also manipulate wind to create instrumental music. They can't alter magic.

Wizards can create special items. Essentially, Wizards/Witches are creators of magical artifacts. Additionally, Detect Magic may be cast at-will.

Necromancers can use Death Magic, create undead from dead bodies, modify living beings with parts from other creatures or become a undead (lich). Essentially, Necromancer are scientists.

Skills

Physical, Subterfuge, Knowledge, Communication and Survival. Roll higher than the given Difficulty Class to succeed.

Physical: covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge: i stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge: i everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication: interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Survival: tracking, foraging (in the woods or a city), hunting, determining direction or anything that helps a character to survive in their surroundings.

Fighting: armed or non-armed combat techniques.

Archery: ranged combat techniques.

Dodge: avoid incoming attacks.

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

Other Skills rank = half level + any bonus due to your class or race.

Skill roll = 1d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers.

Difficulty	DC	Example
Very easy	0	Notice something large in plain sight.

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Easy	5	Climb a knotted rope.
Average	10	Hear an approaching guard.
Tough	15	Rig a wagon wheel to fall off.
Challenging	20	Swim in stormy water.
Formidable	25	Open an average lock.
Heroic	30	Leap across a 9 meters chasm.
Epic	40	Track a squad of orcs across hard ground after 24 hours of rainfall.

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

Note that there are no "saving throws" in this game; use your Level + STR or DEX for Fortitude (poison) and Reflex (avoid big things, like breath) saves. Saving against magic (Will save) is usually MIND + your level.

Magic

Casting a spell of any kind costs Skill Points. The cost is the level of the spell being cast. To determine the spell levels that the character is capable to cast, divide his level by 2, round up. The Difficulty Class (DC) for all spells is **15 + Caster Level**.

Alter spells is easy, but some rules need to be follow:

Extending makes a spell last twice as long as it normally would. Cost: +2 SP.

Empowering makes a spell do 50% more damage than it normally would. Cost: +3 SP.

Widening makes a spell's area of effect twice as big as it would normally be. Cost: +4 SP.

Silenced spells don't require words to be cast. Cost: +1 SP.

Still spells don't need gesture to be cast. Cost: +1 SP.

Remember: everyone needs to study new spells to learn them.

Combat

Hit Points (HP) = 10 + STR + 1d6+4 if Fighter, 1d6+2 if Rogue or 1d6 if Mage. If HP reach 0, unconscious and near death. Further damage directly reduces BP.

Body Points (BP) = 20. If you aren't bandaged or otherwise healed by the end of combat, you must roll STR+Phys versus DC 10+level or die. If you success in the save, you recover to 1 HP after a few hours. If a dying character is struck again, he dies instantly.

Special Points (SP) = MIND + 1d6 if Fighter, 1d6 if Rogue or 1d6+4 if Mage.

Initiative: Roll 1d20 + DEX bonus. Everyone can do one thing each turn; move, attack, cast a spell, etc. Every turn lasts 5 seconds.

Cover: If you duck behind an object, you can gain +2 to +10 to your Dodge against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Dodge bonus may also apply to saves if the GM allows it.

Attacking: Add combat skill bonus to 1d20 roll (Fighting if melee, Archery if distance or Magic if magic). If higher than your opponent's Dodge, it's a hit. Natural 20 is automatically a critical doing *double damage*.

Dual Wield: Fighters and Rogues can use DEX bonus + Level as

Fighting skill 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.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Dodge (D) = 10 + DEX + Dodge skill. Used to avoid incoming melee or missile hits.

Armor (A) = protection equipment bonus. Used to reduce physical damage taken.

Weapons Damage

Light weapons = 1d6 damage.

One-handed weapons = 2d6 damage.

Two-handed weapons = 3d6 damage.

Armor Protection

Light armor = 2 Armor bonus.

Medium armor = 4 Armor bonus and -2 to all Dodge skills.

Heavy armor = 8 Armor bonus and -4 to all Dodge skills.

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:

Fighter:

HP = 1d6+4+STR

SP = 1d6+MIND

Rogue:

HP = 1d6+2+STR

SP = 1d6+MIND

Mage:

HP = 1d6+STR

SP = 1d6+4+MIND

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

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

Magi and Shinobi/Kunoichi gain access to new spell levels at levels 2, 4, 6, 8, etc.

General Spells

1st -Level Spells

- Detect Magic:** Detects spells and magic items.
Light: Object shines like a torch for 1 hour.
Cause Fear: One creature of 5 HD or less flees for 10 minutes.
Comprehend Languages: You understand all spoken and written languages for 1 minute.
Magic Missile: 1d6 damage; +1 missile per level above 1st (max 5).
Sleep: Puts 4 HD of creatures into magical slumber for 1 minute.
Charm Person: Makes one person your friend for 1 day.

2nd -Level Spells

- Invisibility:** Subject is invisible until it attacks.
See Invisibility: Reveals invisible creatures or objects.
Web: Fills area with sticky spiderwebs.
Grease: Makes area or one object slippery for 1 hour.
Detect Thoughts: Allows "listening" to surface thoughts.
Hold Person: Paralyzes one humanoid for 1 minute.

3rd -Level Spells

- Summon Monster:** Calls extraplanar creature to fight for you.
Remove Curse: Frees object or person from curse.
Zone of Truth: Subjects within range cannot lie for 5 minutes.
Elemental Shield: Reduces chosen elemental damage in 10 points for 10 turns.

4th -Level Spells

- Magic Rocket:** 5d6 damage for 1 rocket.
Vanish: Turn large objects invisible for 1 day.
Barrier: Creates a magical barrier with 30 HP; enemy melee damage is blocked by this barrier, breaking when 0 HP.
Charm Monster: Makes monster believe it is your ally for 1 day.

5th -Level Spells

- Polymorph:** Transforms subject into harmless animal.
Seeming: Changes appearance of one person per two levels.
Telepathic Bond: Link lets allies communicate for 1 hour.

6th -Level Spells

- Petrify:** Turns subject creature into statue.
True Seeing: Lets you see all things as they really are. 50 XP must be spent to cast this spell.
Dominate Person: Controls humanoid telepathically.

Necromancer Spells

1st -Level Spells

- Deathwatch:** See who is injured, dead or undead.

2nd -Level Spells

- Command Undead:** Undead creature obeys your commands.

- Animate Dead:** Creates undead skeletons and zombies.

3rd -Level Spells

- Gentle Repose:** Preserves one corpse.

- Speak with Dead:** Corpse answers one question/two levels.

4th -Level Spells

- Soul Bind:** Traps newly dead soul to prevent resurrection.

5th -Level Spells

- Disintegrate:** Makes one creature or object vanish.

6th -Level Spells

- Raise Dead:** Restores life to subject who died as long as 1 day/level ago.

7th -Level Spells

- Clone:** Duplicate awakens when original dies.

Wizard/Witch Spells

1st -Level Spells

- Create Scroll:** Store a spell you cast in a scroll to be released when read.

2nd -Level Spells

- Brew Potion:** Store a spell you cast in a potion to be released when quaffed.

3rd -Level Spells

- Create Golem:** Creates constructs made of dead material. The entire procedure takes a day. HD of Golem is equal to caster's level.

4th -Level Spells

- Create Magic Item:** Permanently enchant masterwork items including arms and armor with effects that are thematically

linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

5th -Level Spells

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Teleport: Instantly transports subjects hundreds of miles.

6th -Level Spells

Dream World: Creates a permanent portal to a new pocket dimension.

Plane Shift: Subjects travel to another plane.

Astral Projection: Projects you and companions into Astral Plane.

Singer Spells

1st -Level Spells

Bless: Allies gain +1 on attack rolls for 10 turns.

Cure: Cures 1d6/level damage (max 5d6).

Shield: Armor +1/4 levels for 10 turns.

2nd -Level Spells

Ghost Instrument: Control wind to make instrumental sounds with the help of an summoned instrument.

Haste: Allies move faster and get a second melee attack. This lasts for 1 turn only.

Shout: Deafens all within 10m*5m cone and deals 5d6 sonic damage.

3rd -Level Spells

Dispell Magic: Cancels magical spells and effects.

Major Bless: Allies gain +5 on attack rolls for 10 turns.

Major Cure: Cures 1d6/level damage (max 10d6).

Major Shield: Armor +1/level for 5 turns.

4th -Level Spells

Greater Shout: Deafens all within 20m*10m cone and deals 8d6 sonic damage.

5th -Level Spells

Restoration: Restores level and stat drains.

6th -Level Spells

Raise Dead: Restores life to subject who died as long as 1 day/level ago.

Shinobi/Kunoichi Spells

1st -Level Spells

Detect Poison: Detects poison in one creature or object.

2nd -Level Spells

Spider Climb: You can walk on walls and ceilings for 1 minute.

3rd -Level Spells

Wind Walk: Targets turn to dust/sakura petals/whatever and fly in a gust of wind.

4th -Level Spells

Scrying: Spies on subject from a distance.

5th -Level Spells

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

6th -Level Spells

Shadow Walk: Take subjects into shadow to travel rapidly for 1 minute.

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