Microlite Tri-Stat

Stats
The main stats of **Body**, **Mind**, and **Soul** remain unchanged.

Stats start at 0, and are purchased with character points. 1 rank in a stat costs 2 character points. Stats must be rated from 1 to 12, with only one Stat rated at 12 at character creation.

Derived Values
The only derived values are health and combat value.

Health: (Body + Soul) x 5
Combat Value: Average of Body, Mind, and Soul (round down)

Character Points
How many character points are available depends on the type of characters the group wants. Are they **ordinary people** (30 character points), **average adventurers** (40 character points), or **high-powered super heroes** (50 character points)? Typically, all PCs will be constructed with the same amount of points. Characters can also select up to 5 defects to gain more points in exchange for flavorful detriments (see below).

Attributes
Ranks for Attributes range from 1 to 3 in Microlite Tri-Stat. Each rank costs a number of character points as indicated in parentheses.

Background (1 point)
  Effect: +1 per rank to any check related to the background. Example backgrounds are cop, soldier, test pilot, lawyer, mercenary, etc.

Companion (2 points)
  Effect: 15 character points per rank to construct a loyal companion NPC. Can also take up to 5 defects.

Gear (1 point)
  Effect: Grants two significant mundane items per rank.

Item of Power (2 points)
  Effect: 5 character points per rank to construct a powerful device or item. May grant the item one defect per rank for additional points.

Magic/Psionics (4 points)
  Effect: Make a Soul check (Magic) or Mind check (Psionics) to create a variety of supernatural effects depending on the rank.
  Rank 1: Minor tricks or feats that can be accomplished with regular checks.
  Rank 2: Amazing tricks or feats that would be almost impossible for normal people.
  Rank 3: Powerful effects, or recreate a rank 1 attribute on command.

Organizational Ties (2 points)
  Effect: Hold rank in an organization who pulls lots of sway in the campaign.

Rank 1: Low rank or minimal connections.
Rank 2: Officer rank.
Rank 3: Commanding rank, or in charge.

Special Attack (3 points*)
  Effect: Able to perform a powerful attack, be it innate, from magic, or a potent weapon. Without effects, special attacks are close-range (can only hit at 0 move).
  Rank 1: Damage is Combat Value x 2, with a minor effect.
  Rank 2: Damage is Combat Value x 3, with 2 minor or 1 major effect.
  Rank 3: Damage is Combat Value x 4, with 3 minor or 2 major effects.
  Note: Minor effects include enough range to hit someone 1 move away, indirect attacks, etc.
    Major effects include extreme range (line of sight as far as you can see), attacking all in range, vampiric (healed for damage dealt), etc.
  * Purchasing additional versions of Special Attack cost only 1 point per rank, up to the original's rank.

Special Defense (3 points)
  Effect: Powerful protection from harm, either a resistance (half damage from source) or immunity (environmental hazard). This can be tough armored hide, supernatural resilience, a magic barrier, or any other unusual defense.
  Rank 1: Reduce damage by Combat Value, and gain one protection.
  Rank 2: Reduce damage by Combat Value x 2, and gain two protections.
  Rank 3: Reduce damage by Combat Value x 3, and gain three protections.

Special Movement (2 points)
  Effect: For every rank, gain one special movement feature.
    Exotic Movement: Ability to fly, run on water, burrow, travel through space, etc.
    Increased Speed: When performing a Move action, you can travel +1 Move.
    Initiative Bonus: React quicker. +1 bonus to Initiative rolls.

Tough (1 point)
  Effect: +10 health points per rank. Items of Power add Tough bonuses to the owning character.

Skills
These do not exist in Microlite Tri-Stat, as they are replaced by the Background attribute.

Defects
Characters may be given up to 5 defects to further flesh them out. Each defect gives an additional character point to buy stats and attributes. A character can have more than 5 defects, but only the first 5 grant additional points. If appropriate, a character may take the same defect twice (i.e., a character vulnerable to both fire and holy magic would have the Achilles Heel defect twice, once for fire damage, the other for holy damage).

Achilles Heel
  Effect: Character suffers double damage from a specific type of attack.

Awkward Size
  Effect: Character is larger than a normal human. Large vehicles will often have this if they stand out compared to other vehicles (such as a giant robot compared to a tank).

Diminutive

Effect: Character is much smaller than a normal human, and has only half their normal health points. If they have the Tough attribute, halve the final value of their health points.

Easily Distracted
Effect: A situation, person, or substance always draws the character's attention, be it an addiction, an obsessive hobby, or a heated rivalry.

Ism
Effect: Character labors under a certain prejudice. This can be due to age (far younger or older than normal), or due to gender, race, creed, etc.

Limited Uses
Effect: One or more of the character's attributes can only be used three times before needing to be recharged, reloaded, regrown, etc.

Marked
Effect: Character has an identifying feature that can be spotted with little effort.

Requirement
Effect: One or more of the character's attributes requires an item or action to function, such as a ritual, a magic wand, approval from headquarters, etc.

Vulnerability
Effect: Character is harmed by a special situation or substance, taking 2d6 damage for each turn of exposure.

Wanted
Effect: Character is actively hunted, either by a lone, powerful enemy, or an influential organization like law enforcement or the military.

Game Mechanics
As the game progresses, the GM will request stat checks from the players, or players will make them to attempt various feats in game. These checks will test either Body, Mind, Soul, or Combat Value.

Stat Check
The basic stat check goes like this:

2d6 + Stat + Background + modifiers vs 10

If the result **exceeds 10**, the character succeeds.

A natural roll of boxcars (double sixes) is an automatic success. A natural roll of snake eyes (double ones) is an automatic failure.

Difficulty
The situation may modify a check to be easier or harder. A positive modifier means the situation is favorable, or success is all but certain, a negative means the task is complex, or many factors are working against the character.

Modifier	Difficulty
+6	Trivial
+4	Simple

+2	Easy
-2	Challenging
-4	Harrowing
-6	Nearly Impossible

Contested Check

When two characters go head to head, it looks like this:

2d6 + Stat + Background + modifiers
vs
2d6 + Stat + Background + modifiers

The highest result wins, ties usually favor the character who's on the ropes, or no one at all. As with stat checks, boxcars and snake eyes are automatic successes or failures respectively.

Combat

Fight scenes are played out in a sequence of turns. Each turn lasts as long as it takes everyone involved to take a significant action. This can be a handful of seconds in a fierce brawl, or upwards of a minute for capital starships battling in space.

Initiative: At the start of the first turn, everyone rolls 2d6 + Combat Value + Initiative bonuses. Play proceeds in the order of highest to lowest.
Attack: Attacker rolls 2d6 + Combat Value + applicable Background vs. Defender's 2d6 roll + Combat Value + applicable Background. If the attacker exceeds the defender's result, the defender is hit.
Damage: Damage with most weapons is Combat Value + gear bonus. Special Attack damage is a multiple of Combat Value. The final damage is subtracted from the defender's remaining health points. A character is taken out if their health points are reduced to 0, but are just wounded or unconscious.
Critical Hit: An attack that rolls an automatic success not only hits home, but deals double the normal damage.
Defense: If the defender has any armor, this can reduce the amount of damage sustained. Special Defense offers the best protection, but mundane armor can work in a pinch.
Dying: A character who sustains enough damage to reduce their health points to -20 has suffered a critical wound, and will die if not tended to immediately. Generally, dying characters can linger long enough to do one more simple action, such as say a few words or hand over an important item. Don't forget to give a dramatic speech before your character buys it for good!

Advancement

After a few sessions, players will likely be in the mood to improve their characters' abilities. The GM should award an additional character point every 2 to 5 sessions, depending on the pacing decided for the campaign.