

Microlite20 Bronze Age

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Those campaigns are set in the bronze age/age of myth, as such they feature nymphs, gods and the like, however they reflect a bigger setting with particular rules for the supernatural that go beyond magic and extend further, this homebrew uses Purest Essence with the following changes:

Stats

No changes.

Skills

All 4 skills form the core rules.

Survival form the Expert rules.

3 New skills, Domain, Harmonizer & Mind Link, those are only available to selected classes or races.

Magic

Magic is cast using Mana Points (MP) instead of HP, for starters MP are equal to Mind + 1d6, MP does only increase by 1d6 every 5 levels (at levels 6, 11, 16, etc). MP spent is regained every 8 hours by an amount equal to the user Level. If MP reaches 0 = faint and near death and every additional decreases Mind instead if Mind reaches 0 = Death.

Only Arcane Spells and Illusionist Spells available.

Arcane spells are excluded form the Illusionist Spell list

Classes

From the core rules: All classes but Cleric

From the expert rules: Illussionist and Ranger (Renamed Hunter)

New classes: Layman and Archer.

Races

From the core rules: Humans (renamed mortals) only.

From the Expert Rules: None.

New races: Nypmh, Nymphling, Immortal, Demigod and Inhuman.

Equipment

Everything in the core list that isn't made of Iron, Steel, Glass, Silk or Paper. Also no Mails (Chainmail, Splint Mail, etc.), no Halberds, No Crossbows, no mirrors, no lanterns or anything starting with "Holy-".

Changes to costs: All gold and silver costs are reduced to 1/10th it's value on the core rules (To account for a couple of millennia worth of inflation)

Changes to starting wealth: Fighter starts with 15gp, rogue with 125 sp, mage with 75 sp, Illusionist with 8gp, Hunter with 13 gp, Archer with 14 gp, Layman with 95 sp.

Changes to armor: Breast Plate gives +4, Half-Plate gives +5 and Full Plate gives +6 AC.

Now that I've enumerated the changes, I'll go more indeep with the new skills, races and classes.

Races

Races marked as restricted can't be used without GM's Consent

Nymph. Get +2 to Mind, +10 to HP, -5 to STR, MP increases by 1d6 every level also STR can't go beyond 15, Get's Mind Link, Can't be Mage class.

Immortal. Get a -3 to Dex, +2 to Mind, +10 to MP, +2 to STR, HP increases by 2d6 every level, MP increases by 2 every level, Dex Can't go beyond 21, Requires 15 additional EL to advance Level. Gets Domain skill. Can't Be Layman, Mage or Illussionist class (Restricted Race)

Nymphling (Half Nymph). Get +1 Mind -2 to STR, +5 to HP, MP increases by 1d6 every third level (3,6,9,etc)

Demigod. Get +1 Str or +1 Dex, +1 to 1 skill, every third level has a 20% chance to unlock Domain Skill(roll d20 + Mind bonus, Target number 17)

Inhuman. Get +6 Str, -3 Dex, -2 Mind, + 3 to Survival. Can't be Layman, Illussionist, Fighter or Archer. Can't Handle ranged weapons. (Restricted Race)

Classes.

New classes:

Layman.- Wear lighth armour, Get a +4 to Communication and +1 to Subterfuge, Get a -1 penalty to Damage Rolls, Every Fifth level have a 50% Chance of learning either 1 Spell of 4 levels lower, Mind Link (Roll d20 + Mind, Target number 11), or Harmonizer (Roll d20 + Mind link. Target Number 16). (As soon as 1 arcane spell is learned, Mind link and Harmonizer can't be learned anymore, as soon as Mind Link or Harmonizer is learned, no arcane spells can be learned. The user must choose between trying to learn a Spell, Mindlink or Harmonizer)

Archer.- Wear Light or medium Armor, Get +1 to Knowledge, Get a +3 to all Missile attack rolls, range penalty is - 1 instead of -2.

Changes to existing clases

Mage.- In addition to everything else in the core and expert rules, they also get +1 MP every level.

Illussionist.- In addition to everything else in the core and expert rules, they also get +1 MP every level,

Illusionists get Mind Link at level 10 and get a 10% chance (Roll d20 + Mind Link, target Number 18) to learn Harmonizer every fifth level after that.

Skills

Domain.- Supernatural skill, must be obtained, when first obtained select a concept, by rolling d20 + Domain + the proper modifier (target 15 + user level) the user gets to influence an item, animal or person that falls under that concept. The user pays as much MP as the roll + Modifiers regardless of success or failure. (If attacking use a d12 + Domain for the damage roll).

Mind Link. Supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this is used to do stuff like mind reading, telepathy, empathy (transfer damage from target to user), dreamwalking, astral walking, remote sight and foresight. Can't be used to hurt people or to interact with inanimate things.

Harmonizer. supernatural skill, must be obtained, when used the user pays as much MP as the roll + modifiers (regardless of success), this can be used to affect the environment or attack with sound. Can only be used by singing (use Str bonus), playing an instrument (use Dex Bonus) or in conjunction with Mind Link (Use Mind Bonus + Mind Link). (If attacking use a d6 for the damage roll regardless of level, no modifiers allowed). People with Harmonizer can't learn Arcane spells, people knowing arcane spells can't obtain Harmonizer