

Microlite20 Low Talents

Alternate Talent and Weapon Rules

This is an alternate approach to character and equipment creation that provides extra variety without the need for pre-generated lists of skills, talents or weapons. It can be used in addition to the standard four-skill system or as a replacement.

Talents are slightly narrower than the four broad skills (Physical, Knowledge, Subterfuge, Communication) and tend to provide a much lower bonus. Each talent requires a minimum MIND score to learn; most provide a +1 to skill in a specific situation, but some may increase damage by +1, reduce damage by 1, or allow the character to perform otherwise inaccessible actions.

Base minimum MIND for talents is 8, or 9 for the simple professions. For talents that provide a +1 bonus, add +2 to minimum MIND if it covers actions either difficult even under perfect conditions or completely outside an average character's experience/training. Also add +1 to MIND for every additional feature or adjective the talent adds to a character's description; the features and adjectives must all fit together in one skill or type of action. Special limitations on the talent can reduce minimum MIND by -1, but don't lower it below 8.

Talents with +2 bonuses are possible, but have the +1 version as a prerequisite. Thus, the Healer talent (+1 hit point restored on successful skill roll) is a prerequisite for Expert Healer (+2 hit points restored,) which in turn is a prerequisite for Master Healer (+3 hit points restored.)

Alternative Shortcut: if you know the expected DC of the action you want a talent for, divide it by 5 and add 4 to get a minimum MIND score required.

Starting Talents, Option 1: Characters begin with a number of talents equal to their MIND modifier. **Option 2:** Characters begin with a number of talents equal to half their MIND score.

Adding Talents: Characters either gain one new talent every other level, or can spend xp needed to rise another level on adding 1 talent instead.

Optional Spell Rules

If the GM wants to limit the number of spells characters can use, they can be treated as talents. Minimum MIND to learn a spell is twice the spell's level (minimum MIND 8.) Two spells count as one talent.

Optional Flexible Class Rules

If the GM wants to allow spell-using Fighters or Wizards armed with swords, make the following changes to the talent and spell rules above:

- **Fighters** and **Rogues** start with MIND/2 talents (per Option 1.) They can trade three talents for two spells.
- **Wizards** and **Clerics** start with MIND/4 talents. They can trade one talent for four spells.

Instead of the listed starting weapons, use broad weapon talents (sword, ax/mace, polearm: MIND 7; bow, whip, bolas: MIND 8.) Fighters/Rogues pay triple for spells; Wizards/Clerics pay double for weapon/physical talents.

Optional Weapon Rules

To avoid creating equipment lists, weapons can be designed like talents. They have minimum STR scores needed to use: base minimum STR for weapons (other than small ones barely bigger than a hand) is 9. Every adjective, ability or improvement (+1 point of damage, hard to break, physical abilities like entanglement for flails) adds +1 to the minimum STR needed.

Base one-hand weapon damage = 1d6, or 1d6-2 for small weapons like daggers.

Base two-hand weapon damage = 2d6

Extended reach (long, longer, longest): +1 damage, +2 STR per range; these are two-handed weapons, but they can be used one-handed if character has twice the minimum STR needed. Each range allows a character to attack an opponent 1 step further away than the previous range, so a character with a long weapon can step outside the reach of an opponent with an ordinary sword or club while still being able to attack.

"Cheap Coin" Cost (silver, in a gold-based currency) of weapons made of common material (wood, leather, bone) equals minimum STR (1 coin for small weapons,) +1 per adjective. Also use minimum STR for **"Common Coin" Cost** (gold, in a gold-based currency) of weapons made of common metals like iron. Double or triple cost for other metals, with higher multipliers for rare materials (silver weapons = 10 x iron cost, for example.)

Costs for two-handed weapons are based on minimum STR to use one-handed.