

# Microlite20 - Minor Rules Expansions and Variants

Collected from the old Microlite20 web site. Most were probably by Greywulf.

## ***Special Moves***

Roll an attack at -8 to hit against  $d20 + \text{your opponent's to-hit bonus}$ . 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 reduced 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  $5 \times \text{STR}$  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)

## **Skill Use Examples**

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.

## ***Combat Example***

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

vs.

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 12

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.

## ***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...

Armour Class is  $10 + DEX \text{ bonus } (+2) + \text{armour bonus } (+3 \text{ for studded leather}) = 15$ .

Melee attack bonus is  $Level + STR \text{ bonus} = +4$ .

Missile attack bonus is  $Level + DEX \text{ bonus} = +3$ .

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

## ***Level Advancement 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.

## ***Sanity Checks***

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

To implement them in Microlite20 use  $MIND \times 5$  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 all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related 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 armour. 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.

Example: 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