

MICROLITE 77

Microlite77 is inspired in part by the game Microlite20, and is, like Microlite20, a trimmed-down version of the Primary Fantasy SRD. Microlite77 is intended to emulate the playing-style of the classic roleplaying game published in 1977.

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HOW TO CREATE A CHARACTER

To begin, roll three six-sided dice and total them. The number rolled is assigned to one of your ability scores. Repeat this process until each ability score has a number from 3-18. There are six basic ability scores (strength, constitution, dexterity, intelligence, wisdom, and charisma).

Strength is obviously important to fighting men, and as such it is considered the *prime requisite* for members of the 'fighting man' class (including dwarves and halflings). There are bonuses to experience for fighting men with strength scores of over 13, so any character with a strength score 13-18 should think about joining that class.

Dexterity represents a character's speed and accuracy. A character with high dexterity is easily able to fire the first shot, strike the first blow. Dexterity is the *prime requisite* for thieves and elves, and grants experience bonuses to thieves and elves with dexterity scores of 13+. no character may become a halfling if his dexterity score is 9 or less, as halflings tend to be noted for their dexterity with weapons.

Constitution is a combination of physical health and willpower to endure. It influences a character's ability to survive paralyzation or being raised from death. Dwarves and halflings tend to be remarkably hardy, so no character may become a member of the dwarf or halfling class who has constitution scores of 9 or less.

Intelligence is the *prime requisite* for the magic-user and elf classes, and so grants experience bonuses to magic-users and elves with intelligence scores of 13+. High intelligence scores allow you to learn more languages.

Wisdom is the *prime requisite* for the cleric class, and so grants experience bonuses to them for scores of 13+.

Charisma is a combination of charm, sexual appeal, and bearing. A character with a high charisma score will be able to convince more people to follow him and aid him in his endeavors, and they will be more loyal to him. A character's charisma score may also determine things such as whether a

female character is killed by goblins, or held captive, or whether a male character gets killed by a vampiress or turned into a vampire as well.

The ability scores may be abbreviated as (STR, DEX, CON, INT, WIS, CHA).

Elves have two prime requisites. Add the bonuses or penalties together before adding them to the experience total (an elf with +5% for intelligence and +10% for dexterity would gain 115 whenever he would gain 100, not 115.5).

Table of ability score effects

prime requisite score of 15 or more	add 10% to experience
prime requisite score of 13-14	add 5% to experience
prime requisite score of 7-8	subtract 10% from experience
prime requisite score of 6 or less	subtract 20% from experience
constitution 18	add 3 to each hit die
constitution 17	add 2 to each hit die
constitution 15-16	add 1 to each hit die
constitution 6 or less	subtract 1 from each hit die (hit die still has a minimum of 1 after adjustment)
dexterity 13+	all ranged attacks are at +1
dexterity 8-	all ranged attacks are at -1

adjusting ability scores to be more advantageous

if you wish, you can raise one ability score in exchange for lowering others. This recognizes that someone may spend more time exercising one skill and less time another, depending on what interests them.

If you are a magic-user or a cleric, you may lower your strength score and raise your prime requisite on a 3-for-1 basis.

Magic-users can lower their wisdom and raise their prime requisite on a two-for-1 basis,

Fighting-men, clerics, halflings, and dwarves can lower intelligence and raise prime requisite on a two-for-1 basis.

Fighting-men, halflings, and dwarves can lower wisdom and raise prime requisite on a three-for-1 basis.

Thieves can raise dexterity, if the reduce intelligence by 2 and wisdom by 1 for each point dexterity is increased.

No ability score can be lowered below 9 in this way.

CHARACTER CLASSES

Fighting-men -- Dwarves, halflings, and humans who choose the fighting-man class gain the following abilities: fighting-men can use all weapons and armor, including magic weapons and armor (halflings can only use weapons and armor if they have been 'cut down' to fit their size. Dwarves

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may require similar adjustments for armors such as plate). Each time they gain a level, they roll an 8-sided die for hit points (halflings, however, always roll a d6).

and maces are allowed, but swords and arrows are not.) Clerics roll a six-sided die for hit points each time they advance a level. Cleric saving throws are as follows:

Saving Throws for Halflings, Dwarves, And Human Fighting-men are as follows:

	Spell or magic staff	magic wand	death ray or poison	petrifi- cation	dragon breath
Humans:	16	13	12	14	15
Dwarves/Halflings:	14	11	10	12	14

Spell or magic staff	magic wand	death ray or poison	petrifi- cation	dragon breath
15	12	11	14	16

The number of first level Divine Spells a cleric can use each day is listed below:

Fighting-men advance to level 2 once they have gained 2000 experience, and to level 3 once they have gained a total of 4000 experience.

Cleric, level 1	0
Cleric, level 2	1
Cleric, level 3	2

OPTIONAL: Fighting-men of level 4-9

fighting-men can advance up to level 9 (advancing with each doubling of their experience total) gaining the following abilities.

At level 4, fighting-men add 2 to all attack rolls and saving throws. They also add 1 to their melee damage rolls if they have a strength score of 13 or higher (optional)

At level 7, fighting-men add an additional 3 to all attack rolls, and add 4 to saving saving throws (does not stack with previous saving throw bonus).

If the DM approves, each 100,000 experience points gained past this simply adds 3 hit points (unmodified by constitution) to their hit point total. Halflings add only 2.

Special Abilities and Restrictions for Halflings and Dwarves:

Dwarves have infra-red vision, and can see in the dark up to 60 feet if no normal light source is nearby. Dwarves are highly resistant to magic, as shown by their better saving throws against magical effects. Dwarves can note quirks in stonework such as slanting passages, traps, recent or unstable construction, shifting walls, etc. about one-third of the time. Dwarves can speak the common, dwarven, kobold, gnomish, and goblin languages.

Dwarves can advance no higher than level 7.

Halflings are extremely hard to see outdoors, being highly skilled at blending in to trees and bushes (90% chance to avoid notice when outdoors). Halflings have the same uncanny resistance to magic as dwarves. Halflings get +1 to all ranged attacks. Halflings can only advance to level 4.

Clerics – humans who choose to devote their lives to the service of a god, or perhaps simply spend their lives devoted to the fighting of evil, may be granted the ability to invoke Divine Magic. Clerics may wear armor, including magic armor, and may use any BLUNT weapons (cudgels, slings,

a cleric can also turn undead creatures, as shown here.

If there is a number shown, then the cleric has successfully turned the undead if he rolls equal to or higher than that number on 2d6. If there is a 'T' shown, then the undead are always turned. If the attempt at turning is successful, then he rolls 2d6 again to see how many hit dice of undead are turned. Successfully turned undead will not harm the cleric, and will flee from him as quickly as possible.

Clerics advance to level 2 once they have gained 1500 experience, and to level 3 once they have gained a total of 3000 experience.

OPTIONAL: Clerics of level 4-9

clerics can advance up to level 9 (advancing with each doubling of their experience total) gaining the following abilities.

At level 5, clerics add 2 to all attack rolls and saving throws.

At level 9, clerics add an additional 3 to attack rolls and saving throws.

Their spell-casting ability advances as follows (the second number shown is the number of second level divine spells per day, the third number shown is the number of third level spells per day, etc.):

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Cleric, level 4 2/1
 Cleric, level 5 2/2
 Cleric, level 6 2/2/1
 Cleric, level 7 2/2/2
 Cleric, level 8 3/2/2/1
 Cleric, level 9 3/3/2/2

their ability to turn undead increases as follows:

once a cleric reaches 9th level, each 100,000 experience points gained just adds 2 to their hit point total.

Magic-users – humans who choose to follow the path of magic, and twist the arcane energies of the universe to their will, may someday achieve that goal and become known as magic-users. Magic-users are must not wear armor (they lose their spell-casting ability whenever they are wearing armor) and are unable to use any weapons other than daggers. They can use almost all magical items, but may still not use magical armor or weapons other than magical daggers. Magic-users roll a four-sided die for hit points each level. Magic-user saving throws are as follows:

Spell or magic staff	magic wand	death ray or poison	petrifi- cation	dragon breath
15	14	13	13	16

Magic-users can cast arcane spells, as shown below:

Magic-user, level 1 1
 Magic-user, level 2 2
 Magic-user, level 3 2/1

A magic-user must be able to speak the words of arcane power and gesture with his hands in order to cast a spell, so a magic-user bound, gagged, or both is unable to cast magic. Some spells may also require substances, for example, a corresponding element must be present in order to summon an elemental. A magic-user must be able to concentrate fully on his spell in order for it to work properly, so he can not cast a spell while running or engaged in melee. Unlike clerics, a magic-user's spells are not granted to him by divine means,

instead he learns them himself and writes them down in his spell book. In order to learn a spell, the magic-user spends time studying his spell book or spell books and meditating on the words of magic written within. This takes at least one day. As soon as the spell is cast, it fades from the magic-user's mind, and he must spend more time studying before he can cast it again. Always assume that more than a day passes between one adventure and the next, so that the magic-user may enter the next dungeon with as many spells as possible prepared. A magic-user also does not necessarily get to choose which spells are in his spell book to be memorized- this is determined randomly according to this chart:

Intelligence of magic-	% chance to know any given spell	minimum/maximum spells known per level
3-4	20 %	2 3
5-7	30 %	2 4
8-9	40 %	3 5
10-12	50 %	4 6
13-14	65 %	5 8
15-16	75 %	6 10
17	85 %	7 all
18	95 %	8 all

For an example, Kelvis the apprentice is a first level magic-user who has not gone on any adventures yet. He has an intelligence score of 14. there is no way he could have learned and copied **all** the first level spells into his spell book, so he determines which ones **are** within his reach in this way: say he wants to learn the spell 'magic missile'. He rolls two ten-sided dice, assigning one to the ones column, and one to the tens column. If the total is less than 65, then he learns the spell and copies it into his spell book. Whether he fails or succeeds, he must then choose a different spell to try for. Once he has reached his maximum number of spells known, he will stop, regardless of whether he has gone through the whole list of first level spells. If he goes through the whole list without reaching his minimum number of spells known, then he goes through it again until he reaches his maximum or comes to the end of the spell list. Is he **still** has fewer spells than his minimum, then he will go through the list again, and so forth.

One way for a magic-user to stretch his number of spells per day is to write some of his spells down on scrolls. Scrolls are

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written in magic runes that fade off the page as they are read. Creating a scroll takes 100 gold pieces worth of precious metals and one week of work for each level of the spell being made into a scroll. A magic-user can only make scrolls out of spells he already has in his spell books. Reading a scroll causes the scroll's spell to take effect immediately, but does not count against a magic user's number of spells per day. Other classes cannot use scrolls, except for scrolls of 'protection' and thieves of 4th level or above.

Magic-users advance to level 2 once they have gained 2500 experience, and to level 3 once they have gained 5000 experience, total.

OPTIONAL: magic-users of level 4-9

magic-users can advance up to level 9, advancing in level each time they double their experience total.

At level 6, magic-users add 2 to all attack rolls and saving throws.

Their spell-casting ability increases as follows:

Magic-user, level 4	2/2
Magic-user, level 5	2/2/1
Magic-user, level 6	2/2/2
Magic-user, level 7	3/2/2/1
Magic-user, level 8	3/3/2/2
Magic-user, level 9	3/3/3/2/1

once a magic-user has advanced to 9th level, each 100,000 experience points gained simply adds 1 to their hit point total.

Thieves – are humans with special abilities of subterfuge and stealth. Thieves become better at their abilities as they increase in level. Thieves are not truly good, being usually neutral or evil, and chaotic thieves may be as likely to steal from their own party as from enemies. As such, thieves are usually untrusted once their class is known. Thieves can wear no armor heavier than leather armor, and cannot use shields. Thieves can, however, use all weapons, excepting magic weapons other than magic swords or daggers. Thieves' saving throws are as follows:

Spell or magic staff	magic wand	death ray	petrifi- cation	dragon breath
16	13	12	14	15

Thieves' abilities progress according to this chart:

thieves advance to level 2 once they have gained a total of 1200 experience, and to level 3 once they double this total to 2400.

OPTIONAL: thieves of level 4-9

thieves can advance to level 9, advancing in level with each doubling of their experience total.

Thieves of 4th level and above add 1 to their armor class, if their dexterity score is 13 or higher (optional)

Thieves of 4th level and above can read magic scrolls and books (they cannot actually learn the spells in the books) and can read 80 % of languages that they do not automatically know.

At 5th level, thieves add 2 to all attack rolls and saving throws.

At 9th level, they add an additional 3 to attack rolls and saving throws.

Their special abilities advance as follows:

Once the thief has reached 9th level, each 100,000 experience gained adds 1 to their hit point total.

Elves – elves can notice secret doors about one-third of the time. They have infra-red vision, like dwarves, and can see 60 feet in the dark if there is no light source nearby.

They are immune to the paralyzing touch of ghouls.

They speak the common, elvish, orcish, gnoll, and hobgoblin languages.

Elves progress as fighting-men and magic-users at the same time; each game they divide their gained experience between the two classes, so they gain the abilities of both, but progress half as fast as other characters. they can use all weapons, armor, and magical weapons (but not magical armor) and cast spells. Elves roll d6 for hit points. Elves use the magic-user saving throw table.

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OPTIONAL: elves of higher levels

Elves have a maximum level of 4 in fighting-man, and 6 in magic-user. Even once they have reached their level cap in one class, they still divide experience between the two classes (simply losing all experience given to the capped class), which can be a large disadvantage at high levels. Once they have reached their level cap in both classes, each 100,000 experience beyond that grants them +2 to their hit point total.

OPTIONAL: *dual-class halflings*

instead of advancing as fighting-men, halflings may simultaneously advance as fighting-men and thieves, in much the same way that elves advance as fighting-men and magic-users. Halflings advancing in this way use their regular saving throw table. They have both strength, and dexterity as prime requisites, and they have a level cap of 4 as a fighting-man, 6 as a thief. Beyond that, each 100,000 experience adds 2 to their hit point total.

Ask for your DM's approval before using this option.