

Microlite 20



Golden Edition

Spells

Magic attack bonus = Level + MIND bonus.
Magic defense = 10 + Level + appropriate stat bonus
(DC) to resist spells = 10 + Caster LVL+ MIND bonus
Extending - lasts twice. Spell costs an additional 2hp.
Empowering - Makes +50% damage. Spell costs an +4hp.
Widening - x2 area of effect. Spell costs an additional 6hp.

Terrains

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	x1	x½	x½
Flatlands	x1	x1	x½
Forest	x1	x1	x½
Hills	x1	x¾	x½
Jungle	x1	x¾	x½
Moor	x1	x1	x¾
Mountains	x¾	x¾	x½
Swamp	x1	x¾	x½
Tundra, frozen	x1	x¾	x¾

Distances

Personal Movement	Speed	3	4	6	8
One Round	15 ft.	20 ft.	30 ft.	40 ft.	
One Minute	150 ft.	200 ft.	300 ft.	400 ft.	
One Hour	1½ mi.	2 mi.	3 mi.	4 mi.	
One Day	12 mi.	16 mi.	24 mi.	32 mi.	

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Artisan's Tools	4	32
Pony or Warpony	3	24
Donkey or Mule	4	32
Dog, Riding		

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1	25
Keelboat (rowed)	1	10
Rowboat (rowed)	1 ½	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 ½	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Light Sources

Candle: dimly 5ft radius - 1h
Torch: 20ft clear - 40ft shadowy - 1h
Lantern: 60 ft cone clear - 120 ft cone shadowy
Oil (paint): 6h - can cover 5ft of surface (1d3 fire dmg)
 1d6 fire if splash weapon + 1 dmg 5ft radius

Encounter Reaction

1d100	Reaction
<5	Violently hostile, immediate attack or morale check
06-25	Hostile, immediate action or morale check
26-45	Uncertain, little toward negative
46-55	Neutral - uninterested - uncertain
56-75	uncertain, little toward positive
76-95	Friendly, immediate action
96>	Enthusiastic, immediate acceptance

Levels

Level	EL	XP
1st	0	0
2nd	10	2000
3rd	20	4000
4th	30	8000
5th	40	16000
6th	50	32000
7th	60	64000
8th	70	128000
9th	80	240000
10th	90	360000
11th	100	480000
12th	110	600000
13th	120	720000
14th	130	840000
15th	140	960000
16th	150	1080000
17th	160	1200000
18th	170	1320000
19th	180	1440000
20th	190	1560000

Notes about EL
 EL is equal to HD of defeated monster
 Traps and situations have a specified EL
 Add +1 for each doubling of the # of foes.
 1 foe= EL1, 2 foes= EL2, 4 foes= EL3...
RESET EL AFTER LEVELING UP

Healing, Fatigue, Death

If HP= 0, character/monster is unconscious
 further damage directly reduces STR.
 If STR reaches 0 death occurs

1 day rest: 1HP and 1STR
1 day bed rest: 3HP and STR bonus (min. 1).
1 week of bed rest: add STR
Aided by healer +1HP and +1STR per day,
 normal recover rate even when travelling
 or nonstrenuous activity
Aided by herbalist +1HP (cumulative).

Fatigued – cannot run nor charge and
 takes a -2 penalty to STR and DEX.
Exhausted - moves at half speed and
 takes a -6 penalty to Strength and Dexterity.

Spell Costs

LVL	HP/MP	LVL	HP/MP
0	1	5	11
1	3	6	13
2	5	7	15
3	7	8	17
4	9	9	19

Armours

(AC) = 10 + DEX bonus + Armour bonus.

Type Armour	Bonus	Max SPD	Penalty
light armour	+2	unaff.	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6

Armor Type	Bonus	Slash	Pierce	Bludge.	Cost
Light					
Padded armor	1	0	-2	0	2gp
Leather armor	2	0	-2	0	10gp
Studded leather	+3	+2	+1	0	25gp
Ring mail	+4	+1	+1	0	100gp

Medium					
Hide	3	0	-2	0	15gp
Scale mail	4	0	+1	0	50gp
Chain mail	+5	+2	0	-2	150gp
Brigandine	+5	+1	+1	0	200gp

Heavy					
Splint mail	+6	0	+1	+2	200gp
Banded mail	+6	+2	0	+1	250gp
Field Plate	+7	+4	+3	0	600gp
Full Plate	+8	+3	+1	0	1500gp

Type Armour	Bonus	Penalty	Cost
Buckler	+1	-1	15gp
Light wooden	+1	-1	3gp
Light steel	+1	-1	9gp
Heavy wooden	+2	-2	7gp
Heavy steel	+2	-2	20gp
Shield, tower	+4	-4	30gp

Perform an Attack

Roll D20 + AB (Attack Bonus).

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Fighters/Rogues can use DEX bonus + LVL as Melee AB using a light weapon.

Fighters/Rogues/Rangers can attack with 2 light weapons in a round with -2 penalty.

Check vs target's (AC) = 10 + DEX bonus + Armour bonus (if any)

Weapons

Light Weapons	Cost	Dmg	Range
Weapon	—	—	—
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sicule	6gp	1d6	—
Sword, short	10gp	1d6	—

One-Handed Weapons	Cost	Dmg	Range
Weapon	—	—	—
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapire	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip *	1gp	1d3	—

Two-Handed Weapons	Cost	Dmg	Range
Weapon	—	—	—
Chain, spiked *	25gp	2d4	—
Falchion	75gp	1d6	—
Flail, heavy	15gp	1d8	—
Glaive *	8gp	1d8	—
Greataxe	20gp	1d10	—
Greatclub	5gp	1d8	—
Greatsword	50gp	2d6	—
Guisarme *	9gp	2d4	—
Halberd	10gp	1d10	—
Lance *	10gp	1d8	—
Longspear *	5gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18gp	2d4	—
Spear	2gp	1d8	20ft.

*reach weapons: double the natural reach (10 feet), but not allow to attack a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons	Cost	Dmg	Range
Weapon	—	—	—
Crossbow, hand	100gp	1d4	30ft.
Crossb., heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	—	10ft.
Shortbow	30gp	1d6	60ft.
Sling	—	1d4	50ft.

Skills

Physical: strength, movement and all things related to pure physical attributes.

Subterfuge: Hide, Move Silently, Listen, Open Lock, Search and Spot.

Knowledge: evaluations, logic thinking, memorization and the use of brain in general.

Communication: communication and empathy with others, people or creatures.

Survival: tracking, setting or spotting snares, hunting, finding water/herbs, direction. Only Rangers and Druids.

Skill roll = d20 + appropriate skill rank + appropriate stat bonus + situation modifiers

Other Skills

Acrobatics – sub+DEX
Appraise – com+MIND
Arcana – know+MIND
Athletics – phys+STR
Balance – phys+DEX
Bluff – com+MIND
Boating – phys+DEX
Cartography – know+MIND
Charisma – com+MIND
Climb – phys+DEX or STR
Concentration – GM's fiat applies
Cultures – com+KNOW
Craft – know+DEX
Decipher Script – or com+MIND
Diplomacy – com+MIND
Disable Device – sub+MIND or sub+DEX
Disguise – sub+MIND
Endurance – phys+STR / surv+STR (nature)
Escape Artist – sub+DEX or sub+STR
Etiquette – com+MIND or know+MIND
First Aid – know+MIND
Fly (Riding creature) – surv+DEX
Fly (Riding object) – phys+DEX
Forgery – com+DEX
Gather Information – com+MIND
Geography – know+MIND
Handle Animal – com+MIND or +STR
Heal – know+MIND
Hide – sub+DEX
History – know+MIND
Insight – com+MIND
Intimidate – phys+STR/sub+MIND/com+STR.
Jump – phys+STR (long) / phys+DEX (high)
Knowledge – know+MIND
Languages – com+MIND
Lift – phys+STR
Listen – sub+MIND
Move Silently – sub+DEX
Nature – or surv+MIND
Notice – sub+MIND or surv+MIND (in nature)
Open Lock – sub+DEX
Perform – com+MIND, DEX, or STR
Persuasion – com+MIND
Profession – com+MIND, usually
Psychology – or com+MIND (to restore sanity)
Read lips – sub+MIND
Resist fear: Know+MIND/com+MIND/surv+MIND
Ride – com+DEX
Search – sub+MIND
Sense Motive – com+MIND
Sleight of Hand – sub+DEX
Spellcraft – MIND only or know+MIND
Spot – sub+MIND
Surveillance – sub+MIND
Survival – Know+MIND/STR or Surv+MIND/STR
Swim – phys+STR
Tumble – phys+DEX
Use magic device – know+MIND
Use rope – Phys+DEX

Difficulties

2 A Simple task
5 An Easy task
10 A normal task, an average person has a good chances
15 A hard task, requires some time and the right tools
20 A very hard task, only the skilled have a real chances
25 A heroic task, a lot of luck and skill is required
30 An epic task, only for true masters, maybe with divine help

DC Values by Character Level

Level	Easy	Mod.	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

Saves

1D20 + LVL + race/class bonus + ...

Fortitude Save (Fort): ... + STR modifier

Reflex Save (Ref): ... + DEX modifier

Willpower Save (Will): ... + CHAR (INT) mod.

Perception Check (Per): ... + MIND modifier

Opposing Checks Examples

Con someone - Mind+COM vs Mind+COM

Pretend to be someone else - Mind+SUB vs Mind+SUB

Create a false map - Mind+SUB vs Mind+SUB

Hide from someone - DEX+SUB vs Mind+SUB

Intimidate someone - PHY+COM or Mind+SUB
Mind+SUB or Mind+COM

Sneak up on someone - DEX+SUB vs Mind+SUB

Steal a coin pouch - DEX+SUB vs Mind+SUB

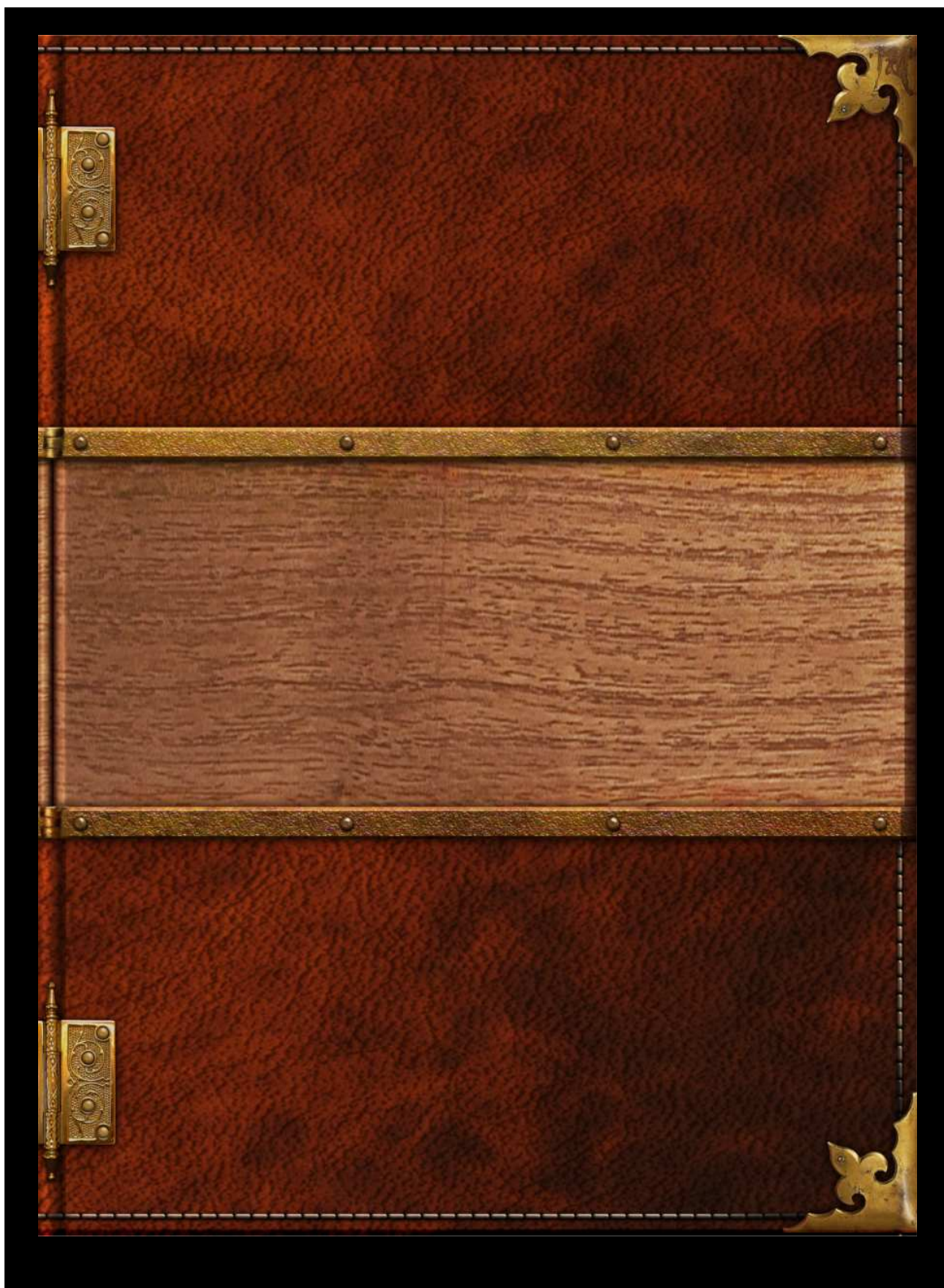
Tie a prisoner securely - DEX+SUB

Ability Modifiers

Score	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

Falling

1d6 damage per 10 feet
Phys+DEX save halves
DC = depth fallen in feet
spikes or jagged rocks:
add +1 dmg per 10' fallen
(max +10)



Taking Actions in a Round

You have 5 action points in a round to spend however you like.

Full-round actions cost 5 points.

Standard actions cost 3 points.

Move actions cost 2 points.

Free actions cost 0 points.

Withdraw (5). Move up to x2 speed without provoking an AoO.

Run* (5). Move up to x4 your speed, but lose your DEX bonus to AC.

Melee attack (3). Normal attack. Fight defensively: -4 to hit but +2 AC.

Ranged attack (3). -4 to hit if your target is engaged in melee with allies.

Unarmed attack (3). Only your opponent gets an AoO.

Full attack (5). If you have multiple attacks, use this action to use all of them.

Cast Spell (3). If damaged from the AoO, check concentration to cast. (DC15+Spell LVL)

Move (2) up to your speed. Causes AoO if you move out of a threatened area.

Crawl (2) five feet being prone.

Draw a weapon (2)

Manipulate an item (2), like open a door or pick something up.

Stand up (2)

Drop an item (0)

Drop prone (0)

Talk (0)

Move five feet (0) but only if you are not otherwise moving this round.

Delay action (5). Wait until later this round to act.

Ready action (3). Prepare an action to respond to another specific future action.

AB and Additional Attacks

Attack Bonus	Additional Atk	
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Cover/Concealment

	AC BONUS
25% cover	+2
50% cover	+4
75% cover	+7
90% cover	+10
25% concealm.	+1
50% concealm.	+2
75% concealm.	+3
90% concealm.	+4

TO HIT Modifiers

Attacker on higher ground +1
Defender invisible -4
Defender off-balance +2
Defender sleeping or held Automatic
Defender stunned or prone +4
Defender surprised +1
Missile fire, long range -5
Missile fire, medium range -2
Rear attack +2

Combat Scale

2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10

INITIATIVE Modifiers

Hasted -2
Slowed +2
On higher ground -1
Set to receive a charge -238
Wading or slippery footing +2
Wading in deep water +4
Foreign environment +6
Hindered (tangled, climbing, held) +3
Waiting for reactions +1

Combat Maneuvres and Special Attacks

Fighting with two weapons

-4 penalty to both attack rolls (-2 if one weapon is light).

Attack from behind

Attacker gets +2 to hit and no target's shield and Dexterity bonuses.

Charging an Opponent

- movement +50%, attack at the end of movement, +2 to attack. Certain weapons (such as a lance) inflict x2 dmg

- opponent +2 to initiative, if defender uses a polearm set against the charge inflicts x2 dmg,

attacker gains no Dex bonuses to AC and -1 AC.

Fleeing

The enemy is allowed a free attack (or multiple) at the rear. Can be pursued, unless a companion blocks.

Defence

Forfeit all actions, +LVL/2 AC. Warriors or similar additional +1 bonus. Not effective against rear attacks, magics or missiles.

Overwhelming

Each attacker beyond the first adds +1 to their attack rolls for each attacker before them.

Death From Massive Damage

Taking 50+ dmg at once causes death: must roll a Fort save DC 15. For every 10 dmg over 50, +2 to DC

Special Moves

Disarm, trip or other moves: attack at -8 (-4 if the weapon is designed for that purpose) against d20+opponent's to-hit bonus.

Feint

Make a SUB check vs opponent's Mind + SUB + Attack Bonus. If attacker wins, defender gets no DEX Bonus on next attack.

Grapple

Needs a melee touch attack (defender: no armor bonus in AC). # attacks = # tries. Attacker deals dmg as an unarmed strike.

Trip

Needs a melee touch attack (defender: no armor bonus in AC). Make a STR check vs defender's DEX or STR (higher one).

Defender gets +4 if has 2+ legs or more stable. A tripped character is prone.

Opportunity Attack (AoO)

If an enemy moves out of a character's threat range (actively or passively). Only one opportunity attack per round.



