

The Microlite20 RPG Collection

Spring 2010 Edition (Revised)

A **Free** Collection of Roleplaying Games based on Microlite20
including the original Microlite20, expansions, variants,
and complete games using the Microlite20 system.



The Microlite20 RPG Collection is a compilation of Microlite20 based games. This collection is made available for free and is not to be sold. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. **The author of each individual game is solely responsible for his or her work.** No editing of individual games has been done.

This is the revised Spring 2010 Edition. Check the RetroRoleplaying web site at <http://www.retroroleplaying.com/> to see if there is a later edition available.

More information on Microlite20 and many of the variants published herein can be found in the Microlite20 forum at <http://www.forum.koboldenterprise.com/>

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Introduction

What is Microlite20?

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?

So do we!! -- Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming one-shot adventures or tailoring into your own game system.

History of Microlite20

Microlite20 was designed by Robin V. Stacey (aka Greywulf) in 2006. The purpose of the rules were to strip the OGL/D20 system down to its bare minimum so that the world's most popular fantasy system could be played quickly and without thousands of pages of rules, but still be usable with all the adventures, campaign settings, and supplements that had been published for the 3.x edition of the world's most popular fantasy RPG.

Amazing, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition. Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed. Many of these are collected in this book. That's how a one page game grew to a 450 page book.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Dreibitko. Seth has big plans for the game but even without big plans, the Microlite20

community is still going strong, still producing new material and complete new games based on Microlite20.

What is in this book?

This book is a simple collection of Microlite20 PDFs combined into a single PDF file for easy downloading and printing. Most Microlite20 materials are published as individual PDF files. For the most part, this book is all these PDFs (and a few extras like this introductory material) combined into a single PDF with an open source program called PDFSAM. Some material that was never published in PDF forum has been converted from text and word files to PDF and included.

As one might expect, there isn't a lot of organization. As 90% of the material was in fixed format PDF files, that's unfortunate, but only expected. Your compiler has attempted to put the various PDFs into useful order in three sections, however.

The first section has only one set of rules: Microlite20 Purest Essence. This is Paul Lessack's beautifully laid-out version of Microlite20. It includes the basic rules and some of the expansions (e.g. equipment, spells and the full expert rules and the GM guide) included in the second section. Many people consider this best version of "core" Microlite20.

The second section includes the original Microlite20 rules, and many variant rules and expansions building upon the original rules.

The third – and largest – section includes many complete games based on Microlite20. Some of these games aren't that different from the original, while others break quite a bit of new ground. Not all of these games are fantasy, you'll find Microlite20 based science fiction games, espionage games, after the holocaust games, superhero games, and western games. Some games are quite short, others are fairly long and detailed. There's even a game, Tilehack, that uses Scrabble tiles instead of dice.

The fourth and final section has Microlite20 character sheets.

The Future of Microlite20

What does the future hold for Microlite20 gaming? I don't know for sure, but I suspect there will be many more additional rules options and complete Microlite20-based games. Microlite20 is so easy to work with that just about any GM can rework the system to make it "just perfect" for his or her favorite setting or homebrew campaign. With luck, there will be future (and even larger) edition of The Microlite20 RPG Collection – perhaps one with a Microlite20-based game you designed. Until then, there are a lot of fun games to try in this volume. Happy gaming!

Donate to the RetroRoleplaying Cancer Fund and Get some PDF Goodies

Many Microlite gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74 is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Like the digest-sized version of Microlite74 1.1, the artwork is by Håkan Ackegård. Unlike that first attempt at a digest-sized edition, the pages in this edition are numbered and there is a table of contents. This Special Edition incorporates the rules from the first supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

A copy of the Microlite75 Special Edition will also be available to donors as soon as Microlite75 is completed and a Special Edition for donors is produced. To get access to these downloads, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=5599990

For a limited time (until the final version of Microlite75 is released, probably in Summer 2010) the following additional donor benefits are available:

- *if you donate \$25 or more you will also be listed as a Bronze Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
- *if you donate \$50 or more you will also be listed as a Silver Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
- *If you donate \$100 or more you will also be listed as a Gold Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*

Donate via Paypal at this link:

https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=5599990

Section 1:

Microlite20 Purest Essence

This fancy printing of Microlite20 incorporates the basic rules, the expert rules, the compact monster and spell lists, and the GM Guide in a nicely formatted package. It's really all you need to play. If you are at all familiar the 3.x Fantasy SRD, it's probably more than enough to run a fantasy campaign as a GM. While it is not the purest form of Microlite20 (see section 2 for that), it is the "purest essence" of the Fantasy SRD.



microlite20

purest essence

*Robin V. Stacey, Darrell King
& Al Krombach*



This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play.

The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

©2008 <http://www.microlite20.net/>
Art Direction, Production & Layout: Paul Lesack

Characters

Stats

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (**STAT**-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 **MIND**

Dwarves get +2 **STR**

Halflings get +2 **DEX**

Classes

The classes are **Fighter**, **Rogue**, **Mage**, **Cleric**. Characters begin at Level 1.

Fighters

Wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues

Can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi

Wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics

Can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + **MIND** Bonus) times per day.

Skills

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication.** Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + **STR** bonus. Dodging a falling rock is Physical + **DEX** bonus. Finding a trap is Subterfuge + **MIND** bonus. Disabling a trap is Subterfuge + **DEX** bonus.

Note that there are no “saving throws” in this game; use Physical + **STR** or **DEX** bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is:

1 + double the level of the spell being cast

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This loss cannot be healed normally but is recovered after 8 hours rest. *There is no need to memorize spells in advance.*

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one ‘signature’ spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (**DC**) for all spells:

10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = **STR** Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces **STR**. If that reaches 0, death.

Roll d20 + **DEX** bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = **STR** bonus + Level

Missile attack bonus = **DEX** bonus + Level

Magic attack bonus = **MIND** bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (**AC**), it's a hit. Natural 20 is automatically a critical doing maximum damage.

2

Fighters and Rogues can use **DEX** bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add **STR** bonus to Melee damage, x2 for 2-handed weapons. Armour Class (AC) = 10 + **DEX** bonus + Armour bonus.

Other Hazards

Falling

1d6 damage per 10', half damage on Phys+DEX save.
DC=depth fallen in feet

Spikes

add +1 point to falling damage per 10' fallen, max +10

Poison

Phys+STR save to avoid or for half, depending on poison.
Effect varies with poison type.

Extreme Heat & Cold

If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds

- 1d6 to Hit Points
- 1 to all attack rolls
- 1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to **STR, DEX** or **MIND**.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

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.



Monsters

Animal (small) eg Badger

HD 1d8+2 (6 hp) AC 15 Claw +4 (1d2-1)

Ankheg

HD 3d10+12 (28 hp) AC 18 Bite +7 (2d6+7 plus 1d4 acid)

Bugbear

HD 3d8+3 (16 hp) AC 17 Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker

HD 3d8+3 (16 hp) AC 17 Tentacle +6 (1d3+3)

Deinonychous (Raptor)

HD 4d8+16 (34 hp) AC 16 Talons +6 (2d6+4)

Dire Rat

HD 1d8+1 (5 hp) AC 15 Bite +4 (1d4 plus to dodge for half)

Dwarf

HD 1d8+2 (6 hp) AC 16 Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large)

HD 8d8+32 (68 hp) AC 18 Slam +12 (2d8+7)

Elf

HD 1d8 (4 hp) AC 15 Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle

HD 4d8+19 (37 hp) AC 16 Claw +6 (1d4+2)

Goblin

HD 1d8+1 (5 hp) AC 15 Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon

HD 7d10+21 (59 hp) AC 17 Bite +11 (2d6+4)

Halfling

HD 1d8+1 (5 hp) AC 16 Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound

HD 4d8+4 (22 hp) AC 16 Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant

HD 12d8+48 (102 hp) AC 20 Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin

HD 1d8+2 (6 hp) AC 15 Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner

HD 1d8+1 (5 hp) AC 12 Dagger +1 (1d6+1) or sling +1 (1d4)

Insect (small) eg Spider

HD 1d8 (4 hp) AC 14 Bite +4 (1d4-2 plus poison)

Kobold

HD 1d8 (4 hp) AC 15 Spear +1 (1d6-1) or sling +3 (1d3)

Ogre

HD 4d8+11 (29 hp) AC 16 Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc

HD 1d8+1 (5 hp) AC 13 Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Owlbear

HD 5d10+25 (52 hp) AC 15 Claw +9 (1d6+5)

Rust Monster

HD 5d8+5 (27 hp) AC 18 Antennae touch +3 (rust)

Shadow

HD 3d12 (19 hp) AC 13 Incorporeal touch +3 (1d6 Str)

Skeleton Warrior

HD 1d12 (6 hp) AC 15 Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge

HD 1d10 (5 hp) AC 16 Touch +7 (attach)

Stone Golem

HD 14d10+30 (107 hp) AC 26 Slam +18 (2d10+9)

Troll

HD 6d8+36 (63 hp) AC 16 Claw +9 (1d6+6)

Werewolf (hybrid form)

HD 3d8+7 (20 hp) AC 16 Claw +4 (1d4+2)

Wight

HD 4d12 (26 hp) AC 15 Slam +3 (1d4+1 plus energy drain)

Wolf

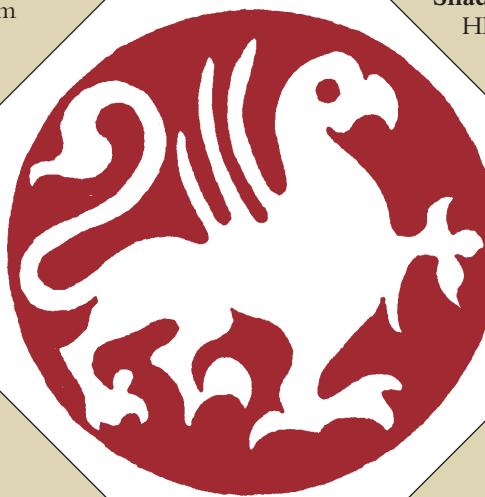
HD 2d8+4 (13 hp) AC 14 Bite +3 (1d6+1)

Wyvern

HD 7d12+14 (59 hp) AC 18 Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie

HD 2d12+3 (16 hp) AC 11 Slam +2 (1d6+1) or club +2 (1d6+1)



Skills

All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open -- if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses.

For each doubling of the Hit Dice, increase the dice size for attacks (ie, $d4 \rightarrow d6$, $d6 \rightarrow d8$, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead).

Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters

Morris, Human Rogue-1

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Short-swords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

Equipment List

Starting Wealth

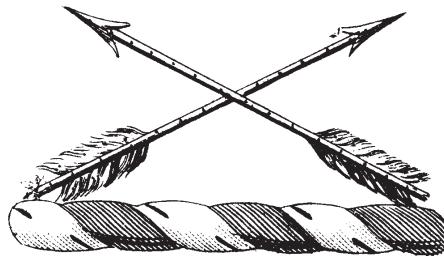
The most common coin is the *gold piece* (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment, using the price lists on the tables below.



Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Armour & Shields

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.



Two-Handed Weapons

Weapon	Cost	Damage	Range
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.

Light Weapons

Weapon	Cost	Damage	Range
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	—
Sickle	6gp	1d6	—
Sword, short	10gp	1d6	—

Armour

Armour	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4
Hide	15gp	+3
Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Ranged Weapons

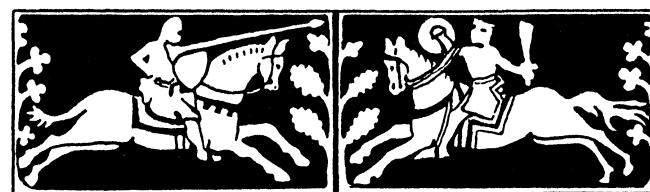
Weapon	Cost	Damage	Range
Crossbow, hand	100gp	1d4	30ft.
Crossbow, heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	—	10ft.
Shortbow	30gp	1d6	60ft.
Sling	—	1d4	50ft.

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapier	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe, dwarven	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip	1gp	1d3	—

Shields

Armour	Cost	Bonus
Buckler	15gp	+1
Shield, light wooden	3gp	+1
Shield, light steel	9gp	+1
Shield, heavy wooden	7gp	+2
Shield, heavy steel	20gp	+2
Shield, tower	30gp	+4



Adventuring Equipment

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Adventuring Gear

Acid (flask)	10gp	Antitoxin (vial)	50gp	Artisan's Tools	5gp	Backpack (empty)	2gp
Barrel (empty)	2gp	Basket (empty)	4sp	Bedroll	1sp	Bell	1gp
Blanket, winter	5sp	Block and Tackle	5gp	Bottle, wine, glass (empty)	2gp	Bucket (empty)	5sp
Caltrops	1gp	Candle	1cp	Canvas (sq. yd.)	1sp	Case, map or scroll	1gp
Chain (10 ft.)	30gp	Chalk, 1 piece	1cp	Chest (empty)	2gp	Craftsman's Tools	5gp
Crowbar	2gp	Disguise Kit	50gp	Firewood (per day)	1cp	Fishhook	1sp
Fishing net (25 sq.ft.)	4gp	Flask (empty)	3cp	Flint and Steel	1gp	Grappling Hook	1gp
Hammer	5sp	Healer's Kit	50gp	Holy Symbol, wooden	1gp	Holy Symbol, silver	25gp
Holy Water (flask)	25gp	Hourglass	25gp	Ink (1 oz.Vial)	8gp	Inkpen	1sp
Jug, clay	3cp	Ladder, 10 ft.	5cp	Lamp, common	1sp	Lantern, bullseye	12gp
Lantern, hooded	7gp	Lock, simple	20gp	Lock, average	40gp	Lock, good	80gp
Magnifying Glass	100gp	Manacles	15gp	Mirror, small steel	10gp	Mug/Tankard, clay	2cp
Musical Instrument	5gp	Oil, pint flask	1sp	Paper (sheet)	4sp	Parchment (sheet)	2sp
Pick, miner's	3gp	Pitcher, clay	2cp	Piton	1sp	Pole, 10 ft.	2sp
Pot, iron	5sp	Pouch, belt (empty)	1gp	Ram, portable	10gp	Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp	Rope, silk (50 ft.)	10gp	Sack (empty)	1sp	Sealing Wax	1gp
Sewing Needle	5sp	Signal Whistle	8sp	Signet Ring	5gp	Sledge	1gp
Soap (per lb.)	5sp	Spade or Shovel	2gp	Spell Component Pouch	5gp	Spellbook, wizard's (blank)	15gp
Spyglass	1,000gp	Tent	10gp	Thieves'Tools	30gp	Torch	1cp
Vial, ink or potion	1gp	Waterskin	1gp	Whetstone	2cp		

Fast Packs

Pack A (1-2)

Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Pack B (3-4)

Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10" Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)

Pack C (5-6)

Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days)



Clothing

Artisan's Outfit	1gp	Cleric's Vestments	5gp
Cold Weather Outfit	8gp	Courtier's Outfit	30gp
Entertainer's Outfit	3gp	Explorer's Outfit	10gp
Monk's Outfit	5gp	Noble's Outfit	75gp
Peasant's Outfit	1sp	Royal Outfit	200gp
Scholar's Outfit	5gp	Traveller's Outfit	1gp



Mounts and Related Gear

Barding, medium creature	armour price x2	Barding, large creature	armour price x4
Bit and Bridle	2gp	Dog, guard	25gp
Dog, war	75gp	Donkey or Mule	8gp
Feed (per day)	5cp	Horse, heavy	200gp
Horse, light	75gp	Pony	30gp
Saddle, military	20gp	Saddle, pack	5gp
Saddle, riding	10gp	Saddlebags	4gp
Stabling (per day)	5sp	Warhorse, heavy	400gp
Warhorse, light	150gp	Warpony	100gp



Spell Lists

0-Level Arcane Spells: Cantrips

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

Ghost Sound: Faint sounds for 1 round/level.

Light: Object shines like a torch for 10 min./level.

Mage Hand: 5-pound telekinesis. Lasts until concentration ends.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-Level Arcane Spells

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.

Mage Armor: Gives subject +4 armor bonus for 1 hour/level.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).



2nd-Level Arcane Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction for 1 min./level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-Level Arcane Spells

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Fly: Subject flies at speed of 60 ft. for 1 min./level.

Lightning Bolt: Electricity deals 1d6/level damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-Level Arcane Spells

Animate Dead: Creates level X2 HD of undead skeletons or zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.

Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.

Dimension Door: Teleports you short distance.

Polymorph: Gives one willing subject a new form for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-Level Arcane Spells

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.

Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.

Feeblemind: Subject's MIND score drops to 1.
Passwall: Creates passage through wood or stone wall for 1 hour/level.
Permanency: Makes certain spells permanent.
Teleport: Instantly transports you as far as 100 miles/level.

8th-Level Arcane Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
Disintegrate: Destroys one creature or object.
Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
True Seeing: Lets you see all things as they really are for 1 min./level.

7th-Level Arcane Spells

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
Ethereal Jaunt: You become ethereal for 1 round/level.
Finger of Death: Kills one subject.
Plane Shift: As many as eight subjects travel to another plane.
Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-Level Arcane Spells

Clone: Duplicate awakens when original dies.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
Trap the Soul: Imprisons subject within gem.

9th-Level Arcane Spells

Astral Projection: Projects you and companions onto Astral Plane.

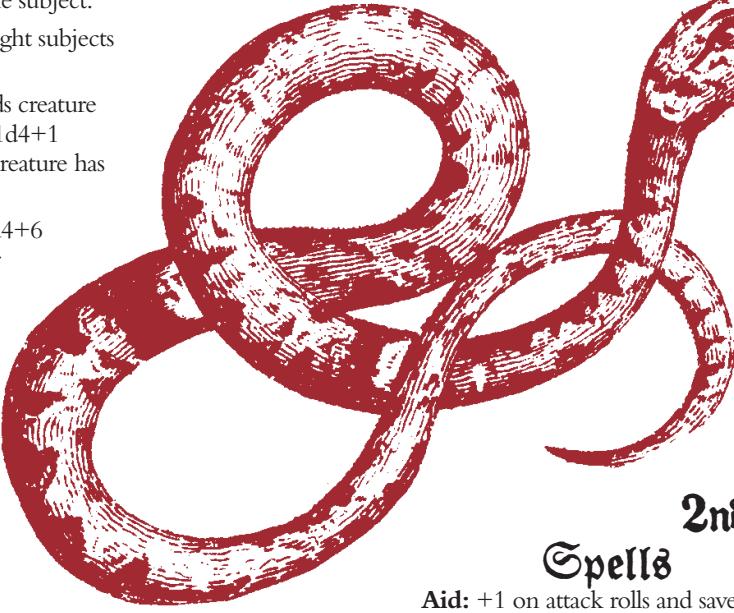
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning. Open for 1 round/level.
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Power Word Kill: Kills one creature with 100 hp or less.
Soul Bind: Traps newly dead soul to prevent resurrection.

0-Level Divine Spells: Orisons

Create Water: Creates 2 gallons/level of pure water.
Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
Light: Object shines like a torch for 10 min./level.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Resistance: Subject gains +1 on saving throws for 1 minute.
Virtue: Subject gains 1 temporary hp for 1 minute.

1st-Level Divine Spells

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.
Bless Water: Makes holy water. Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.



2nd-Level Divine Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Delay Poison: Stops poison from harming subject for 1 round.
Gentle Repose: Preserves one corpse.
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-Level Divine Spells

Create Food and Water: Feeds three humans (or one horse)/level.

- Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).
- Prayer:** Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.
- Remove Disease:** Cures all diseases affecting subject.
- Searing Light:** Ray deals 1d8/two levels damage, or 1d8/level against undead.
- Speak with Dead:** Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

- Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).
- Discern Lies:** Reveals deliberate falsehoods for 1 round/level or until concentration ends.
- Freedom of Movement:** Subject moves normally despite impediments for 10 min./level.
- Neutralize Poison:** Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
- Restoration:** Restores level and ability score drains.
- Tongues:** Speak any language for 10 min./level.

5th-Level Divine Spells

- Atonement:** Removes burden of misdeeds from subject.
- Commune:** Deity answers one yes-or-no question/level. Lasts for 1 round/level
- Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
- Flame Strike:** Smite foes with divine fire (1d6/level damage).



- Raise Dead:** Restores life to subject who died as long as one day/level ago.
- True Seeing:** Lets you see all things as they really are for 1 min./level.

6th-Level Divine Spells

- Banishment:** Banishes 2 HD/level of extraplanar creatures.
- Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for many creatures.
- Harm:** Deals 10 points/level damage to target.
- Heal:** Cures 10 points/level of damage, all diseases and mental conditions.
- Heroes' Feast:** Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
- Quest:** Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells

- Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for many creatures.
- Destruction:** Kills subject and destroys remains.
- Ethereal Jaunt:** You become ethereal for 1 round/level.
- Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
- Restoration, Greater:** As restoration, plus restores all levels and ability scores.
- Resurrection:** Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells

- Antimagic Field:** Negates magic within 10 ft. for 10 min./level.
- Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for many creatures.
- Dimensional Lock:** Teleportation and interplanar travel blocked for 1 day/level.
- Discern Location:** Reveals exact loc of creat or object.
- Fire Storm:** Deals 1d6/level fire damage.
- Holy Aura:** +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-Level Divine Spells

- Astral Projection:** Projects you and companions onto Astral Plane.
- Etherealness:** Travel to Ethereal Plane with companions for 1 min./level.
- Gate:** Connects two planes for travel or summoning. Open for 1 round/level.
- Heal, Mass:** As heal, but with several subjects.
- Implosion:** Kills one creature/round for 4 rounds or until concentration ends.
- Soul Bind:** Traps newly dead soul to prevent resurrection.



Monster List

Skills: All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, $d4$ -> $d6$, $d6$ -> $d8$, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)

Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)

Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)

Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)

Cat: HD $\frac{1}{2}$ d8 (2 hp), AC 14, Claw +4 (1d2-4)

Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)

Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)

Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)

Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)

Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)

Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)

Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)

Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)

Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)

Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)

Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)

Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)

Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)

Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)

Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)

Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)

Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)

Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)

Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)

Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)

Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)

Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)

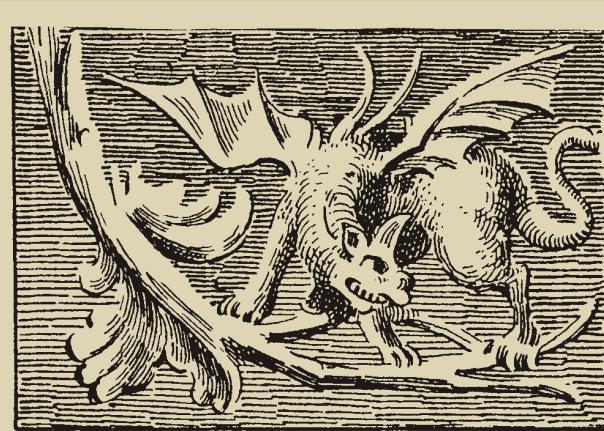
Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)

Dire Animal

Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)

Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)

Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)



Dragon

Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half

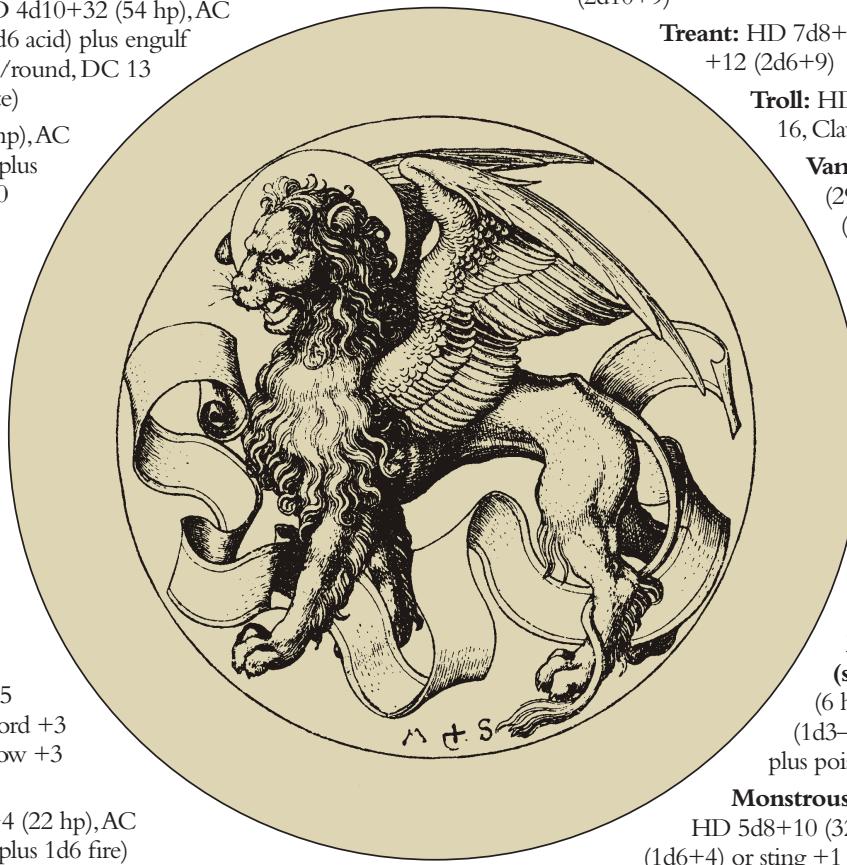
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half

Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half

Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half

Creatures

- Dwarf:** HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
- Earth Elemental (large):** HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
- Elf:** HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
- Gargoyle:** HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)
- Gelatinous Cube:** HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6+1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)
- Ghoul:** HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)
- Gnoll:** HD 2d8+2 (11 hp), AC 15, Battle-axe +3 (1d8+2) or shortbow +1 (1d6)
- Goblin:** HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)
- Griffon:** HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)
- Halfling:** HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)
- Hellhound:** HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)
- Hill Giant:** HD 12d8+48 (102 hp), AC 20, Great-club +16 (2d8+10) or rock +8 (2d6+7)
- Hobgoblin:** HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)
- Human Commoner:** HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)
- Kobold:** HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)
- Lizardfolk:** HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)
- Nymph:** HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)
- Ogre:** HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
- Orc:** HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)
- Otyugh:** HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)
- Owlbear:** HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)
- Rust Monster:** HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)



Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound: HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant: HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll: HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Vermilion

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

Werewolf

Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)

Wyvern: HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)



Expert Rules



This rule-set allows for introducing a few more options to your Microlite20 game, without necessarily increasing its complexity. Included are: a new skill, new races, new classes, and some other (hopefully) good stuff. It is not necessary to use Microlite20 Expert Rules in its entirety; DMs are encouraged to “cherry pick” those specific items applicable to their own campaign.

Races

Gnomes get +1 to DEX, +1 to MIND

Half-orcs get +4 to STR, -2 to MIND

Half-elves get +1 to DEX, and +1 to any 2 Skills

Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

Classes

Paladins

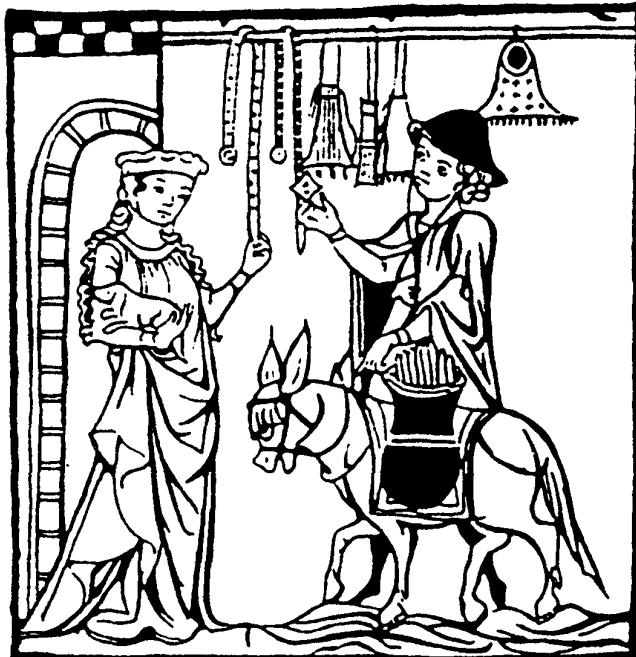
Wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can detect evil within 60' at will and can heal up to 2hp per level per day by laying on hands. A character must be of Lawful Good alignment to be a Paladin.

Rangers

Can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Illusionists

Wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX score of 13 to be Illusionists.



Druids

Wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can pass without trace at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards

Wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Skills

Microlite20 Expert Rules adds a new, 5th skill: **Survival**.

Survival is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only *Rangers* and *Druids* are specialized with this skill.

Heroism

While *Microlite20* certainly simplifies your game by declining the use of the endless array of “Feats” available in the SRD, this can sometimes decrease *Microlite20*’s intended compatibility with some d20 adventures, with respects to power level. Heroism is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.

Extending

Makes a spell last twice as long as it normally would. An Extended spell costs an additional 2hp.

Empowering

Makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4hp.

Widening

Makes a spell’s area of effect twice as big as it would normally be. A Widened spell costs an additional 6hp.

Spell Lists

0-Level Illusionist Spells

- Arcane Mark:** Inscribes a permanent personal rune (visible or invisible).
- Dancing Lights:** Creates torches or other lights for 1 minute.
- Detect Illusion:** Detects Illusions in a 60' radius for 1 minute per level.
- Ghost Sound:** Frightens sounds for 1 round/level.
- Prestidigitation:** Performs minor tricks for 1 hour.
- Read Magic:** Read Scrolls and Spellbooks for 10/min per level.

1st-Level Illusionist Spells

- Charm Person:** Makes one person your friend for 1 hour per level.
- Color Spray:** Incapacitates creatures within a 15' cone.
- Disguise Self:** Changes your appearance for 10 minutes per level.
- Hypnotism:** Fascinates 2d4 HD of creatures for 2d4 rounds.
- Silent Image:** Creates minor illusion of your design.
- Ventriloquism:** Throws voice for 1 minute per level.

2nd-Level Illusionist Spells

- Blur:** Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.
- Hideous Laughter:** Subject loses actions for 1 round/level.
- Hypnotic Pattern:** Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.
- Invisibility:** Subject is invisible for 1 minute/level or until it attacks.
- Minor Image:** As Silent Image plus some sound.
- Mirror Image:** Creates 1d4+1 decoys of caster for 1 minute per level.

3rd-Level Illusionist Spells

- Daylight:** 60' radius of daylight for 10 minute/level.
- Deep Slumber:** Puts 10HD of creatures to sleep for 1 minute per level.
- Displacement:** Attacks against the subject miss 50% of the time for 1 round/level.
- Invisibility Sphere:** Makes everyone within 10' invisible.
- Major Image:** As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th-Level Illusionist Spells

- Charm Monster:** Make one monster believe it is your ally for 1 day/level.
- Confusion:** Subjects behave oddly for 1 round/level.
- Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.
- Minor Creation:** Create one cloth or wood object.
- Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
- Rainbow Pattern:** Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th-Level Illusionist Spells

- Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
- Dominate Person:** Controls subject telepathically for 1 day/level.
- Major Creation:** As minor creation, plus stone or metal.
- Persistent Image:** As major image, but no concentration required; 1 minute/level.
- Seeming:** Changes appearance of 1 person per 2 levels for 12 hours.
- Sending:** Delivers short message anywhere, instantly.



6th-Level Illusionist Spells

- Mislead:** Turns you invisible and creates illusory double.
- Permanent Image:** Permanent illusion with sight, sound, and smell controlled by concentration.
- Programmed Image:** As major image, triggered by specific event.
- Shadow Walk:** Step into shadow and travel rapidly; 50mph for 1 hour/level.
- Suggestion, Mass:** As suggestion, plus one subject per level.
- True Seeing:** Lets you see things as they truly are.

7th-Level Illusionist Spells

- Invisibility, Mass:** As invisibility, but affects all in range.
- Phase Door:** Creates invisible passage through wood and stone.
- Power Word:** Blind: Blinds creature with 200hp or less.
- Prismatic Spray:** 60' Cone-shaped burst of rays for variety of effects:
- Project Image:** Illusory double can talk and cast spells at medium range for 1 round/level.
- Weird:** As phantasmal killer, but affects all within 30'.



0-Level Druid Spells

- Create Water:** Creates 2 gallons/level of pure water.
- Detect Magic:** Detects spells and magic items within 60' for 1 minute per level.
- Detect Poison:** Detects poison in one creature or object.
- Mending:** Makes minor repairs on an object.
- Read Magic:** Read scrolls and spellbooks.
- Resistance:** Subject gains +1 on saving throws for 1 minute.

1st-Level Druid Spells

- Entangle:** Plants entangle everyone in 40' radius for 1 minute/level.
- Faerie Fire:** Outlines subjects with light for 1 minute/level, cancels blur, invisibility, etc.
- Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
- Obscuring Mist:** Fog surrounds you, provides concealment for 1 minute/level
- Produce Flame:** 1d6 damage +1/level, touch or thrown.
- Speak with Animals:** You can communicate with animals for 1min/level.

2nd-Level Druid Spells

- Barkskin:** Grants +2 or higher bonus to AC for 10min/level.
- Gust of Wind:** Blows away or knocks down smaller creatures.
- Heat Metal:** Makes metal so hot it damages those who touch it
- Summon Swarm:** Summons swarm of bats, rats, or spiders for concentration plus 2 rounds
- Tree Shape:** You look exactly like a tree for 1hour/level.
- Warp Wood:** Bends wood within 20' radius.

3rd-Level Druid Spells

- Call Lightning:** Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.
- Protection from Energy:** Absorb 12 points/level of damage from one kind of energy for 10min/level.
- Speak with Plants:** You can talk to normal plants and plant creatures for 1min/level.
- Spike Growth:** For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.
- Stone Shape:** Sculpts stone into any shape.
- Water Breathing:** Subjects can breathe under water for 2 hours/level divided by number of subjects.

4th-Level Druid Spells

- Air Walk:** Subject treads on air for 10min/level
- Anti-Plant Shell:** Keeps animated plants at bay for 10min/level, 10' radius.
- Ice Storm:** Hail does 5d6 damage in cylinder 40' across
- Reincarnate:** Brings dead subject back in random body.
- Repel Vermin:** Insects, spiders, and other vermin stay 10' away for 10min/level.
- Spike Stones:** Creatures in area take 1d8 damage, may be slowed.



5th-Level Druid Spells

- Awaken:** Animal or Tree gains human intellect.
- Baleful Polymorph:** Transforms subject into harmless animal.
- Call Lightning Storm:** As call lightning, but does 5d6 per bolt.
- Insect Plague:** Up to 6 Locust Swarms attack creatures for 1min/level.
- Transmute Rock to Mud:** Transforms 2 10' cubes per level.
- Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th-Level Druid Spells

- Fire Seeds:** Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.
- LiveOak:** Oak becomes treant guardian.
- Move Earth:** Digs trenches and builds hills, in an area up to 750' square and 10' deep.
- Stone Tell:** Talk to natural or worked stone for 1min/lvl.
- Transport via Plants:** Move instantly from one plant to another of its type anywhere.
- Wall of Stone:** Creates a wall of stone that can be shaped.

7th-Level Druid Spells

- Changestaff:** Your staff becomes a treant on command.
- Control Weather:** Changes weather in local area.
- Earthquake:** Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.
- Finger of Death:** Kills one subject.
- Fire Storm:** Does 1d6/lvl fire damage to 2 10' cubes per level.
- Wind Walk:** You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.



Game Master's Guide



Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury).

DC lists the phys+STR check DC needed to prevent infection.

Incubation lists the time before damage begins.

Damage lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1 day, -1d8 DEX.



Extreme Heat & Cold

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Falling Damage

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

Poison

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way.

Several typical poisons are summarized below. The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury).

DC lists the phys+STR check DC needed to avoid the poison's damage.

Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours.

Price lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp. Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/- 1d2 STR, 100 gp.

Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/- 1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/- 1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has.

Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only $\frac{1}{2}$ the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it.

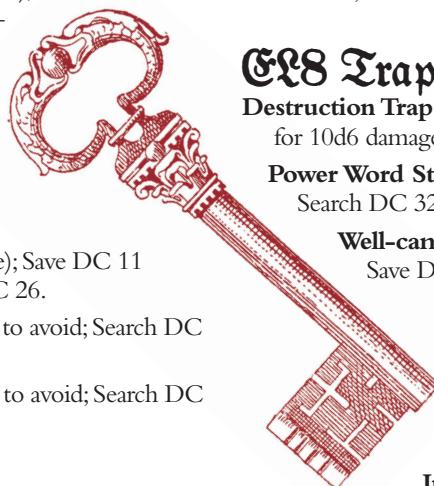
Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

Level 1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.



Level 2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for $\frac{1}{2}$ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Level 3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for $\frac{1}{2}$ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

Level 4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for $\frac{1}{2}$ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

Level 5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for $\frac{1}{2}$ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

Level 6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for $\frac{1}{2}$ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Level 7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for $\frac{1}{2}$ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

Level 8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

Level 9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for $\frac{1}{2}$ damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Level 10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



When in Doubt... Remember

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"...the 50% chance.

Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.



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Section 2:

Microlite20: Rules & Variants

This section includes the basic Microlite20 rules and many rules variants designed to work with those basic rules, although not necessarily all the variants at once. This section gives you the basic rules and many options you can use to build the light D20-based rules system you need for your campaign.

MICROLITE20

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 MIND

Dwarves get +2 STR

Halflings get +2 DEX

Classes

The classes are Fighter, Rogue, Mage, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.
Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save.
DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison.
Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection,
Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to all attack rolls

+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

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.

Monsters

Name	Hit Dice	Armour Class	Attack
Animal (small) eg Badger	HD 1d8+2 (6 hp)	AC 15	Claw +4 (1d2-1)
Ankhug	HD 3d10+12 (28 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Bugbear	HD 3d8+3 (16 hp)	AC 17	Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker	HD 3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Deinonychous (Raptor)	HD 4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Dire Rat	HD 1d8+1 (5 hp)	AC 15	Bite +4 (1d4 plus disease)
Dragon (young Red)	HD 13d12+39 (123 hp)	AC 21	Bite +20 (2d6+7) or breath 10d10 DC24 phys+DEX to dodge for half
Dwarf	HD 1d8+2 (6 hp)	AC 16	Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)	HD 8d8+32 (68 hp)	AC 18	Slam +12 (2d8+7)
Elf	HD 1d8 (4 hp)	AC 15	Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle	HD 4d8+19 (37 hp)	AC 16	Claw +6 (1d4+2)
Goblin	HD 1d8+1 (5 hp)	AC 15	Morningstar +2 (1d6) or javelin +3 (1d4)
Griffon	HD 7d10+21 (59 hp)	AC 17	Bite +11 (2d6+4)
Halfling	HD 1d8+1 (5 hp)	AC 16	Shortsword +3 (1d6) or light crossbow +3 (1d6)
Hellhound	HD 4d8+4 (22 hp)	AC 16	Bite +5 (1d8+1 plus 1d6 fire)
Hill Giant	HD 12d8+48 (102 hp)	AC 20	Greatclub +16 (2d8+10) or rock +8 (2d6+7)
Hobgoblin	HD 1d8+2 (6 hp)	AC 15	Longsword +2 (1d8+1) or javelin +2 (1d6+1)
Human Commoner	HD 1d8+1 (5 hp)	AC 12	Dagger +1 (1d6+1) or sling +1 (1d4)
Insect (small) eg Spider	HD 1d8 (4 hp)	AC 14	Bite +4 (1d4-2 plus poison)
Kobold	HD 1d8 (4 hp)	AC 15	Spear +1 (1d6-1) or sling +3 (1d3)
Ogre	HD 4d8+11 (29 hp)	AC 16	Greatclub +8 (2d8+7) or javelin +1 (1d8+5)
Orc	HD 1d8+1 (5 hp)	AC 13	Falchion +4 (2d4+4) or javelin +1 (1d6+3)
Owlbear	HD 5d10+25 (52 hp)	AC 15	Claw +9 (1d6+5)
Rust Monster	HD 5d8+5 (27 hp)	AC 18	Antennae touch +3 (rust)
Shadow	HD 3d12 (19 hp)	AC 13	Incorporeal touch +3 (1d6 Str)
Skeleton Warrior	HD 1d12 (6 hp)	AC 15	Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)
Stirge	HD 1d10 (5 hp)	AC 16	Touch +7 (attach)
Stone Golem	HD 14d10+30 (107 hp)	AC 26	Slam +18 (2d10+9)
Troll	HD 6d8+36 (63 hp)	AC 16	Claw +9 (1d6+6)
Werewolf (hybrid form)	HD 3d8+7 (20 hp)	AC 16	Claw +4 (1d4+2)
Wight	HD 4d12 (26 hp)	AC 15	Slam +3 (1d4+1 plus energy drain)
Wolf	HD 2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wyvern	HD 7d12+14 (59 hp)	AC 18	Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)
Zombie	HD 2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or club +2 (1d6+1)

Skills: All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters**Morris, Human Rogue-1**

STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Shortwords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1

STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1

STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1

STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

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GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below.

The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). **DC** lists the phys+STR check DC needed to prevent infection. **Incubation** lists the time before damage begins. **Damage** lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1 day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1 day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1 day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1 hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). **DC** lists the phys+STR check DC needed to avoid the poison's damage. **Damage** is expressed as "xdx/xdx." The first number is the *initial damage*, taken immediately upon failing the

phys+STR check against the poison. The second number is the *secondary damage*, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent. Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinris: Injury, DC 14, -1 STR/unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.

Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/-1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Sleep Poison: Injury, DC 13, unconsciousness/unconsciousness for 2d4 hours, 75 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below.

The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has. Attack shows the traps attack bonus or type of effect. Damage shows the amount and type of damage the trap deals. Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible). Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it. Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (–); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.



WHEN IN DOUBT...REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"...the 50% chance.

Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

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Microlite20 Expert Rules

This rule-set allows for introducing a few more options to your Microlite20 game, without necessarily increasing its complexity. Included are: a new skill, new races, new classes, and some other (hopefully) good stuff. It is not necessary to use **Microlite20 Expert Rules** in its entirety; DMs are encouraged to “cherry pick” those specific items applicable to their own campaign.

Requires the use of **Microlite20**.

Races

Gnomes get +1 to DEX, +1 to MIND

Half-orcs get +4 to STR, -2 to MIND

Half-elves get +1 to DEX, and +1 to any 2 Skills

Lizardmen get +2 to STR, +2 to Dex, -2 to MIND

Classes

Paladins wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on). Paladins can *detect evil* within 60' at will and can heal up to 2hp per level per day by *laying on hands*. A character must be of Lawful Good alignment to be a Paladin.

Rangers can use light or medium armor and can use shields. They are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Illusionists wear no armor. They can cast Illusionist spells and gain a +2 bonus to Communication and a +1 bonus to Subterfuge. Characters must have a minimum DEX score of 13 to be Illusionists.

Druids wear any non-metal armor or shield. They cast Druid spells and gain +2 to Knowledge and +2 to Survival. Druids are immune to the spell-like effects of woodland fey. At 3rd level a Druid can *pass without trace* at will. At 7th level a Druid can assume the form of any small or medium sized animal up to 3 times per day. A Druid heals 2hp per level when changing back into his human form.

Bards wear light armor and can use bucklers. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. A Bard can counter sound-based effects within a 30' radius. A Bard can use his song to *charm person* or *remove fear* up to 3 times (total) per day. Beginning at 6th level, a Bard casts spells as either a Druid or Illusionist (player's choice) of 5 levels lower.

Skills

Microlite20 Expert Rules adds a new, 5th skill:

Survival. **Survival** is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only Rangers and Druids are specialized with this skill.

Heroism

While Microlite20 certainly simplifies your game by declining the use of the endless array of “Feats” available in the SRD, this can sometimes decrease Microlite20’s intended compatibility with some d20 adventures, with respects to power level. **Heroism** is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Here are three ways for spell casters to add a little more variety to their repertoire. Each modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example).

Also, each requires an additional expenditure of hit points, added to the standard cost of the spell at the time it is cast.

Extending makes a spell last twice as long as it normally would. An **Extended** spell costs an additional 2hp.

Empowering makes a spell do 50% more damage than it normally would. An **Empowered** spell costs an additional 4hp.

Widening makes a spell’s area of effect twice as big as it would normally be. A **Widened** spell costs an additional 6hp.

More To Come...

Keep an eye out for the forthcoming **Microlite20 Unearthed**, which features two new races (Half-orcs and Pixies), four new classes (Cavalier, Barbarian, Monk, and Sorcerer) and more!

Microlite20 Expert Rules is by Al Krombach aka Grimstaff!

Microlite20 Illusionist Spells

0-Level Illusionist Spells

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).

Dancing Lights: Creates torches or other lights for 1 minute.

Detect Illusion: Detects Illusions in a 60' radius for 1 minute per level.

Ghost Sound: Figment sounds for 1 round/level.

Prestidigitation: Performs minor tricks for 1 hour.

Read Magic: Read Scrolls and Spellbooks for 10/min per level.

1st-Level:

Charm Person: Makes one person your friend for 1 hour per level.

Color Spray: Incapacitates creatures within a 15' cone.

Disguise Self: Changes your appearance for 10 minutes per level.

Hypnotism: Fascinates 2d4 HD of creatures for 2d4 rounds.

Silent Image: Creates minor illusion of your design.

Ventriloquism: Throws voice for 1 minute per level.

2nd-Level:

Blur: Caster gains +4 to AC, cannot be Sneak Attacked for 1 minute per level.

Hideous Laughter: Subject loses actions for 1 round/level.

Hypnotic Pattern: Fascinates 2d4+level HD of creatures for concentration plus 2 rounds.

Invisibility: Subject is invisible for 1 minute/level or until it attacks.

Minor Image: As *Silent Image* plus some sound.

Mirror Image: Creates 1d4+1 decoys of caster for 1 minute per level.

3rd Level:

Daylight: 60' radius of daylight for 10 minute/level.

Deep Slumber: Puts 10HD of creatures to sleep for 1 minute per level.

Displacement: Attacks against the subject miss 50% of the time for 1 round/level.

Invisibility Sphere: Makes everyone within 10' invisible.

Major Image: As *minor image*, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour/level or until completed.

4th Level:

Charm Monster: Make one monster believe it is your ally for 1 day/level.

Confusion: Subjects behave oddly for 1 round/level.

Invisibility, Greater: As invisibility, but subject can attack and stay invisible.

Minor Creation: Create one cloth or wood object.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern: Lights Fascinate 24HD of creatures for concentration plus 1rnd/level.

5th Level Spells

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Dominate Person: Controls subject telepathically for 1 day/level.

Major Creation: As *minor creation*, plus stone or metal.

Persistent Image: As *major image*, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

6th Level Spells

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion with sight, sound, and smell controlled by concentration.

Programmed Image: As *major image*, triggered by specific event.

Shadow Walk: Step into shadow and travel rapidly; 50mph for 1 hour/level.

Suggestion, Mass: As *suggestion*, plus one subject per level.

True Seeing: Lets you see things as they truly are.

7th Level Spells

Invisibility, Mass: As *invisibility*, but affects all in range.

Phase Door: Creates invisible passage through wood and stone.

Power Word: Blind: Blinds creature with 200hp or less.

Prismatic Spray: 60' Cone-shaped burst of rays for variety of effects:

Project Image: Illusory double can talk and cast spells at medium range for 1 round/level.

Weird: As *phantasmal killer*, but affects all within 30'.

Microlite20 Druid Spells

0-Level Druid Spells

Create Water: Creates 2 gallons/level of pure water.
Detect Magic: Detects spells and magic items within 60' for 1 minute per level.
Detect Poison: Detects poison in one creature or object.
Mending: Makes minor repairs on an object.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws for 1 minute.

1st Level Druid Spells

Entangle: Plants entangle everyone in 40' radius for 1 minute/level.
Faerie Fire: Outlines subjects with light for 1 minute/level, cancels *blur*, *invisibility*, etc.
Goodberry: 2d4 berries each cure 1 hp (max 8 hp/24 hours).
Obscuring Mist: Fog surrounds you, provides concealment for 1 minute/level
Produce Flame: 1d6 damage +1/level, touch or thrown.
Speak with Animals: You can communicate with animals for 1min/level.

2nd Level Druid Spells

Barkskin: Grants +2 or higher bonus to AC for for 10min/level.
Gust of Wind: Blows away or knocks down smaller creatures.
Heat Metal: Makes metal so hot it damages those who touch it
Summon Swarm: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds
Tree Shape: You look exactly like a tree for 1hour/level.
Warp Wood: Bends wood within 20' radius.

3rd Level Druid Spells

Call Lightning: Calls down 3d6-damage lightning bolts from the sky once per round for 1min/level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy for 10min/level.
Speak with Plants: You can talk to normal plants and plant creatures for 1min/level.
Spike Growth: For 1hr/level, creatures in area take d4 damage per 5' movement, may be slowed.
Stone Shape: Sculpts stone into any shape.
Water Breathing: Subjects can breath under water for 2hours/level divided by number of subjects.

4th Level Druid Spells

Air Walk: Subject treads on air for 10min/level

Anti-Plant Shell: Keeps animated plants at bay for 10min/level, 10' radius.

Ice Storm: Hail does 5d6 damage in cylinder 40' across

Reincarnate: Brings dead subject back in random body.

Repel Vermin: Insects, spiders, and other vermin stay 10' away for 10min/level.

Spike Stones: Creatures in area take 1d8 damage, may be slowed.

5th Level Druid Spells

Awaken: Animal or Tree gains human intellect.
Baleful Polymorph: Transforms subject into harmless animal.
Call Lightning Storm: As *call lightning*, but does 5d6 per bolt.
Insect Plague: Up to 6 Locust Swarms attack creatures for 1min/level.
Transmute Rock to Mud: Transforms 2 10' cubes per level.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

6th Level Druid Spells

Fire Seeds: Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10' radius and ignite combustibles.
LiveOak: Oak becomes Treant guardian.
Move Earth: Digs trenches and builds hills, in an area up to 750' square and 10' deep.
Stone Tell: Talk to natural or worked stone for 1min/lvl.
Transport via Plants: Move instantly from one plant to another of its type anywhere.
Wall of Stone: Creates a wall of stone that can be shaped.

7th Level Druid Spells

Changestaff: Your staff becomes a treant on command.
Control Weather: Changes weather in local area.
Earthquake: Intense tremor shakes 80' radius, collapsing ceilings, opening fissures, etc.
Finger of Death: Kills one subject.
Fire Storm: Does 1d6/lvl fire damage to 2 10' cubes per level.
Wind Walk: You and your allies turn vaporous and travel at up to 60mph for 1 hour/level.

Microlite20 Equipment List

STARTING WEALTH

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1 gp	1d6	20 ft.
Handaxe	6 gp	1d4	—
Mace, light	5 gp	1d6	—
Pick, light	4 gp	1d4	—
Sap	1 gp	1d6	—
Sickle	6 gp	1d6	—
Sword, short	10 gp	1d6	—
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	—
Club	—	1d6	10 ft.

Flail	8 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Morningstar	8 gp	1d8	—
Pick, heavy	8 gp	1d6	—
Rapier	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Shortspear	1 gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	—
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

Two-Handed Weapons

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

Ranged Weapons

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

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1,500 gp	+8

Shields

Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment

Adventuring Gear

Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	5 sp
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. Vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder, 10 ft.	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Musical Instrument	5 gp

Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

Clothing

Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts and Related Gear

Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

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Microlite20 Fast Packs

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Ye Old Fast Packs

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Backpack
Belt Pouch	Belt Pouch	Belt Pouch
Bedroll	Bedroll	Bedroll
Lantern (hooded)	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	Flint & Steel	5 Oil Flasks
Shovel	10 pieces of chalk	Flint & Steel
2 sets of Caltrops	10. Pole	50. Rope
Signal Whistle	Mirror	Grappling Hook
Waterskin	Crowbar	10. Pole
Iron Rations (4 days)	Waterskin	Waterskin
	Iron Rations (4 days)	Iron Rations (4 days)

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

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Everything you need to know about the Microlite20 Skill System....

By **greywulf**

Created **05/15/2008 - 09:29**

...but were afraid to ask.

For all it's lack of size, Microlite20 does an admirable job of allowing GMs to run pretty much any published D&D adventure on the fly without having to resort to hefty conversion tables and the like. It uses the familiar d20 mechanic and terms which mirror those of D&D. Hit points, attack rolls and damage are the same, whichever game you're playing.

But there are a few notable differences. Some systems were completely altered, with Skills list having the largest revision. I'm going to give you an insight into the hows and whys of the Microlite20 Skill system, and show you why I think it's The Best Skill System Ever.

How it works

But first, a quick recap of the Microlite20 Skills rules. Here they are in their entirety:

Quote:

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no ?saving throws? in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

One of the key differences between the d20 skill system and Microlite20 is that ***the attribute modifier can change***. That's an important distinction; it makes the Microlite20 system much more powerful and flexible. It

means that just four skills can cover the entire D&D skillset, and more. [Here's a handy list](#) [1] of the D&D skills, converted into Microlite20 terms. I had originally shied away from putting together such a list as I felt it stifled Microlite20 in the same way that the D&D skill system stifled player creativity. More on that later.

One thing that is important to emphasize is that the attribute modifier can be different for different characters, **even if they're doing the same task.**

For example, depending on the situation, Physical could be modified by the character's STR, DEX or MIND. When presented with a dungeon door that's barred from the inside, the rough-and-tough Fighter could try to charge it. That's a Phys+STR check against the toughness of the door (DC15, say). The Rogue could try to slide his sword through a crack in the door to push the bar out of the way. That would be a Phys+DEX check at DC10, and probably the best solution. On the other hand, a wily Mage would try to use leverage to lift the door from its hinges - a Phys+MIND check at DC20 - a difficult check, but far from impossible.

Each character has used the Physical skill to achieve the same end result, but approaching the task differently merits a different attribute modifier. In general, that means each character would benefit most from playing to their own strengths - a character with a high MIND stat would benefit most from using cleverness to solve a problem, whereas a high STR Fighter's best muscle is..... well, his muscle :)

Setting the DC

As in the example above, the Difficulty Class can vary depending on how the player approaches the task.

When setting the DC, I think in terms of "What would Bob do?" - Bob being my imaginary 1st level commoner with no modifiers. Bob has straight 10s for all stats and no skill bonuses. He's the unheroic man on the street, and the benchmark by which heroes are measured.

In general, I recommend using only four DCs, especially at low levels:

DC	Level
10	Easy - 50/50 chance of Bob succeeding 1st time
15	Moderate - would succeed after several attempts
20	Difficult - would succeed only with luck on his side
25	Very Difficult - Bob needs some hefty modifiers and the Gods watching over him

I never use DC 5 - if it's that easy and out of combat, keep the game flowing by having the players succeed automatically. Anything that would be DC5 is automatically at least DC10 in combat anyhow. For example, crossing a crowded tavern without spilling your drink would be a DC5 Phys+DEX check. No roll needed. Crossing the same room during a bar fight would be DC15, at least!

It helps if there's always an easy way to solve a problem as in the example of the barred door above. While each character can find at least one solution to a problem and gain the benefit of their highest attribute, there's usually a path of least resistance to be found. All the players have to do is discover it!

At higher levels, encourage the players to come up with ever more heroic (and excessive!) solutions to problems. While a barred door might be a pause for thought to 1st level characters, by 10th level it's an

excuse for light relief. Your 10th level Fighter would have a +13 Phys and most likely automatically succeed at any DC15 Phys+STR checks - so encourage them to aim for DC20, at least: "I push the door down with my index finger and a grunt."

Modifiers and more

Modifiers are the GM's Best Friend. Even a plus or minus 2 can make a world of difference, especially at lower levels. If your Halfling Rogue is trying to persuade the City Guard to let them enter the Merchant's Quarter after dark (Comm+MIND, DC15), grant them a +2 because the guard recently won at dice and is in a good mood. Alternatively, give them a **minus** 2 because he lost but drop hints as to the guard's weakness.

Modifiers can make all the difference between success and failure. If the characters need to find a path through the Lizardmen Swamps (Know+MIND, DC20) then finding an old trail map (a +4 modifier!) might just save them from becoming Hooman Stew.

Encourage the players to work for those modifiers, and reward them for clever, creative thinking. It's what the game is all about, after all.

The Four Skills

Microlite20's four skills - Physical, Subterfuge, Knowledge and Communication - can be used to adjudicate pretty much any situation the game demands. When creating Microlite20 I toyed with more skills, and less (even zero) but these four hit the sweet spot for general play. Of course, if you want more, or want to change these four, feel free!

Skills are also used to replace two of the three saving throws from D&D, with Phys+STR and Phys+DEX replacing Fort and Reflex Saves respectively. This gives Fighters their built-in boost to saves against Poison, etc, and Rogues (with their higher DEX) their improved Reflexes. It also means that the Phys skill is important to all players, regardless of class. Which leads us to.....

Why is Subterfuge so important?

This is a common question that's regularly repeated on the [ENWorld threads](#) [2], and the short answer is: it depends on your style of play.

It's true that the Subterfuge Skill covers a whole range of D&D skills, including Hide, Move Silently, Listen, Open Lock, Search and Spot. It's THE skill for Rogues, and will get regular use from all classes. That's because all of the Adventuring classes are a nasty, sneaky lot, and not to be trusted :)

If your games are revolve around Urban Adventuring or involve a lot of stealth, Subterfuge will see a lot of use. On the other hand, games involving a lot of dynamic action will more likely demand more Physical checks, and ones with lots of social interaction will require Communication. That's more of a matter of playstyle than anything.

For my money, I'd put Knowledge as a critical skill; a failed Know check at a critical moment could result in a TPK. Imagine failing a Know+MIND check and bringing the wrong magic weapons to bear against a Demon Lord.....

Fewer skills means more choice

Back in the days of Classic D&D, the players could do **anything**. With no straight-jacketed skill system to limit their choices, the players invented cool and clever solutions to problems. When faced with a 30' high statue with rubies for eyes they erected pulleys to lift and swing the rogue into place far above their heads. Try doing that in 3rd Edition D&D and the GM will be left scratching their head working out how to call for skill checks for **that**. The D&D skill system has become a list of what the characters can do, silently eliminating all other possibilities, and that's not a Good Thing.

Microlite20 is the best of both worlds; rather than provide a skills **list**, it provides a skills **framework**. This give the players room to think of solutions rather than looking down a long list of skills to see what's most applicable to the task in hand.

Here's another example: Climbing. In D&D, that's a skill modified by STR. That's good if you're a Fighter, but not so good if you're a Wizard. In Microlite20, the character could use Phys+STR ("I pull myself up"), Phys+DEX ("I nimbly climb the cliff face"), Phys+MIND ("I take my time, working out the best route and carefully testing each handhold") or even Sub+STR ("I climb, quietly"). That adds much more flavour to the game and encourages each player to find their own, unique, solution.

Using existing D&D monsters

But what happens when you're running a published adventure, or using a Monster from the Monster Manual or SRD?

Simple; use them as is. It doesn't matter that the Orc makes a Listen check to see if it detects the PCs, or if the NPC fails a Spot check. The mechanics are the same (roll d20+modifiers against a DC), and the emphasis should always be on simplicity and speed of play. There's no need to convert **any** monsters or NPCs to Microlite20 before you use them. Just roll, and have fun!

Let's recap

The Microlite20 Skill System is your friend. It's flexible, and encourages imaginative play like no other. **And** it's mostly d20 compliant too.

What's not to love?

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Links:

[1] <http://microlite20.net/node/24>

[2] <http://www.enworld.org/showthread.php?t=219419>

Microlite Monster Building

By **greywulf**

Created **05/16/2008 - 20:29**



If there's one thing that fills DMs with preparation dread, it's realizing you're going to have to Create The Monster. You've trawled through your Monster Manuals, searched the various RPG forums and cracked open your Tome of Horrors, and nothing quite matches your monster concept.

In 3rd Edition D&D, monster building is notoriously time-consuming, and even the shortcut solution of taking an existing monster and adapting it or adding class levels can easily take anything from 10 minutes to a full hour - per monster.

In comparison, Monster Building under Microlite20 is so fast, it's possible to do it ***on the fly***, right at the game table - and I'm going to show you how, using our friend the Ninja Monkey above as an example.

Let's face it - Ninja Monkeys rock. Imagine hordes of Katana wielding tiny monkeys, and you're right into Cool Critter territory. Perhaps there's a secret Monkey Ninja training school in the hills and they assassinate people for peanuts or serve a Gorilla Samurai Lord. Whatever their origin, I guarantee your gameworld will be better off with Ninja Monkeys in there, somewhere. But first, we have to build them.

In D&D, one possible way to create your Ninja Monkeys would be to take the normal Monkey stats, ***Awaken*** it by applying the Awakened template then adding Ninja class levels. Even for an experienced DM, that's at least 20 minutes work, and most GMs will struggle to complete that task in under an hour. It's not for the faint-hearted. Those 20 minutes could have been spent creating an entire Microlite20 scenario, ***including monsters***, but that's a blogpost for another day.

Here's the entire Monster-creation text for Microlite20:

Quote:

To create new monsters, assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Assign stats to suit. Equip and add abilities as required.

Let's start by setting the Hit Dice for our Ninja Monkeys. As these are tiny little monkeys, and (in my imaginary scenario) going to come up against 1st level PCs, let's give them 1HD.

Quick tip: to speed monster creation further, multiply the Hit Dice by 5 for hit points; multiply Hit Dice by 7 for Dragons and Undead

Remember that unlike Player Characters, Monsters and other NPCs **don't** add their STR total to their hit points. This is a special bonus for Real Heroes only. If you want a tougher Monster, increase their STR so they get an increase (equal to their STR bonus) to their hp per Hit Dice.

That gives the Ninja Monkeys 1HD, 5hp, +1 to hit with their Katana and +1 with all skills. As these are intelligent Ninjas (are there any other kind?), we'll allocate their +3 to Subterfuge. Let's give them STR 6, DEX 14 and MIND 12, allow them to use DEX (rather than STR) for their attack roll with their miniature Katanas, which do d6 damage. Factoring that in with the Hit Dice, we get:

Ninja Monkey, 1HD (3hp), AC12, +3 Katana (1d6-2)

Sub+4, all others @ +1

STR 6, DEX 14, MIND 12

And..... we're done. If the Ninja Monkeys have any special abilities or equipment, note them down but don't bother with setting uses/day, etc; if it's Dramatically Appropriate for a monster to use its abilities then use them. No Rules Needed! That's the Microlite20 way :)

So, to recap:

- Set the Hit Dice to get the hit points, chance to hit and skill levels
- If it's intelligent, add +3 to one skill
- Pick stats and adjust AC, hit points and damage
- Note and special abilities and equipment

If you want a more powerful Ninja Monkey (and who wouldn't?), just add Hit Dice, which increases hp, attack bonus and skills. Adjust Stats if it's logical to do so. Here's a 3HD Ninja Monkey:

Ninja Monkey, 3HD (12hp), AC12, +5 Katana (1d6-1)

Sub+6, all others @ +3

STR 8, DEX 14, MIND 12

Simple. See?

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The Microlite Campaign

By **greywulf**

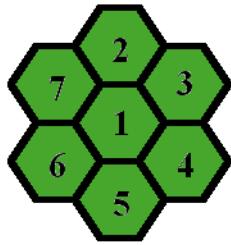
Created **06/17/2008 - 15:16**

AKA the lazy-gamer's guide to world building

Microlite is all about simplifying gaming to the point where the rules don't get in the way of the role-playing, while at the same time retaining usability from d20 adventures, supplements, etc.

From a campaign point of view, the simplest way to do this is to evolve the world as the game progresses. Plan ahead, but only as far as the next few steps - then stop.

Six sided gaming: Hex magic



One way to do this is to use a simple blank hex grid. Set the scale small - say, one hex = 3 miles - and put one adventure inside the centre hex. Populate it according to the needs of that adventure, then move on. Work around that one hex adding other adventures, all around roughly the same power level. Think about the kind of adventures you (as GM) enjoy playing, and the feel you want to impart.

By the end of this, you've got seven adventure settings and a solid core for the game world. It's likely you'll want to change something because of events in the first adventure, but that's fine. Perhaps the gamers enjoyed a section set in a forest, so you want to change one of the adjacent hexes to expand that locale. That's cool, as it means that the players are involved in the gameworld itself.

It's likely you will see links between adventures. Perhaps the Evil Bad Guy in one adventure is similar enough to one in another that the same villain could make a reprise. Interweave plot threads to make the players feel like they are a part of a larger story, and leave some hexes blank for future use. Some places - particularly cities and towns - will be reusable. Expand them as needed.

Finally, add in roads, rivers and other details.

As you progress, new ideas and a backstory will develop of its own accord. The goblin raiders in one adventure will become scouts from a distant Goblin Empire; an NPC might come from a nearby city state, and

the Wight's Barrow will be a lost reminder of a long forgotten battle.

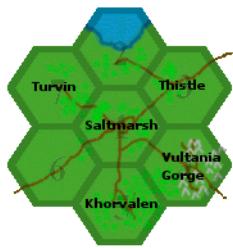
When the time is right, add more hexes and adventures. Re-visit and re-work previous locales. Perhaps that first dungeon the adventurers cleared out is now home to something more sinister, or the Elves in the Twisting Forest in hex 3 send out a call for help. Let the campaign setting evolve with the players to create a setting that feels alive.

Example

Grabbing a bunch of old **Dungeon** magazines and the hex grid above, it's time to create a new world. The game is going to start at first level, so I pull out the following adventures and drop them into the numbered hexes, making notes about the locales as I go:

- **Funeral Procession** (Dungeon 135) - Saltmarsh. Ideal for the (current) base of operations, and a likely scene of many adventures
- **Salvage Operation** (Dungeon 123) - Need coastline
- **Within the Circle** (Dungeon 130) - Thistle village, depot.
- **Home Under the Range** (Dungeon 134) - Vultania Gorge (Dwarf town), mountains
- **The Walking Dead** - An adventure of my own making. Zombie hordes wipe out a town and march toward Saltmarsh. Khorvalen town, forest.
-
- **Blindfolded Revenge** (Dungeon 132) - Turvin village

The finished layout looks something like this, perfect for a starting campaign and rife for further adventure. Extra elements can be added and changed as required, but there's enough groundwork in place to begin with.



As the adventures develop, there's room to fill in the political blanks; factions and enemies will rise from the adventures themselves rather than premeditation. With such a clean slate, it's possible to turn the game in any direction with minimal effort.

Other genres

It's a simple matter to change the grid scale to suit the genre. For a world-hopping sci-fi game, each hex could represent a star system in the best **Traveller** style. For gritty urban fantasy or a modern game, each hex could be a single district in just one city.

Source URL: <http://microlite20.net/node/74>

Mass Combat Made Easy

By **greywulf**

Created **05/19/2008 - 19:27**

Most combat is carried out one-on-one, with each set of stats (HP, AC, combat bonuses, etc) applying to a single character or creature.

It can be extended by adding in Combat Scale. This takes the basic combat mechanics and uses them to apply to anything from Tactical Units to Destroyer-Class starships.

Combat Scale is a multiplier that shows the size of the unit relative to the norm. It is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

For example, a unit of 20 Goblin warriors will have CSx5 as per the table below. The combat stats are still HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4). Against anything with the same Combat Scale (for example, a unit of 15 Elves), combat is resolved normally as if it was one goblin against one elf.

Number	Combat
in Unit	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
etc	

Combat Scale comes into play when battling against forces of a different size. It acts as a multiplier for damage taken, and also divides any damage given.

If the battle started between units of different CS, reduce the size of the Combat Scale as Hit Points are lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

If the Combat Scale becomes the same for all opponents, resolve combat normally; the playing field is now level.

Sci-Fi combat and more

The same system can be used to implement large scale science fiction battles where Combat Scale is used to reflect the widely different scale between starships.

Ship Type	Combat Scale	Example
One-man Fighter	x5	Tie Fighter, X-Wing
Starship	x10	Moya, Serenity
Cruiser	x20	Enterprise, Mecha Dropship
Destroyer	x40	Imperial Star Destroyer
etc		

For multiple ships, add the Combat Scale for the size of the ship to the CS from the number of Units. For example, 100 Fighters will be CSx13 (x5 + x8).

It's possible to use existing monster stats to create Fighters, Starships and even Destroyer-class behemoths with little difficulty. Simply select an appropriate creature from the Monster List and give it a type. Replace its ranged weapon with a suitably sci-fi sounding name (or use the RandomSciFiWeaponGenerator), and you're done.

Ship Examples

- Goblin-class Fighter: HD1d8+1 (5hp), AC15, +1 Pulse Canon (1d6), CSx5
- Troll-class Cruiser: HD6d8+36 (63hp), AC16, +9 Disruptor Beam Torpedo (1d6+6), CSx20 (includes Fast Auto-Repair system)
- Goblin-class Starship: HD1d8+1 (5hp), AC15, +1 Meson Canon (1d6), CSx10

Calculating EL

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3EL in a battle against 35 Gnolls (a 2HD creature, CSx6).

Combat Examples

Orcs vs Elves

Twenty orcs enter a forest glade where they are beset upon by 15 elven archers. As their CS is the same, it's treated as a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp. As the combat started with both opponents having the same Combat Scale, there's no change to CS and combat continues. The Orcs rally and snarl, preparing to flush out the Elves with their barbed falchions. They charge into the bushes.

The elves calmly fire another volley, hitting for more 4 more hp - more than the Orcish unit can take. Silence falls in the clearing as orcish blood soaks into the grass????

Goblins vs lone warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it's applied against his Hit Points. Similarly, any damage he does is divided by five. In the first round he hits well for 10 damage. That's divided by 5, to 2hp lost by the Goblin unit; They're down to 3hp - if they lose another hp they will drop down to CSx4 as they've lost more than half their hit points.

In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers. He takes 20hp of damage. Good luck to him!

Knights vs Red Dragon

The 500-strong Order of the Purple Flame stand ready against the Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24

The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take 1/2 damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp.

They ready their horses to charge as the Dragon lands, the thunder of 2,000 hooves causing the young Red to pause. They hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Red is down to 13hp against the small army, bleeding from the impact of many lances. It roars and lunges in anger, biting savagely. It hits easily (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp. If they fall below 7hp they will be at half their numbers and down to CSx9.

They draw their Longswords and surround the downed Dragon, though their weapons to little more than scratch the drake's hide (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost. They're down to 8hp after watching a few more of their number be gobbled up.

Their longswords bit true (18 +6 = 24 vs. AC21), for 6hp damage, CSx10 for a total of 60hp against the drake. It's down, finally, though the Knights have lost 143 (500x4/14) of their number in the battle. The commend their souls in valour.

Knights vs Gnolls

The Knights of the Purple Flame, bolstered by their successes and reinforcements decide to tackle the Gnoll threat to the South. They ride out at full strength against the 300 Gnolls of Ghakak Khan.

- 500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
- 300 Gnolls: HD2d8+2 (11hp), AC15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6), CSx9

The Knights charge the Gnolls as the Gnolls fire shortbows into their midst. The Gnolls roll well ($18+1 = 19$) for 5 damage. 9/10th of it applies, which still rounds up to 5hp. The Knights are at 9hp as riders fall from their mounts.

The next round, the Knights hit hard (roll $14+7+2$ (from the charge) = 23, easily beating AC15) for 9hp, multiplied by 10/9th for 10hp. This leaves the Gnolls with just 2hp. Just 54 Gnolls remain standing ($300 \times 11/2$). The Gnolls route and the Knights are victorious!

Fighters vs Starship

A lone Griffon-class Starship, the ?Verdant Princess? is plying the spacelanes when it is attacked by pirates. They ambush from around an asteroid, 10 Stirge-class Fighters. The captain of the Starship, an Half-elven Merchant by the name of Kithillien Mahadrascapore has little choice but to turn and fight.

- Griffon-class Starship: HD7d10+21 (59hp), AC17, +11 Beam Laser (2d6+4), CSx10
- 10 Stirge-class Fighters, HD1d10 (5hp), AC16, +7 Breach and lock-on, CSx9

Kith instructs her 5 crewmembers to prepare for boarders. Stirge-class Fighters attack by attaching to the hull of their opponent, using cutting gear to inflict a point of damage each round. When 5hp of damage is done, there's a hole large enough to allow the pirates to board.

The Striges strike first, rolling poorly ($4+7=11$ vs AC17) and Kith's maneuvering has avoided them. She replies by cutting across them with her Beam Laser, easily catching them all in the blast ($12+11=32$ vs AC16) for $11 \text{hp} \times 10/9 = 12 \text{hp}$ damage. All that remains of the tiny Fighters is space-dust and Kith breathes a sigh of relief?..

?..which stops midgasp as a Hellhound-class Starship comes around the asteroid, it's markings clearly showing it belongs to Caleb Duo?nith, famed Drow Pirate - and her half-brother.

[Combat](#)

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Source URL: <http://microlite20.net/node/45>

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+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 5x 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 15

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 bonus (+2) + armour bonus (+3 for studded leather) = 15.

Melee attack bonus is Level + STR bonus = +4.

Missile attack bonus is Level + DEX bonus = +3.

Let's consider the katana like a bastard sword. Damage is thus 1d10 + STR 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 MINDx5 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 than 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

Magic Variants

Turn Undead Alternatives

As an alternative to the rules for Turning Undead presented in the Core Rules, consider the following two variants:

(from Deimodius)

The Undead Turning: Level Check variant (UA pg67) has the cleric make a level check against each undead up to a certain HD limit, and within the 60' range. The cleric's level check (like a Wizards level check) is 1d20 + Cleric lvl + Cha mod. The DC to beat is 10 + Monster HD + Turn Resistance (if any) + Cha mod. A cleric can affect a number of HD worth of creatures = to Effective Cleric lvl x 3. Any affected creatures are "frozen in place for 1 round as if paralysed" (even creatures with immunity to paralysis). The cleric can concentrate each round to prolong the effect up to 10 rounds. If the creature is attacked or takes damage, the effect is broken and the creature can act normally on it's next turn. UA also suggests that if you use this variant, undead with turn resistance of +4 or higher should get a turn resistance increase of an extra +2.

Beating the DC by 5 or more means the cleric can choose to turn or rebuke (if evil) the undead normally (rather than just freezing them). If the creature's HD is = to 1/2 the Cleric's lvl or lower, no check is needed (it automatically succeeds), the undead is destroyed, and it still counts towards total HD worth that can be affected.

For m20, I would see it working something like this:

Turn Check = 1d20 + Clr lvl + MIND mod
DC = 10 + creature HD + Turn Resistance + MIND mod

In the interests of speeding play, the PC makes only 1 turn check roll and it is applied to all undead within range from lowest to highest HD in order until all HD that cleric can affect are used. So a lvl 1 cleric can affect a total of 3 HD worth of undead with that one check.

As above, undead with HD equal to or less than 1/2 the cleric's lvl are automatically affected and are destroyed. HD of these undead are still part of total HD that can be affected.

The cost to use this ability is a loss of HP equal to the total HD the cleric affects (or chooses to affect).

(from Darrell)

Use an m20 version of the 'Positive Energy Burst' variant from Complete Divine. When the cleric says he's going to attempt a turn, every undead critter within 30 feet must make a "Will save" (Knowledge + MIND). If the critter fails the check, he takes 1d6 points of damage per the cleric's level.

Open Ended Magic System

This Magic System is inspired by Realms of Renown and provides a completely open framework for spell-casting. It is particularly well suited for use with Ultramicrolite20.

A spellcaster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack. If this system is being used with Ultramicrolite20 then use Know+MIND bonus as Magical Attack.

The DC depends on the type of spell.

Spell type	DC
Directly damaging	Target's AC
Mind affecting, unwilling target	10+opponent's MIND bonus
Willing target/Self	0
Inanimate object	10*

*Special materials and locations may be more or less susceptible to magical manipulation.

Each spell cast (failed or otherwise) that day increases the DC by +2.

If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 point to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d6*
Range	Touch	30'
Area of effect	0	10' radius
Duration	Instant	1 round

*1 Hit in Ultramicrolite20

“Damage” could be positive energy to make it a healing spell instead recovering 1d6 damage per point. Transformation spells must exceed the hp of the target to be successful. Turning a 6hp commoner into a frog for a few rounds is simple; doing the same to a dragon is considerably more difficult, and will likely take several rounds and a lot of courage!

A spell lasts as long as the caster concentrates (performing no other action) or as long as it's stated duration.

Examples

Norris the Elder is a 5th Level Mage with MIND 16. His Magical Attack is (5+3) +8. Norris has been captured by Gnolls and wishes to teach the leader a lesson. From within his wooden cage he throws a fireball into the centre of the gnoll gathering, targeting the campfire (DC10) 20' away. He rolls 18+8 = 26. That's 4 points to put in to the fireball, so one goes into Range, two into damage and one into Area of Effect. All Gnolls within 10' of the campfire take 2d6 damage and start patting out singed fur, howling in pain. Norris chuckles.

Norris is beaten badly for this stunt and is back in the cage, down to just 3hp. He casts Heal on himself (DC0, +2 as it's his second spell that day). He rolls 10+8 = 18 which exceeds DC2 by 16 points. He allocates all four points to “damage” and heals 4d6hp. He's back to full health.

Deciding it's time to make a break for freedom, Norris tries to use magical force to break the back of the cage. The bars are strong wood (DC10+4 as this is his third spell today). Norris rolls a natural 20, then a 12 for a total of (20+12+8) 40. That gives him 5 points to play with. Wanting to do it slowly so as not to attract attention, he

puts one point into damage (1d6), 3 into rounds and the GM ok's 1 point being spent to keep everything silent. By the time the Gnolls notice the hole in the bars, Norris is long gone.

New Magic Items

While any magic item from the SRD or published adventures is usable with Microlite20, there is room for a few more which are unique to the system. These items work according to the rules given in Microlite20 and can be used in place of published treasure.

Cyrdwa's Torc

A plain silver circlet worn around the forehead. A grants +2 MIND and the ability to speak and read Elven while worn. Named after a famed Elven philosopher

Guildsmen's Gloves

These are long black gloves often worn hidden. Closely associated with a large thief's guild; if spotted being used by a non-member they will often take steps to retrieve them. They grant +2 DEX when worn.

Hill Giant Breastplate

A plain looking breastplate of dull steel, crudely shaped to look like rippling muscles. It grants the wearer the usual +5 AC, and also +2 STR. Anyone using this for a period of time begins to have strange, primitive dreams leading to a fear that it is cursed in some way.

Holy Symbols

A Cleric wielding a Holy Symbol of his faith gains a +4 bonus on checks to Turn Undead. A non-cleric can attempt to Turn Undead using the Holy Symbol. They make a single Magic Attack with a DC equal to the current Hit Points of the Undead, though do not gain the +4 bonus.

Spellstaves

A spell staff can look like any common staff, varying in size and style from a stout walking stick up to an ornate creation higher than the wielder's head. Its form is no measure of power, however, for the plainest staff often holds the most power. Spell staves come in two types - Magestaffs, and Mitres. As the name implies, a Magestaff is useful only to a Mage (it is a plain, non-magic staff in anyone else's hands), and a Mitre to a Cleric. In all other respects, their powers and method of creation are the same.

Spellstaves hold Hit Points that are usable for casting spells. These can be used in place of the caster's own Hit Points to power any spell, up to the limit of its own resources. The caster can choose at the point of casting whether to fuel the spell using her own Hit Points, or those contained in the staff.

Spellstaves are infused with power in a special ceremony involving at least three spellcasters of the same type (Magi or Clerics) whose total level is equal to the number of Hit Points to be implanted in the staff. For example, three 5th Level Magi could implant a total of 15 HP into a staff in one ceremony. All participants must be willing. The loss of Hit Points is shared evenly between the participants, and recovered after 8 hours rest, as per the rules for spellcasting.

Spellstaves can be recharged at any time, and there is no known limit to the amount of Hit Points a spellstave can store. In legend, the Godking of Rhul was said to hold a Mitre donated by a grateful populace which held over a 10,000 Hit Points of power.

If a spellstave is broken it unleashes the stored magical energy in a single powerful blast. It does 1d6 damage per 5 Hit Points stored to a range of 10' per 5 HP. It is said that Rhul was once a green and verdant land, completely unlike the blasted desert it is today. One can only theorise what became of the Godking's Mitre.

Magic Points

As an alternative to using hit points (hp) to fuel spells, give magi and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest.

Example: Max is a mage-1. He has STR 10, 16hp and 16 magic points. He casts 5 magic missiles spell. This is a level 1 spell costing $2 \times 1 + 1 = 3$ points each, for a total of 15 magic points, leaving him with one magic point.

In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Example: Having cast 5 magic missiles, Max casts another one in desperation; he needs three magic points but has only one. He can invest four hit points to make up for the lacking two magic points. He's down to 12hp and 0mp. Best of luck, Max.

Magic Item Creation

Clerics and Wizards gain the ability to make magic items at certain class levels. This translates to being able to buy these items, but at half their usual purchase price. This represents the raw materials required to make the item. Making items requires equipment (a forge, etc), the right skills and time as per the existing item creation rules. Making magic items does not cost XP.

Here's when Wizards and Clerics can make stuff:

- 1 Scroll
- 3 Potion and Wondrous Item
- 5 Wand, Arms and Armor
- 9 Rod
- 12 Staff, Ring

(Basically the same as the feat prerequisites)

Kami Magic

This is an optional magic system that can co-exist with other magic systems. This is a system for clerics, since it involves intercession with the spiritual world and constrains the kind of magic that can be worked.

Kami are spirits; virtually everything has a spirit, from the table to plants to bugs. To effect simple spell, all the cleric has to do is reach into the spirit world and pull a kami's essence into the real world. Pulling a firefly kami into the real world might effect a light spell, for example.

Design considerations:

Strength

Great flexibility for players.

Balancing Forces

The kami present and thus the spells available are determined by the current environment. No long distance magic unless delivered by a weapon. Powerful spells can require negotiation and the doing of favors.

Similarities

RuneMagic, but dependent on the environment instead of on the known runes.

The dependence on the local spirits “available” to a would-be magic user is essential. No fireflies in a hall full of dancing drunkards. No exploding sulfur kami out in the woodlands without a burning torch or campfire nearby. In a way, it could work like controlling the fire spirit in the movie Howl’s Moving Castle (2004).

For more interesting applications, the essence of a kami can be bound to physical objects such as doors, animals, or weapons. Pulling a spider kami into the real world, binding it to an arrow, and hitting a target with it will do damage as normal and effect a fear spell involving webs and bugs and many spiders crawling out of the wound, into the victim’s face, and so on.

More powerful spells require more powerful spirits, which might request the doing of a favor before effecting spells. Evil effects might require evil kami which may be interested in cheating the cleric unless successfully threatened by even bigger bullies. This is why evil kami magic usually involves something akin to selling your soul to evil demons... Enlisting the help of well-meaning kami, on the other hand, might entail some questing on their behalf.

If high-powered magic is controlled via such negotiations, it should not be necessary to take alignment into account. Any kami will serve, if either forced (if weak) or convinced (if strong).

The effect of kami magic is usually one HD affected per spell level, one die of damage done per spell level, or similar. In dire need, it should be possible to invoke stronger spells, by negotiating with stronger kami, if the current environment is appropriate.

Clerics should prepare a list of commonly used kami & their effect when used (including their signature spells!) and refer to this list for quick reference during game play.

If you’re a cleric with very high DEX, you might want to play a Kami Archer. Almost all spells will be effected by binding kami to arrows and firing them at enemies. Any spell effected by binding a kami to an arrow and shooting the arrow at a target would be considered a signature spell. The binding to the arrow itself takes a single round for simple spells, and lasts for ten rounds, unless a separate binding spell is used. Thus, up to nine arrows can be prepared with simple spells and unleashed starting in the tenth round. Kamis can also be used to increase the range of arrows, fly around curves, etc.

Microlite20 MONSTER LIST

Skills: All creatures have a bonus to all skills (Physical, Subterfuge, Knowledge and Communication) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (ie, d4->d6, d6->d8, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own: Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Animal

Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1)
Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)
Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)
Bison: HD 5d8+15 (37 hp), AC 13, Gore +8 (1d8+9)
Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3)
Cat: HD ½d8 (2 hp), AC 14, Claw +4 (1d2-4)
Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6)
Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1)
Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2)
Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4)
Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)
Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Horse (light): HD 3d8+6 (19 hp), AC 13, Hoof -2 (1d4+1)
Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3)
Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)
Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4)
Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10)
Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison)
Snake (medium viper): HD 2d8 (9 hp), AC 16, Bite +4 (1d4-1 plus poison)
Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison)
Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison)

War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)
Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)
Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)
Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2)
Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)
Ankhug
HD 3d10+12 (28 hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)
Assassin Vine
HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)
Bugbear
HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)
Choker
HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)
Cockatrice
HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)
Dinosaur
Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)
Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)
Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)
Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)
Dire Animal
Dire Bear: HD 12d8+51 (105 hp), AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5)
Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus disease)
Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)
Dragon
Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half
Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half
Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half
Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half
Dwarf
HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)
Earth Elemental (large)
HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)
Elf
HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)
Gargoyle
HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube

HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul

HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll

HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)

Goblin

HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon

HD 7d10+21 (59 hp), AC 17, Bite +11 (2d6+4)

Halfling

HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound

HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant

HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin

HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner

HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)

Kobold

HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)

Lizardfolk

HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)

Nymph

HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)

Ogre

HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc

HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Otyugh

HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)

Owlbear

HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)

Rust Monster

HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)

Shadow

HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)

Shambling Mound

HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)

Skeleton Warrior

HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge

HD 1d10 (5 hp), AC 16, Touch +7 (attach)

Stone Golem

HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)

Treant

HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)

Troll

HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)

Vampire Spawn

HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)

Vermin

Monstrous Scorpion (tiny): HD ½d8+2 (4 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD ½d8 (2 hp), AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4d8+4 (22 hp), AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +9 (2d6+6 plus poison)

Wererat

Human Form: HD 2d8+3 (12 hp), AC 15, Rapier +2 (1d6+1) or light crossbow +1 (1d8)

Dire Rat Form: HD 2d8+3 (12 hp), AC 17, Bite +6 (1d4+1 plus disease)

Hybrid Form: HD 2d8+3 (12 hp), AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8)

Werewolf

Human Form: HD 3d8+7 (20 hp), AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8)

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3)

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2)

Wight

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain)

Wraith

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate)

Wyvern

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)

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MONSTER QUICK STATISTICS

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Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4 tentacles +12 (1d6+9 and transformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19
Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. Wis); babble, madness; undead, incorporeal, +2 turn
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Med.	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Garg.	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Col.	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankhug	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 &p); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Athach	20	14d8+70	133	+1	2 huge clubs +12/+12 (2d6+4), bite +14 (2d8+4 &p), or 2 rocks +5/+5 (2d6); poison (DC22,
Azer	19	2d8+2	11	+1	warhammer +3 (1d8+1 and 1 fire), halfspear +3 (1d6+1 and 1 fire); heat; SR 13, fire subtype
Barghest	18	6d8+6	33	+6	bite +9 (1d6+3), 2 claws +4 (1d4+1); spell-like abilities, feed; damage reduction 15/+1, scent,
Barghest, Greater	20	9d8+18	58	+6	scent, alternate form
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Behir	16	9d10+45	94	+1	bite +15 (2d4+8), 6 claws +10 (1d4+4); breath (70 ft., DC19, 7d6), improved grab, swallow whole, constrict 2d8+8; electricity immunity, scent, can't be tripped
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Belker	22	7d8+7	38	+5	2 wings +9 (1d6+2), bite +4 (1d4+1), 2 claws +4 (1d3+1); smoke claws; smoke form
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bodak	15	9d12	58	+6	slam +6 (1d8+1); death gaze; DR 15/silver, fire and acid resistance 20, electricity immunity, sunlight vul., flashback
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvisn. 60 ft.
Bulette	22	9d10+45	94	+2	bite +12 (2d8+8), 2 claws +7 (2d6+4); leap; scent, tremors.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Cel., Lantern Arch.	15	1d8	4	+4	2 light rays +2 (1d6); spell abilities; DR 20/+1, cel. qualities
Cel., Hound Arch.	19	6d8+6	33	+4	bite +8 (1d8+2), 2 slams +3 (1d4+1); spell-like abilities; DR 10/+1, SR 16, celestial qualities, scent, alternate form
Cel., Avoral	21	7d8+7	38	+7	2 claws +9 (2d6+2), 2 wings +9 (2d8+2); spell-like abilities, fear aura; DR 10/+1, SR 25, celestial qualities, lay on hands, animal telepathy, true seeing
Cel., Ghaele	25	10d8+20	65	+5	+4 greatsword +21/+16 (2d6+14 & positive energy), 2 light rays +11 (2d12); spell-like abilities, spells, gaze, DR 25/+3, SR 28, celestial qualities, alternate form
Cel., Trumpet Arch	27	12d8+12	66	+7	+4 greatsword +21/+16/+11 (2d6+11); spell-like abilities, spells, trumpet; DR 10/+1, SR 29, celestial qualities

Monster	AC	HD	hp	Init	Attacks and Qualities
Cel., Astral Deva	29	12d8+48	102	+8	+3 heavy mace of disruption +21/+16/+11 (1d8+12 & stun); stun, spell-like abilities; DR 30, celestial qualities, uncanny dodge
Cel., Planetary	32	14d8+70	133	+8	+3 greatsword +23/+18/+13 (2d6+13); spell-like abilities, spells; DR 30/+3, SR 30, celestial qualities, fast healing 10
Cel., Solar	35	22d8+110	209	+9	+5 dancing vorpal grtsword +35/+30/+25/+20/15 (2d6+18), +2 mty comp. l-bow +28/+23/+18/+13/+8 (1d8+7 & slaying); spell-like abilities, spells; DR 35/+4, SR 32, celestial qualities, fast healing 15
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chaos Beast	16	8d8+8	44	+5	2 claws +10 (1d3+2 & corporeal instability); SR 15, immune to transformation, immune to critical hits
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Choker	16	3d8+3	16	+4	2 tentacles +6 (1d3+3); haste, imp. grab, constrict 1d3+3
Chuul	22	11d8+44	93	+7	2 claws +12 (2d6+5); improved grab, squeeze, paralysis (DC19); paralysis and poison immunity
Cloaker	19	6d8+18	45	+7	tail +8 (1d6+5), bite +3 (1d4+2); moan, engulf; shadow shift
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Couatl	15	9d8+18	58	+7	bite +12 (1d3+6 &p); poison (DC16, 2d4/4d4 Str), spells, psionics, constrict 2d8+6; telepathy, ethereal jaunt
Darkmantle	17	1d10+1	6	+4	slam +5 (1d4+4); drknss, imp. grab, constrict 1d4+4; blndst
Delver	14	15d8+75	142	+5	2 slams +17 (1d6+8 and 2d6 acid); acid immunity, corrosive slime, tremorsense, stone shape
Demon, Dretch	16	2d8	9	0	2 claws +3 (1d4), bite +1 (1d4); spell-like abilities, summon demon; DR 5/silver, SR 5, demon qualities
Demon, Quasit	18	3d8	13	+3	2 claws +8 (1d3-1 &p), bite +3 (1d4-1); poison (DC13, 1d4/ 2d4 Dex), spell-like abilities, DR 5/silver, SR 5, poison immunity, fire resistance 20, alternate form, regen. 2
Demon, Succubus	20	6d8+6	33	+1	2 claws +7 (1d3+1); spell-like abilities, energy drain (kiss, remove DC18), summon demon; DR 20/+2, SR 12, demon qualities, alternate form, tongues
Demon, Bebilith	25	12d8+48	102	+5	bite +19 (2d6+9 &p), 2 claws +14 (2d4+4 & armor damage); poison (DC20, 1d6/2d6 Con), web; DR 30/+3, protective aura, plane shift, scent, telepathy
Demon, Retriever	22	10d10	55	+1	4 claws +12 (2d6+7), bite +7 (1d6); eye rays +6 ranged touch, improved grab, find target; construct, fast heal. 5
Demon, Vrock	25	8d8+24	60	+2	2 claws +11 (1d8+4), bite +9 (1d6+2), 2 rakes +9 (1d4+2); spell-like abilities, spores, screech, dance of ruin, summon demon; DR 20/+2, SR 22, demon qualities
Demon, Hezrou	26	9d8+27	67	0	bite +13 (4d4+5), 2 claws +8 (1d6+2); spell-like abilities, stench (10 ft., DC17, nausea), improved grab, summon demon; DR 20/+2, SR 23, demon qualities, half damage
Demon, Glabrezu	27	10d8+40	85	0	2 pincers +15 (2d6+7), 2 claws +13 (1d3+3), bite +13 (1d4+3); spell abilities, imp. grab, summon demon; DR 20/+2, SR 21, demon qualities, detect magic, true seeing
Demon, Nalfeshne.	28	11d8+44	93	+1	bite +15 (2d4+6), 2 claws +13 (1d4+3); spell-like abilities, smite, summon demon; DR 20/+2, SR 24, demon qualities, know alignment, see invisibility
Demon, Marilith	29	9d8+45	85	+2	weapon +13/+8 (1d8+5), 5 weapons +13 (1d8+2), tail slam +11 (4d6+2); spell-like abilities, imp. grab, constrict 4d6+7, summon demon; DR 20/+2, SR 25, demon qualities
Demon, Balor	30	13d8+52	110	+5	+1 vorpal greatsword +18/+13/+8 (2d6+8), whip +17 (1d4+3 & entangle), 2 slams +19 (1d6+7 & fear); spell-like abilities, fear, entangle, body flames, summon demon; DR 30/+3, SR 28, demon qualities, death throes

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Destrachan	16	8d8+24	60	+5	2 claws +9 (1d6+4); destructive harmonics, reverberating harmonics; blindsight, protection from sonics
Devil, Lemure	13	2d8	9	0	2 claw +2 (1d3); DR 5/silver, SR 5, devil qualities, mindless
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 &p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Devil, Osyluth	17	5d8+10	32	+4	bite +9 (1d8+5), 2 claw +4 (1d4+2), sting +4 (3d4+2 &p); poison (DC14, 1d6, 2d6 Str), spell-like abilities, fear aura, summon devil; DR 10/+1, SR 22, devil qualities, know alignment
Devil, Kyton	18	8d8+8	44	+4	2 chain rakes +9 (1d8+1); dancing chains, unnerving gaze; DR 20/+2, SR 17, cold immunity, regeneration 2
Devil, Bezekira	14	7d8+21	52	+6	2 claws +12 (1d4+6), bite +7 (2d6+3); pounce, improved grab, rake 1d4+3; scent, invisible in light, SR 16, DR 20/+2, fire resistance 20
Devil, Barbazu	17	6d8+6	33	+4	glaive +8/+3 (1d10+3 & wounding), 2 claws +8 (1d4+2); beard (1d8+2 &d), disease (DC14), battle frenzy, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Erinyes	20	6d8+6	33	+1	longsword +8/+3 (1d8+3), longbow +7/+2 (1d8), rope +7 (entangle); charm person, summon devil; DR 10/+1, SR 12, devil qualities, tongues
Devil, Hamatula	22	9d8+9	49	0	2 claws +12 (2d4+3 & fear); improved grab, impale 3d4+4, summon devil; DR 10/+1, SR 23, devil qualities
Devil, Cornugon	25	11d8+33	82	+1	whip +15/+10/+5 (1d6+5 & stun), 2 claws +15 (1d4+5), bite +9 (1d4+2), tail +9 (1d3+2 and wound); spell-like abilities, fear aura, wound, summon devil; DR 20/+2, SR 24, devil qualities, regeneration 5
Devil, Gelugon	28	12d8+60	114	+1	longspear +17/+12/+7 (1d8+9), 2 claw +17 (1d8+6), bite +12 (2d4+3), tail +12 (3d4+3 & cold); spell-like abils, fear aura, summon devil; DR 20/+2, SR 25, devil qualities, regen. 5
Devil, Pit Fiend	30	13d8+65	123	+5	2 claws +19 (1d6+7), 2 wings +14 (1d4+3), bite +14 (2d6+3 &p &d), tail +14 (2d4+3); poison (DC21, 1d6 Str/death), disease (DC14), spell abil., fear, improved grab, constrict 2d4+10, sum. devil; DR 30/+3, SR 28, devil qual., regen. 5
Devourer	18	12d12	78	+4	2 claws +11 (1d6+5); energy drain (remove DC19), trap essence, spell-lk abilities; undead, spell deflection, SR 21
Digester	17	8d10+24	68	+6	rake +11 (1d8+4); acid spray (20 ft. Cone, 4d8, every 1d4 rounds); scent, acid immunity
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent
Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d); disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Con/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pnce, rake 1d6+3; scnt
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pnce, rake 2d4+4; scnt
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); imp. grab, swallow whole; keen scent
Displacer Beast	16	6d10+18	51	+2	2 tentacles +9 (1d6+4), bite +4 (1d8 +2); displacement, resistance to ranged attacks
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Black, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 2d4); blindst (30 ft.), immunities
Drag., Black, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 4d4); blindst (60 ft.), immunities
Drag., Black, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 6d4); blindst (90 ft.), immunities
Drag., Black, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 8d4), spell-like abilities; blindst (120 ft.), immunities
Drag., Black, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 10d4), spell-like abilities, spells (1st), fright (150 ft., DC19); blindst (150 ft.), DR 5/+1, immunities, SR 17
Drag., Black, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindst (180 ft.), DR 5/+1, immunities, SR 18
Drag., Black, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 14d4), spell-like abilities, spells (5th), fright (210 ft., DC23); blindst (210 ft.), DR 10/+1, immunities, SR 21
Drag., Black, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 16d4), spell-like abilities, spells (7th), fright (240 ft., DC24); blindst (240 ft.), DR 10/+1, immunities, SR 22
Drag., Black, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 18d4), spell-like abilities, spells (9th), fright (270 ft., DC27); blindst (270 ft.), DR 15/+2, immunities, SR 23
Drag., Black, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 20d4), spell-like abilities, spells (11th), fright (300 ft., DC28); blindst (300 ft.), DR 15/+2, immunities, SR 25
Drag., Black, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 22d4), spell-like abilities, spells (13th), fright (330 ft., DC31); blindst (330 ft.), DR 20/+3, immunities, SR 26
Drag., Black, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 24d4), spell-like abilities, spells (15th), charm reptiles, fright (360 ft., DC33); blindst (360 ft.), DR 20/+3, immunities, SR 28
Drag., Blue, Wlg	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (40 ft., DC14, 2d8); blindst (30 ft.), immunities
Drag., Blue, VY	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (60 ft., DC16, 4d8); blindst (60 ft.), immunities
Drag., Blue, Yng	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (60 ft., DC18, 6d8); blindst (90 ft.), immunities
Drag., Blue, Juv	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (80 ft., DC20, 8d8), spells (1st); blindst (120 ft.), immunities
Drag., Blue, YA	26	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d8), spells (3rd), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Blue, Adl	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Blue, MA	31	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d8), spell-like abilities, spells (7th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 22
Drag., Blue, Old	34	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d8), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 24

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Blue, VO	37	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d8), spell-like abilities, spells (11th), fright (270 ft., DC29); blindst (270 ft.)
Drag., Blue, Anc	38	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35 (2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d8), spell-like abilities, spells (13th), fright (300 ft., DC31); blindst (300 ft.)
Drag., Blue, Wyr	41	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39 (2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d8), spell-like abilities, spells (15th), fright (330 ft., DC33); blindst (330 ft.)
Drag., Blue, GW	44	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43 (2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d8), spell-like abilities, spells (17th), fright (360 ft., DC35); blindst (360 ft.)
Drag., Green, Wlg	15	5d12+5	37	0	bite +7 (1d6+1), 2 claws +2 (1d4); breath (20 ft., DC13, 2d6); blindst (30 ft.), immunities
Drag., Green, VY	17	8d12+16	68	0	bite +10 (1d8+2), 2 claws +5 (1d6+1), 2 wings +5 (1d4+1); breath (30 ft., DC16, 4d6); blindst (60 ft.), immunities
Drag., Green, Yng	20	11d12+22	93	0	bite +14 (1d8+3), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (30 ft., DC17, 6d6); blindst (90 ft.), immunities
Drag., Green, Juv	22	14d12+42	133	0	bite +17 (2d6+4), 2 claws +12 (1d8+2), 2 wings +12 (1d6+2), tail slap +12 (1d8+6); breath (40 ft., DC20, 8d6), spells (1st); blindst (120 ft.), immunities
Drag., Green, YA	25	17d12+68	178	0	bite +21 (2d6+5), 2 claws +16 (1d8+2), 2 wings +16 (1d6+2), tail slap +16 (1d8+7); breath (40 ft., DC22, 10d6), spells (3rd), fright (150 ft., DC20); blindst (150 ft.), DR 5/+1, immunities
Drag., Green, Adl	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 19
Drag., Green, MA	30	23d12+115	264	+4	bite +30 (2d8+9), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+13); breath (50 ft., DC26, 14d6), spell-like abilities, spells (7th), fright (210 ft., DC24); blindst (210 ft.), DR 5/+1, immunities, SR 22
Drag., Green, Old	33	26d12+156	325	+4	bite +34 (2d8+10), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+15); breath (50 ft., DC29, 16d6), spell-like abilities, spells (9th), fright (240 ft., DC27); blindst (240 ft.), DR 5/+1, immunities, SR 24
Drag., Green, VO	36	29d12+174	362	+4	bite +38 (2d8+11), 2 claws +33 (2d6+5), 2 wings +33 (1d8+5), tail slap +33 (2d6+16); breath (50 ft., DC30, 18d6), spell-like abilities, spells (11th), fright (270 ft., DC28); blindst (270 ft.)
Drag., Green, Anc	37	32d12+224	432	+4	DR 15/+2, immunities, SR 27
Drag., Green, Wyr	40	35d12+280	507	+4	DR 20/+3, immunities, SR 28
Drag., Green, GW	43	38d12+304	551	+4	DR 20/+3, immunities, SR 30
Drag., Red, Wlg	16	7d12+14	59	0	DR 10/+2, immunities, SR 29
Drag., Red, VY	18	10d12+30	95	0	DR 12/+2, immunities, SR 31
Drag., Red, Yng	21	13d12+39	123	0	DR 14/+2, immunities, SR 32

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Red, Juv	24	16d12+64	168	0	bite +24 (2d6+9), 2 claws +19 (1d8+4), 2 wings +19 (1d6+4), tail slap +19 (1d8+13); breath (0 ft., DC, d10), spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Red, YA	26	19d12+95	218	0	bite +27 (2d8+10), 2 claws +22 (2d6+5), 2 wings +22 (1d8+5), tail slap +22 (2d6+15); breath (50 ft., DC24, 10d10), spells (5th), fright (150 ft., DC21); blindst (150 ft.), fire subtype, DR 5/+1, immunities, SR 19
Drag., Red, Adl	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindst (180 ft.), fire subtype, DR 5/+1, immunities, SR 21
Drag., Red, MA	32	25d12+150	312	+4	bite +34 (2d8+11), 2 claws +29 (2d6+5), 2 wings +29 (1d8+5), tail slap +29 (2d6+16); breath (50 ft., DC28, 14d10), spells (9th), fright (210 ft., DC26); blindst (210 ft.), fire subtype, DR 10/+1, immunities, SR 23
Drag., Red, Old	33	28d12+196	378	+4	bite +36(4d6+12), 2 claws +31(2d8+6), 2 wings +31(2d6+6), tail slap +31 (2d8+18); breath (60 ft., DC31, 16d10), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 24
Drag., Red, VO	36	31d12+248	449	+4	bite +40(4d6+13), 2 claws +35(2d8+6), 2 wings +35(2d6+6), tail slap +35 (2d8+19); breath (60 ft., DC33, 18d10), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 26
Drag., Red, Anc	39	34d12+306	527	+4	bite +44(4d6+14), 2 claws +39(2d8+7), 2 wings +39(2d6+7), tail slap +39 (2d8+21); breath (60 ft., DC36, 20d10), spell-like abilities, spells (15th), fright (300 ft., Will DC 34); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Red, Wyr	42	37d12+370	610	+4	bite +48(4d6+15), 2 claws +43(2d8+7), 2 wings +43(2d6+7), tail slap +43 (2d8+22); breath (60 ft., DC38, 22d10), spell-like abilities, spells (17th), fright (330 ft., DC35); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 30
Drag., Red, GW	41	40d12+400	660	+4	bite +49(4d8+17), 2 claws +44(4d6+8), 2 wings +44(2d8+8), tail slap +44 (4d6+25); breath (70 ft., DC40, 24d10), spell-like abilities, spells (19th), fright (360 ft., DC38); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 32
Drag., White, Wlg	14	3d12+3	22	0	bite +5 (1d4), 2 claws +0 (1d3); breath (15 ft., DC12, 1d6); blindst (30 ft.), cold subtype, immunities
Drag., White, VY	16	6d12+6	45	0	bite +8 (1d6+1), 2 claws +3 (1d4); breath (20 ft., DC14, 2d6); blindst (60 ft.), cold subtype, immunities
Drag., White, Yng	18	9d12+18	76	0	bite +11 (1d8+2), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 3d6); blindst (90 ft.), cold subtype, immunities
Drag., White, Juv	21	12d12+24	102	0	bite +15 (1d8+3), 2 claws +10 (1d6+1), 2 wings +10 (1d4+1); breath (30 ft., DC18, 4d6), spell-like abilities; blindst (120 ft.), cold subtype, immunities
Drag., White, YA	23	15d12+45	142	0	bite +18 (2d6+4), 2 claws +13 (1d8+2), 2 wings +13 (1d6+2), tail slap +13 (1d8+6); breath (40 ft., DC20, 5d6), spell-like abilities, fright (150 ft., DC16); blindst (150 ft.), cold subtype, DR 5/+1, immunities, SR 16
Drag., White, Adl	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindst (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Drag., White, MA	28	21d12+105	241	+4	bite +27 (2d8+8), 2 claws +22 (2d6+4), 2 wings +22 (1d8+4), tail slap +22 (2d6+12); breath (50 ft., DC25, 7d6), spell-like abilities, spells (3rd), fright (210 ft., DC21); blindst (210 ft.), cold subtype, DR 10/+1, immunities, SR 20
Drag., White, Old	31	24d12+120	276	+4	bite +31 (2d8+9), 2 claws +26 (2d6+4), 2 wings +26 (1d8+4), tail slap +26 (2d6+13); breath (50 ft., DC27, 8d6), spell-like abilities, spells (5th), fright (240 ft., DC23); blindst (240 ft.), cold subtype, DR 10/+1, immunities, SR 21

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., White, VO	34	27d12+162	337	+4	bite +35 (2d8+10), 2 claws +30 (2d6+5), 2 wings +30(1d8+5), tail slap +30 (2d6+15); breath (50 ft., DC29, 9d6), spell-like abilities, spells (7th), fright (270 ft., DC25); blindst (270 ft.), cold subtype, DR 15/+2, immunities, SR 23
Drag., White, Anc	37	30d12+180	375	+4	bite +39 (2d8+11), 2 claws +34 (2d6+5), 2 wings +34(1d8+5), tail slap +34 (2d6+16); breath (50 ft., DC31, 10d6), spell-like abilities, spells (9th), fright (300 ft., DC27); blindst (300 ft.), cold subtype, DR 15/+2, immunities, SR 24
Drag., White, Wyr	38	33d12+231	445	+4	bite +41 (4d6+12), 2 claws +36 (2d8+6), 2 wings +36(2d6+6), tail slap +36 (2d8+18); breath (60 ft., DC33, 11d6), spell-like abilities, spells (11th), fright (330 ft., DC28); blindst (330 ft.), cold subtype, DR 20/+3, immunities, SR 25
Drag., White, GW	41	36d12+288	522	+4	bite +45 (4d6+13), 2 claws +40 (2d8+6), 2 wings +40(2d6+6), tail slap +40 (2d8+19); breath (60 ft., DC36, 12d6), spell-like abilities, spells (13th), fright (360 ft., DC32); blindst (360 ft.), cold subtype, DR 20/+3, immunities, SR 27
Drag., Brass, Wlg	15	4d12+4	30	0	bite +6 (1d4), 2 claws +1 (1d3); breath (30 ft., DC13, 1d6 or 15 ft., sleep 1d6+1), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Brass, VY	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., sleep 1d6+2), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Brass, Yng	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (60 ft., DC17, 3d6 or 30 ft., sleep 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immun.
Drag., Brass, Juv	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (60 ft., DC18, 4d6 or 30 ft., sleep 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), fire subtype, immun.
Drag., Brass, YA	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (80 ft., DC21, 5d6 or 40 ft., sleep 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC20); blindst (150 ft), fire s-type, DR 5/+1, immun., SR 18
Drag., Brass, Adl	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindst (180 ft), fire s-type, DR 5/+1, immun., SR 20
Drag., Brass, MA	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (100 ft., DC26, 7d6 or 50 ft., sleep 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC24); blindst (210 ft), fire subtype, DR 10/+1, immunities, SR 22
Drag., Brass, Old	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (100 ft., DC27, 8d6 or 50 ft., sleep 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC25); blindst (240 ft), fire subtype, DR 10/+1, immunities, SR 24
Drag., Brass, VO	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (100 ft., DC30, 9d6 or 50 ft., sleep 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC28); blindst (270 ft), fire subtype, DR 15/+2, immunities, SR 25
Drag., Brass, Anc	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (100 ft., DC31, 10d6 or 50 ft., sleep 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC29); blindst (300 ft), fire subtype, DR 15/+2, immunities, SR 27
Drag., Brass, Wyr	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37 (2d6+6), tail slap +37 (2d8+18); breath (120 ft., DC34, 11d6 or 60 ft., sleep 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC32); blindst (330 ft), fire subtype, DR 20/+3, immunities, SR 28

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Brass, GW	42	37d12+296	536	+4	bite +46 (4d6+13), 2 claws +41 (2d8+6), 2 wings +41 (2d6+6), tail slap +41 (2d8+19); breath (120 ft., DC36, 12d6 or 60 ft., sleep 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC33); blindst (360 ft), fire subtype, DR 20/+3, immunities, SR 30
Drag., Bronze, Wlg	15	6d12+6	45	0	bite +7 (1d6), 2 claws +2 (1d4); breath (40 ft., DC14, 2d6 or 20 ft., repulsed 1d6+1), spell-like abilities; blindst (30 ft.), immunities
Drag., Bronze, VY	17	9d12+18	76	0	bite +10 (1d8+1), 2 claws +5 (1d6), 2 wings +5 (1d4); breath (60 ft., DC16, 4d6 or 0 ft., repulsed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Bronze, Yng	20	12d12+24	102	0	bite +14 (1d8+2), 2 claws +9 (1d6+1), 2 wings +9 (1d4+1); breath (60 ft., DC18, 6d6 or 30 ft., repulsed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Bronze, Juv	22	15d12+45	142	0	bite +17 (2d6+3), 2 claws +12 (1d8+1), 2 wings +12 (1d6+1), tail slap +12 (1d8+4); breath (80 ft., DC20, 8d6 or 40 ft., repulsed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Bronze, YA	25	18d12+72	189	0	bite +22 (2d6+5), 2 claws +17 (1d8+2), 2 wings +17 (1d6+2), tail slap +17 (1d8+7); breath (80 ft., DC23, 10d6 or 40 ft., repulsed 1d6+5), spell-like abilities, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Bronze, Adl	27	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d6 or 50 ft., repulsed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC25); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Bronze, MA	30	24d12+120	276	+4	bite +30 (2d8+8), 2 claws +25 (2d6+4), 2 wings +25 (1d8+4), tail slap +25 (2d6+12); breath (100 ft., DC27, 14d6 or 50 ft., repulsed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Bronze, Old	33	27d12+162	337	+4	bite +34 (2d8+9), 2 claws +29 (2d6+4), 2 wings +29 (1d8+4), tail slap +29 (2d6+13); breath (100 ft., DC29, 16d6 or 50 ft., repulsed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC29); blindst (240 ft.), DR 10/+1, immuni., SR 25
Drag., Bronze, VO	36	30d12+180	375	+4	bite +38 (2d8+10), 2 claws +33 (2d6+5), 2 wings +33(1d8+5), tail slap +33 (2d6+15); breath (100 ft., DC31, 18d6 or 50 ft., repulsed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC31); blindst (270 ft), DR 15/+2, immun., SR 26
Drag., Bronze, Anc	37	33d12+231	445	+4	bite +40 (4d6+11), 2 claws +35 (2d8+5), 2 wings +35(2d6+5), tail slap +35 (2d8+16); breath (120 ft., DC33, 20d6 or 60 ft., repulsed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC33); blindst (300 ft), DR 15/+2, immun., SR 28
Drag., Bronze, Wyr	40	36d12+288	522	+4	bite +44 (4d6+12), 2 claws +39 (2d8+6), 2 wings +39(2d6+6), tail slap +39 (2d8+18); breath (120 ft., DC36, 22d6 or 60 ft., repulsed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC36); blindst (330 ft), DR 20/+3, immun., SR 29
Drag., Bronze, GW	43	39d12+312	565	+4	bite +48 (4d6+13), 2 claws +43 (2d8+6), 2 wings +43(2d6+6), tail slap +43 (2d8+19); breath (120 ft., DC37, 24d6 or 60 ft., repulsed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC37); blindst (360 ft), DR 20/+3, immun., SR 31
Drag., Copper, Wlg	16	5d12+5	37	0	bite +7 (1d4), 2 claws +2 (1d3); breath (30 ft., DC13, 2d4 or 15 ft., slowed 1d6+1); blindst (30 ft.), immunities
Drag., Copper, VY	18	8d12+8	60	0	bite +10 (1d6+1), 2 claws +5 (1d4); breath (40 ft., DC15, 4d4 or 20 ft., slowed 1d6+2); blindst (60 ft.), immunities
Drag., Copper, Yng	20	11d12+22	93	0	bite +13 (1d8+2), 2 claws +8 (1d6+1), 2 wings +8 (1d4+1); breath (60 ft., DC17, 6d4 or 30 ft., slowed 1d6+3), spells (1st); blindst (90 ft.), immunities
Drag., Copper, Juv	23	14d12+28	119	0	bite +17 (1d8+3), 2 claws +12 (1d6+1), 2 wings +12 (1d4+1); breath (60 ft., DC19, 8d4 or 30 ft., slowed 1d6+4), spells (3rd); blindst (120 ft.), immunities

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Copper, YA	25	17d12+51	161	0	bite +20 (2d6+4), 2 claws +15 (1d8+2), 2 wings +15 (1d6+2), tail slap +15 (1d8+6); breath (80 ft., DC21, 10d4 or 40 ft., slowed 1d6+5), spells (5th), fright (150 ft., DC21); blindst (150 ft.), DR 5/+1, immunities, SR 19
Drag., Copper, Adl	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindst (180 ft.), DR 5/+1, immunities, SR 21
Drag., Copper, MA	30	23d12+115	264	+4	bite +29 (2d8+8), 2 claws +24 (2d6+4), 2 wings +24 (1d8+4), tail slap +24 (2d6+12); breath (100 ft., DC26, 14d4 or 50 ft., slowed 1d6+7), spell-like abilities, spells (9th), fright (210 ft., DC25); blindst (210 ft.), DR 10/+1, immunities, SR 23
Drag., Copper, Old	33	26d12+130	299	+4	bite +33 (2d8+9), 2 claws +28 (2d6+4), 2 wings +28 (1d8+4), tail slap +28 (2d6+13); breath (100 ft., DC28, 16d4 or 50 ft., slowed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC27); blindst (240 ft.), DR 10/+1, immunities, SR 25
Drag., Copper, VO	36	29d12+174	362	+4	bite +37 (2d8+10), 2 claws +32 (2d6+5), 2 wings +32 (1d8+5), tail slap +32 (2d6+15); breath (100 ft., DC30, 18d4 or 50 ft., slowed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC29); blindst (270 ft.), DR 15/+2, immunities, SR 26
Drag., Copper, Anc	39	32d12+192	400	+4	bite +41 (2d8+11), 2 claws +36 (2d6+5), 2 wings +36 (1d8+5), tail slap +36 (2d6+16); breath (100 ft., DC32, 20d4 or 50 ft., slowed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC31); blindst (300 ft.), DR 15/+2, immunities, SR 28
Drag., Copper, Wyr	40	35d12+245	472	+4	bite +43 (4d6+12), 2 claws +38 (2d8+6), 2 wings +38 (2d6+6), tail slap +38 (2d8+18); breath (120 ft., DC34, 22d4 or 60 ft., slowed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DC33); blindst (330 ft.), DR 20/+3, immunities, SR 29
Drag., Copper, GW	43	38d12+304	551	+4	bite +47 (4d6+13), 2 claws +42 (2d8+6), 2 wings +42 (2d6+6), tail slap +42 (2d8+19); breath (120 ft., DC37, 24d4 or 60 ft., slowed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DC35); blindst (360 ft.), DR 20/+3, immunities, SR 31
Drag., Gold, Wlg	17	8d12+16	68	0	bite +11 (1d8+3), 2 claws +6 (1d6+1), 2 wings +6 (1d4+1); breath (30 ft., DC16, 2d10 or 1 Str), spell-like abilities; blindst (30 ft.), fire subtype, immunities
Drag., Gold, VY	19	11d12+33	104	0	bite +15 (2d6+5), 2 claws +10 (1d8+2), 2 wings +10 (1d6+2), tail slap +10 (1d8+7); breath (40 ft., DC18, 4d10 or 2 Str), spell-like abilities; blindst (60 ft.), fire subtype, immunities
Drag., Gold, Yng	22	14d12+42	133	0	bite +20 (2d6+7), 2 claws +15 (1d8+3), 2 wings +15 (1d6+3), tail slap +15 (1d8+10); breath (40 ft., DC20, 6d10 or 3 Str), spell-like abilities, spells (1st); blindst (90 ft.), fire subtype, immunities
Drag., Gold, Juv	25	17d12+68	178	0	bite +25 (2d6+9), 2 claws +20 (1d8+4), 2 wings +20 (1d6+4), tail slap +20 (1d8+13); breath (40 ft., DC22, 8d10 or 4 Str), spell-like abilities, spells (3rd); blindst (120 ft.), fire subtype, immunities
Drag., Gold, YA	27	20d12+100	230	+4	bite +28 (2d8+10), 2 claws +23 (2d6+5), 2 wings +23 (1d8+5), tail slap +23 (2d6+15); breath (50 ft., DC25, 10d10 or 5 Str), spell-like abilities, spells (5th), fright (150 ft., DC24); blindst (150 ft.), DR 5/+1, immunities, SR 21
Drag., Gold, Adl	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27 (1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindst (180 ft.), DR 5/+1, immunities, SR 23
Drag., Gold, MA	33	26d12+156	325	+4	bite +36 (2d8+12), 2 claws +31 (2d6+6), 2 wings +31 (1d8+6), tail slap +31 (2d6+18); breath (50 ft., DC29, 14d10 or 7 Str), spell-like abilities, spells (9th), fright (210 ft., DC28); blindst (210 ft.), DR 10/+1, immunities, SR 25

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Gold, Old	34	29d12+203	391	+4	bite +39 (4d6+14), 2 claws +34 (2d8+7), 2 wings +34(2d6+7), tail slap +34 (2d8+21); breath (60 ft., DC31, 16d10 or 8 Str), spell-like abilities, spells (11th), fright (240 ft., DC31); blindst (240 ft.), fire subtype, DR 10/+1, immunities, SR 27
Drag., Gold, VO	37	32d12+256	464	+4	bite +43 (4d6+15), 2 claws +38 (2d8+7), 2 wings +38(2d6+7), tail slap +38 (2d8+22); breath (60 ft., DC34, 18d10 or 9 Str), spell-like abilities, spells (13th), fright (270 ft., DC34); blindst (270 ft.), fire subtype, DR 15/+2, immunities, SR 28
Drag., Gold, Anc	40	35d12+315	542	+4	bite +47 (4d6+16), 2 claws +42 (2d8+8), 2 wings +42(2d6+8), tail slap +42 (2d8+24); breath (60 ft., DC36, 20d10 or 10 Str), spell-like abilities, spells (15th), fright (300 ft., DC36); blindst (300 ft.), fire subtype, DR 15/+2, immunities, SR 30
Drag., Gold, Wyr	39	38d12+380	627	+4	bite +47 (4d8+17), 2 claws +42 (4d6+8), 2 wings +42(2d8+8), tail slap +42 (4d6+25); breath (70 ft., DC39, 22d10 or 11 Str), spell-like abilities, spells (17th), fright (330 ft., DC39); blindst (330 ft.), fire subtype, DR 20/+3, immunities, SR 31
Drag., Gold, GW	42	41d12+451	717	+4	bite +51 (4d8+18), 2 claws +46 (4d6+9), 2 wings +46(2d8+9), tail slap +46 (4d6+27); breath (70 ft., DC41, 24d10 or 12 Str), spell-like abilities, spells (19th), fright (360 ft., DC41); blindst (360 ft.), fire subtype, DR 20/+3, immunities, SR 33
Drag., Silver, Wlg	17	7d12+7	52	0	bite +9 (1d6+1), 2 claws +4 (1d4); breath (20 ft., DC14, 2d8 or paralyzed 1d6+1), spell-like abils; blindst (30 ft.), immun.
Drag., Silver, VY	19	10d12+20	85	0	bite +12 (1d8+2), 2 claws +7 (1d6+1), 2 wings +7 (1d4+1); breath (30 ft., DC17, 4d8 or paralyzed 1d6+2), spell-like abilities; blindst (60 ft.), immunities
Drag., Silver, Yng	22	13d12+26	110	0	bite +16 (1d8+3), 2 claws +11 (1d6+1), 2 wings +11 (1d4+1); breath (30 ft., DC18, 6d8 or paralyzed 1d6+3), spell-like abilities, spells (1st); blindst (90 ft.), immunities
Drag., Silver, Juv	24	16d12+48	152	0	bite +19 (2d6+4), 2 claws +14 (1d8+2), 2 wings +14 (1d6+2), tail slap +14 (1d8+6); breath (40 ft., DC21, 8d8 or paralyzed 1d6+4), spell-like abilities, spells (3rd); blindst (120 ft.), immunities
Drag., Silver, YA	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (40 ft., DC23, 10d8 or paralyzed 1d6+5), spell-like abils, spells (5th), fright (150 ft., DC23); blindst (150 ft.), DR 5/+1, immunities, SR 20
Drag., Silver, Adl	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindst (180 ft.), DR 5/+1, immunities, SR 22
Drag., Silver, MA	32	25d12+125	287	+4	bite +32 (2d8+9), 2 claws +27 (2d6+4), 2 wings +27 (1d8+4), tail slap +27 (2d6+13); breath (50 ft., DC27, 14d8 or paralyzed 1d6+7), spell-lk abilities, spells (9th), fright (210 ft., DC27); blindst (210 ft.), DR 10/+1, immunities, SR 24
Drag., Silver, Old	35	28d12+168	350	+4	bite +36 (2d8+10), 2 claws +31 (2d6+5), 2 wings +31 (1d8+5), tail slap +31 (2d6+15); breath (50 ft., DC30, 16d8 or paralyzed 1d6+8), spell-like abilities, spells (11th), fright (240 ft., DC30); blindst (240 ft.), DR 10/+1, immun., SR 26
Drag., Silver, VO	38	31d12+186	387	+4	bite +40 (2d8+11), 2 claws +35 (2d6+5), 2 wings +35 (1d8+5), tail slap +35 (2d6+16); breath (50 ft., DC31, 18d8 or paralyzed 1d6+9), spell-like abilities, spells (13th), fright (270 ft., DC32); blindst (270 ft.), DR 15/+2, immun., SR 27
Drag., Silver, Anc	39	34d12+238	459	+4	bite +42 (4d6+12), 2 claws +37 (2d8+6), 2 wings +37(2d6+6), tail slap +37 (2d8+18); breath (60 ft., DC34, 20d8 or paralyzed 1d6+10), spell-like abilities, spells (15th), fright (300 ft., DC35); blindst (300 ft.), DR 15/+2, immun., SR 29

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Drag., Silver, Wyr	42	37d12+333	573	+4	bite +47 (4d6+14), 2 claws +42 (2d8+7), 2 wings +42(2d6+7), tail slap +42 (2d8+21); breath (60 ft., DC37, 22d8 or paralyzed 1d6+11), spell-like abilities, spells (17th), fright (330 ft., DR 20/+3, immun., SR 30)
Drag., Silver, GW	41	40d12+400	660	+4	bite +48 (4d8+16), 2 claws +43 (4d6+8), 2 wings +43(2d8+8), tail slap +43 (4d6+24); breath (70 ft., DC40, 24d8 or paralyzed 1d6+12), spell-like abilities, spells (19th), fright (360 ft., DR 20/+3, immun., SR 32)
Dragon Turtle	20	12d12+60	138	0	bite +18 (4d6+8), 2 claws +13 (2d8+4); breath (25x50 ft., DC21, 20d6 fire), snatch, capsized; scent, fire immunity, dragon
Dragonne	18	9d10+27	76	+6	bite +12 (2d6+4), 2 claws +7 (2d4+2); roar; scent
Dridger	17	6d8+18	45	+2	bite +18 (4d6+8), 2 claws +13 (2d8+4); breath (25x50 ft., DC21, 20d6 fire), snatch, capsized; scent, fire immunity, dragon
Dryad	12	2d6	7	+6	bite +12 (2d6+4), 2 claws +7 (2d4+2); roar; scent
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +1 atks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, dkvisn 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), s-bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, dkvision 90 ft., light sens. (-1 atks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), rep. c-bow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 atks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, drkvis. 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	hvy pick +1 (1d6), lt c-bow +1(1d8); +1 atks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phasm; spell abilities, dkvis. 120 ft., light sen.
Elem, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental
Elem, Air, Med.	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elem, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elem, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Grtr.	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elem, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elem, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elem, Earth, Med.	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elem, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elem, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Grtr.	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elem, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elem, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elem, Fire, Med.	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elem, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elem, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Grtr.	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elem, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elem, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elem, Water, Med.	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Elem, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elem, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Grtr.	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elem, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), l-spear +1 (1d8), net touch +2 (entangle); gills, low-light visn, +2 save vs enchant., immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours uncon.), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abils, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ethereal Filcher	17	5d8	22	+8	bite +3 (1d4); ethereal jaunt, detect magic
Ethereal Marauder	14	2d10	11	+5	bite +4 (1d6+3); ethereal jaunt
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longspears +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Formian, Worker	17	1d8+1	5	+2	bite +3 (1d4+1); hive mind; immunities, resistances, make whole, heal
Formian, Warrior	18	4d8+8	26	+3	sting +7 (2d4+3 &p), 2 claw +5 (1d6+1), bite +5 (1d4+1); poison (DC14, 1d6 Str), hive mind; immunities, resistances, SR 18
Formian, Taskm.	19	6d8+12	39	+7	sting +10 (2d4+4 &p), 2 claw +5 (1d6+2); poison (DC15, 1d6 Str), hive mind, dominate person, dominated creature; immunities, resistances, telepathy, SR 21
Formian, Myrm.	28	12d8+48	102	+8	sting +15 (2d4+4 &p), bite +13 (2d6+2), javelin +15/+10 (1d6+4 &p); poison (DC20, 2d6 Dex), hive mind, spell-like abilities; immunities, resistances, fast healing 2, SR 25
Formian, Queen	23	20d8+100	190	-5	-; hive mind, spells, spell-like abilities; immunities, resistances, fast healing 2, telepathy, SR 25
Frost Worm	18	14d10+70	147	+4	bite +20 (2d6+12 & 1d8 cold); trill, breath weapon (30 ft., DC22, 15d6); cold subtype, death
Fungus, Shrieker	13	2d8+2	11	-5	-; shriek; plant
Fungus, Violet	13	2d8+6	15	-1	4 tentacles +3 1d6+2 &p); poison (DC14, 1d4 Str + 1d4 Con); plant
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 &par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 &par), 2 claws +1 (1d4 &par); stench (10 ft., DC15, -2 circumstance), paralysis (DC15), create spawn; undead, +2 turn resist.
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Giant, Fire	21	15d8+75	142	-1	huge gtswd +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gar mnsgt +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent
Giant, Storm	27	19d8+114	199	+2	gargan. grtswrd +26/+21/+16 (4d6+21), gargan mty comp. l-bow +14/+9/+4 (2d8+14); spell-like abilities; electricity immune, rock catching, freedom of mvmt, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light visn.
Gibbering Mouther	19	4d8+4	22	+1	6 bites +4 (1); gibbering, spittle, imp. grab, blood drain (1 Con/round, max 1d4), engulf, ground manip.; amorphous
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	sh sword +2 (1d6-1), lt c-bow +2 (1d8); spells; low-light vis., +2 save vs illusion, +1 atks vs kobold/gob., +4 AC vs giant
Gnome, Deep	21	1d8	4	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); spells; nondetect., drkvis. 120 ft., +2 save vs illusion, +1 atk vs goblin., DR 12
Gnome, Forest	16	1d8+1	5	0	sh. sword +2 (1d6-1), lt c-bow +2 (1d8); pass., low-light vis., +2 save vs illusion, +1 atks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft., p); poison (DC17, 1d4 Con/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Gray Render	19	10d10+70	125	0	bite +12 (2d6+6), 2 claws +7 (1d6+3); improved grab, rend 3d6+9; scent
Grick	16	2d8	9	+2	4 tentacles +3 (1d4+2), bite -2 (1d3+1); scent, DR 15/+1
GriFFon	17	7d10+21	59	+2	bite +8 (2d6+4), 2 claw +3 (1d4+2); pnce, rake 1d6+2; scent
Grimlock	15	2d8+2	11	+1	battleaxe +4 (1d8+3); blindsight; immunities, scent
Hag, Sea	13	3d8+3	16	+1	2 claws +6 (1d4+4); horrific appearance, evil eye; SR 14, water breathing
Hag, Annis	20	7d8+14	45	+1	2 claws +13 (1d6+7), bite +8 (1d6+3); improved grab, rend 2d6+14, spell-like abilities; SR 19, steely skin
Hag, Green	22	9d8+9	49	+1	2 claws +13 (1d4+4); spell-like abilities, weakness, mimicry; SR 18, darkvision 90 ft.
Halfling	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	l-sword +2 (1d8-1), hvy c-bow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scnt, fire sbtp
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.
Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, nat. invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), lt c-bow +2 (1d8); dkvisn. 60, light sens.
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Krenshar	15	2d10	11	+2	bite +2 (1d6), 2 claws +0 (1d4); scare; scent
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent wisdom drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lammasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lillend	17	7d8+14	45	+3	sword +11/+6 (1d8+5), tail slap +6 (2d6+2); improved grab, constrict 2d6+5, spells, spell-like abilities; poison immunity, fire resistance 20
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scnt
Medusa	15	6d8+6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit;
Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-lk abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-lk abilities, summon mephit;
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light visn.
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast, psionics, improved grab, extract; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mohrg	15	14d12	91	+5	undead 2 slams +12 (1d6+5), tongue touch +7 (par); improved grab, paralysis (DC14), create spawn;
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1,
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells;
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Night Hag	20	8d8+8	44	+1	bite +12 (2d6+6 &d); disease (DC18), spell-like abilities, dream haunting; immunities, SR 25,
Nightwing	28	17d12	110	+8	biting +15 (2d6+13 and transformation); nightshade abilities, magic drain Fort DC20 (+1); undead, nightshade abilities
Nightwalker	26	21d12	136	+6	2 slams +20 (2d6+12); nightshade abilities, crush item, evil gaze; undead, nightshade abilities
Nightcrawler	28	25d12	162	+4	bite +25 (4d6+17), sting +20 (2d8+8 &p); poison (DC22, 2d6 Str), nightshade abilities, improved grab, swallow whole, energy drain (remove DC24), poison; undead, nightshade abilities, tremorsense
Nightmare	24	6d8+18	45	+6	2 hooves +9 (1d8+4 and 1d4 fire), bite +4 (1d8+2); flaming hooves, smoke; astral projection, ethereality
Nymph	11	3d6	10	+1	dagger +1 (1d4); blind., unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)
Ogre, Merrow	16	4d8+8	26	-1	huge longspear +7 (1d8+7)
Ogre Mage	18	5d8+15	37	+4	SR 18
Ooze, Gray	5	3d10+10	26	-5	slam +3 (1d6+1 and 1d6 acid); improved grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; blindsight, cold and fire immunity, ooze, camouflage
Ooze, Gel. Cube	3	4d10+36	58	-5	slam +1 (1d6 & 1d6 acid &par); engulf, paralysis (DC16), acid; blindsight, transparent, electricity immunity, ooze
Ooze, Ochre Jelly	4	6d10+27	60	-5	slam +5 (2d4+3 and 1d4 acid); improved grab, acid, constrict 2d4+3 and 1d4 acid; blindsight, ooze
Ooze, Black Pud.	3	10d10+60	115	-5	slam +8 (2d6+4 and 2d6 acid); improved grab, acid, constrict 2d6+4 and 2d6 acid; blindsight, ooze
Orc	14	1d8	4	0	grtaxe +3 (1d12+3), javln +1 (1d6+2); dkvis. 60 ft., light sen.
Otyugh	17	6d8+6	33	0	2 tentacle rakes +3 (1d6), bite -2 (1d4 &d); improved grab, constrict 1d6, disease (DC12); scent
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phantom Fungus	14	2d8+6	15	0	bite +3 (1d6+3); plant, improved invisibility
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 &p); poison (DC15, 2d6 Con), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Planetch., Aasimr.	16	1d8	4	+4	longsword +1 (1d8), light crossbow +1 (1d8); light; acid, cold, and electricity resistance 5
Planetch., Tiefling	15	1d8	4	+1	rapier +2 (1d6), light crossbow +2 (1d8); darkness; fire, cold, and electricity resistance 5
Pseudodragon	18	2d12+2	15	0	sting +4 (1d3 &p), bite -1 (1); poison (DC12, 1 min./1d3 day sleep); see invisibility, telepathy, immunities, SR 19
Purple Worm	19	16d10+112	200	-2	bite +20 (2d8+12), sting +15 (2d6+6 &p); poison (DC24, 1d6 Str, 2d6 Str), improved grab, swallow whole, poison; tremorsense

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Rast	15	4d8+4	22	+5	4 claws +6 (1d4+2), bite +6 (1d8+3); paralyzing gaze, improved grab, blood drain (1 Con/rnd); fire subtype, flight
Ravid	25	3d8+3	16	0	tail slap +4 (1d6+1 and positive energy), claw +2 (1d4 and positive energy); positive energy lash, animate objects; fire immunity, flight
Remorhaz	20	7d10+35	73	+1	bite +13 (2d8+12); improved grab, swallow whole; heat, tremorsense
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Roper	24	10d10+30	85	+5	6 strands +11 (attach), bite +8 (2d6+2); strands, attach, weakness; electricity immunity, cold resistance 30, fire vulnerability, SR 28
Rust Monster	18	5d8+5	27	+3	antennae touch +3 (rust), bite -2 (1d3); rust; scent
Sahuagin	16	2d8+2	11	+1	trident +3 (1d8+2), 2 rakes +1 (1d4+2), 2 claws +1 (1d2+1), bite +1 (1d4+1), heavy crossbow +2 (1d10); blood frenzy; speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Salaman, Flamebr.	19	3d8+3	16	+1	halfspear +5 (1d6+1 and 1d6 fire), tail slap +3 (1d4 and 1d6 fire); heat, constrict 1d4 and 1d6 fire; fire subtype
Salaman, Average	18	7d8+7	38	+1	longspear +9/+4 (1d8+2 and 1d6 fire), tail slap +7 (2d6+1 and 1d6 fire); heat, constrict 2d6+1 and 1d6 fire; fire subtype, DR 10/+1
Salaman, Noble	18	15d8+45	112	+1	+3 huge longspear +23/+18/+13 (2d6+9 and 1d8 fire), tail slap +18 (2d8+3 and 1d8 fire); heat, constrict 2d8+3 and 1d8 fire, spell-like abilities; fire subtype, DR 20/+2
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Shadow Mastiff	14	4d8+12	30	+5	bite +7 (1d6+4); bay, trip; shadow blend, scent
Shambling Mound	20	8d8+24	60	0	2 slams +10 (2d6+5); improved grab, constrict 2d6+7; plant, electricity immunity, fire resistance 30
Shield Guardian	24	15d10	82	0	slam +16/+11/+6 (1d8+9); spell storing; construct, fast healing 5, shield other, guard, find master
Shocker Lizard	16	2d10+2	13	+2	bite +3 (1d4); stunning shock, lethal shock; electricity sense, electricity immunity
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargan.	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Skum	13	2d8+2	11	+1	bite +5 (2d6+4), 2 claws +0 (1d4+2), 2 rakes +0 (1d6+2); low-light vision
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant, stunning croak, summon slaad; slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 & d); spell-like abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form
Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Spider Eater	13	4d10+20	42	+1	sting +7 (1d8+5 &p), bite +2 (1d8+2); poison (DC17, none/ 1d8+5 week paralysis), freedom of movement, scent
Sphinx, Andro-	22	12d10+48	114	0	2 claws +18 (2d4+7); pounce, rake 2d4+3, roar, spells
Sphinx, Crio-	20	10d10+30	85	0	butt +15 (2d6+6), 2 claws +10 (1d6+3); pounce, rake 1d6+3
Sphinx, Gyno-	21	8d10+8	52	+5	2 claws +11 (1d6+4); pounce, rake 1d6+2, spell-lk. abilities
Sphinx, Hieraco-	19	9d10+18	67	+2	bite +13 (1d10+5), 2 claws +8 (1d6+2); pounce, rake 1d6+2 diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, fiddle;
Sprite, Grig	18	1/2 d6+1	2	+4	SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Stirge	16	1d10	5	+4	touch +6 (1d3-4); attach, blood drain (1d4 Con/rnd, max 4)
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Tendriculos	16	9d8+54	94	-1	bite +13 (2d8+9), 2 tendrils +8 (1d6+4); improved grab, swallow whole, paralysis (DC19); plant, regeneration 10
Thoqua	18	3d8+3	16	+1	slam +4 (1d6+3 & 2d6 fire); heat, burn; fire subtype, tremorsense
Titan	22	20d8+120	210	+1	gargantuan warhammer +31/+26/+21/+16 (4d6+19), huge javelin +19/+14/+9/+4 (2d6+13); spell-like abilities, spells; DR 15/+1, SR 25
Tojanida, Juvenile	22	3d8+6	19	+1	bite +6 (2d6+2), 2 claws +1 (1d4+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Adult	23	7d8+14	45	+1	bite +10 (2d8+3), 2 claws +5 (1d6+1); all-around vision, acid and cold immunity, fire and electricity resistance 20
Tojanida, Elder	24	15d8+60	127	+1	bite +20 (4d6+6), 2 claws +15 (1d8+3); all-around vision, acid and cold immunity, fire and electricity resistance 20
Treant	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), hvy c-bow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Troll, Scrag	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5 (in water), scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resist. 10, gaseous form, spider climb, fast healing 2
Vargouille	12	1d8+1	5	+1	bite +3 (1d4 &p); poison (DC12, can't heal), shriek, kiss
Wight	15	4d12	26	+1	slam +3 (1d4+1 & energy drain); energy drain (remove DC14), create spawn; undead
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; sct, cold stp
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. Con); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Xill	20	5d8+10	32	+7	2 sh. swords +7 (1d6+2), 2 claws +2 (1d4+1), 2 longbows +8 (1d8); improved grab, paralysis (DC14), implant; SR 21, planewalk
Xorn, Minor	23	3d8+6	19	0	bite +6 (2d8+2), 3 claws +4 (1d3+1); burrow; xorn qualities
Xorn, Average	22	7d8+14	45	0	bite +10 (4d6+3), 3 claws +8 (1d4+1); burrow; xorn qualities
Xorn, Elder	22	15d8+60	127	0	bite +21 (4d8+7), 3 claws +19 (1d6+3); burrow; xorn qual.
Yeth Hound	20	3d8+6	19	+6	bite +6 (1d8+4); bay, trip; scent, flight, DR 10/silver
Yrthak	18	12d10+36	102	+6	bite +15 (2d8+5), 2 claws +13 (1d6+2); sonic lance, explosion, snatch; blindsight, sonic vulnerability
Yuan-ti, Pureblood	16	6d8	27	+5	mw scimitar +7/+2 (1d6), mw longbow w/mw arrows +9/+4 (1d8); spell-like abilities, psionics, SR 16
Yuan-ti, Halfblood	16	7d8+7	38	+5	mw scimitar +10/+5 (1d6+2), bite +4 (1d6+1 &p), mw mty comp. l-bow +10/+5 (1d8+2); poison (DC17, 1d6 Con), spell-like abilities, psionics; SR 16
Yuan-ti, Abomina.	20	9d8+27	67	+5	mw falchion +13/+8 (2d4+6), bite +12 (2d6+6 &p), mw mty comp. l-bow +11/+6 (1d8+2); poison (DC17, 1d6 Con), spell abilities, psionics, imp. grab, constrict 1d6+6; SR 16
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargan.	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 1: ANIMALS

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent
Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3 (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Sn., Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Sn., Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Sn., Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Sn., Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Med.	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Sn., Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet
Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); pnce, grab, rake 1d8+3

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

MONSTER QUICK STATISTICS

Monster	AC	HD	hp	Init	Attacks and Qualities
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APPENDIX 2: VERMIN

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
M Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
M Centipde, Med.	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
M Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
M Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
M Centipde, Garg.	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
M Centipde, Col.	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
M Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
M Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin
M Scorpion, Med.	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
M Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
M Scorpion, Huge	16	16d8+32	104	0	2 claws +15 (1d8+5), sting +10 (2d4+2 &p); poison (DC26, 1d8 Str), improved grab, squeeze; vermin
M Scorpion, Garg.	18	32d8+64	208	0	2 claws +27 (2d6+7), sting +22 (2d6+3 &p); poison (DC36, 2d6 Str), improved grab, squeeze; vermin
M Scorpion, Col.	20	64d8+128	416	0	2 claws +49 (2d8+9), sting +44 (2d8+4 &p); poison (DC54, 2d8 Str), improved grab, squeeze; vermin
M Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
M Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
M Spider, Med.	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
M Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
M Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
M Spider, Garg.	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
M Spider, Col.	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

APPENDIX 3: TEMPLATES

Werebear, Com1	17	6d8+24	51	+1	2 claws +11 (1d8+8), bite +9 (2d8+4); improved grab, curse of lycanthropy; bear empathy, scent, DR 15/silver
Wereboar, Com1	18	3d8+9	22	+4	gore +4 (1d8+3); ferocity, curse of lycanthropy; boar empathy, scent, DR 15/silver
Wererat, Com1	17	1d8+1	5	+3	bite +1 (1d4), rapier +3 (1d6); curse of lycanthropy; rat empathy, scent, DR 15/silver
Weretiger, Com1	16	6d8+18	45	+2	claw +9 (1d8+6), bite +7 (2d6+3); pounce, imp. grab, rake 1d8+3, curse of lycan.; tiger empathy, scent, DR 15/silver
Werewolf, Com1	16	2d8+4	13	+6	bite +3 (1d6+1); trip, curse of lycanthropy; scent, DR 15/sil.

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Microlite20 ARCANE SPELLS

0-LEVEL ARCANE SPELLS (CANTRIPS)

Arcane Mark: Inscribes a permanent personal rune (visible or invisible).
Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
Ghost Sound: Figment sounds for 1 round/level.
Light: Object shines like a torch for 10 min./level.
Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
Prestidigitation: Performs minor tricks for 1 hour.
Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-LEVEL ARCANE SPELLS

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
Mage Armor: Gives subject +4 armor bonus for 1 hour/level.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Sleep: Puts 4 HD of creatures into magical slumber for 1 min./level.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-LEVEL ARCANE SPELLS

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction for 1 min./level.
Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-LEVEL ARCANE SPELLS

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Dispel Magic: Cancels magical spells and effects.
Fireball: 1d6 damage per level, 20-ft. radius.
Fly: Subject flies at speed of 60 ft. for 1 min./level.
Lightning Bolt: Electricity deals 1d6/level damage.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-LEVEL ARCANE SPELLS

Animate Dead: Creates level X2 HD of undead skeletons or zombies.
Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.
Black Tentacles: Tentacles grapple all within 20 ft. spread for 1 round/level.
Dimension Door: Teleports you short distance.
Polymorph: Gives one willing subject a new form for 1 min./level.
Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-LEVEL ARCANE SPELLS

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.
Feeblemind: Subject's MIND score drops to 1.
Passwall: Creates passage through wood or stone wall for 1 hour/level.
Permanency: Makes certain spells permanent.
Teleport: Instantly transports you as far as 100 miles/level.

6th-LEVEL ARCANE SPELLS

Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
Disintegrate: Destroys one creature or object.
Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
True Seeing: Lets you see all things as they really are for 1 min./level.

7th-LEVEL ARCANE SPELLS

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
Ethereal Jaunt: You become ethereal for 1 round/level.
Finger of Death: Kills one subject.
Plane Shift: As many as eight subjects travel to another plane.
Power Word Blind: Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).
Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

8th-LEVEL ARCANE SPELLS

Clone: Duplicate awakens when original dies.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
Trap the Soul: Imprisons subject within gem.

9th-LEVEL ARCANE SPELLS

Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning. Open for 1 round/level.
Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.
Power Word Kill: Kills one creature with 100 hp or less.
Soul Bind: Traps newly dead soul to prevent resurrection.

Microlite20 DIVINE SPELLS

0-LEVEL DIVINE SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.
Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.
Light: Object shines like a torch for 10 min./level.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Resistance: Subject gains +1 on saving throws for 1 minute.
Virtue: Subject gains 1 temporary hp for 1 minute.

1st-LEVEL DIVINE SPELLS

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.
Bless Water: Makes holy water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Divine Favor: You gain +1 per three levels on attack and damage rolls for 1 minute.
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-LEVEL DIVINE SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Delay Poison: Stops poison from harming subject for 1 hour/level.
Gentle Repose: Preserves one corpse.
Remove Paralysis: Freed one or more creatures from paralysis or slow effect.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-LEVEL DIVINE SPELLS

Create Food and Water: Feeds three humans (or one horse)/level.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.
Remove Disease: Cures all diseases affecting subject.
Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-LEVEL DIVINE SPELLS

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
Restoration: Restores level and ability score drains.
Tongues: Speak any language for 10 min./level.

5th-LEVEL DIVINE SPELLS

Atonement: Removes burden of misdeeds from subject.
Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
Flame Strike: Smite foes with divine fire (1d6/level damage).
Raise Dead: Restores life to subject who died as long as one day/level ago.
True Seeing: Lets you see all things as they really are for 1 min./level.

6th-LEVEL DIVINE SPELLS

Banishment: Banishes 2 HD/level of extraplanar creatures.
Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.
Harm: Deals 10 points/level damage to target.
Heal: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours. Lasts for 1 hour.
Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-LEVEL DIVINE SPELLS

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Restoration, Greater: As restoration, plus restores all levels and ability scores.
Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-LEVEL DIVINE SPELLS

Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Discern Location: Reveals exact location of creature or object.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-LEVEL DIVINE SPELLS

Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning. Open for 1 round/level.
Heal, Mass: As heal, but with several subjects.
Implosion: Kills one creature/round for 4 rounds or until concentration ends.
Soul Bind: Traps newly dead soul to prevent resurrection.

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APOCRYPHA

A Complete Cleric's Spell List for MICROLITE 20

0-LEVEL CLERIC SPELLS (ORISONS)

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Cure Minor Wounds:** Cures 1 point of damage.
3. **Detect Magic:** Detects spells and magic items within 60 ft.
4. **Detect Poison:** Detects poison in one creature or object, whether poisonous or poisoned.
5. **Guidance:** +1 on one attack roll, saving throw, or skill check within 1 minute.
6. **Inflict Minor Wounds:** Touch attack, 1 point of damage.
7. **Light:** Object shines like a torch with a 20' radius for 10 minutes / level.
8. **Mending:** Makes minor repairs on an object.
9. **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
10. **Read Magic:** Read scrolls and spell books for 10 minutes / level.
11. **Resistance:** Subject gains +1 on saving throws for 1 minute.
12. **Virtue:** Subject gains 1 temporary hp for 1 minute.

1ST-LEVEL CLERIC SPELLS

1. **Bane:** All enemies within 50' take -1 on attack rolls and saves against fear for 1 minute / level.
2. **Bless:** All allies within 50' gain +1 on attack rolls and saves against fear for 1 minute / level.
3. **Bless Water :** Makes 1 pint of holy water.
4. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
5. **Command:** One subject obeys selected command for 1 round.
6. **Comprehend Languages:** You understand all spoken and written languages for 10 minutes / level.
7. **Cure Light Wounds:** Cures 1d8 damage +1 / level (max +5).
8. **Curse Water :** Makes unholy water.
9. **Death-watch:** Reveals how near death subjects within 30 ft are for 10 minutes / level.
10. **Detect Un-dead:** Reveals undead within 60 ft for 1 minute / level.
11. **Divine Favour:** You gain +1 per three levels on attack and damage rolls for 1 minute.
12. **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks, for 1 minute / level.
13. **Endure Elements:** Exist comfortably in hot or cold environments.
14. **Entropic Shield:** Ranged attacks against you have 20% miss chance for 1 minute / level.
15. **Hide from Undead:** Undead can't perceive one subject/level for 10 minutes / level. Any form of interaction negates this.
16. **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
17. **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage, until they are used or for 30 minutes.
18. **Magic Weapon:** Weapon gains +1 bonus for 1 minute / level.
19. **Obscuring Mist:** a stationary fog surrounds you to a radius of 20' for 1 minute / level.
20. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels for 10 minutes.
21. **Sanctuary:** For 1round / level, opponents can't attack you, and you can't attack them.
22. **Shield of Faith:** Aura grants +2 (+1 again per 6 levels) to AC for 1 minute / level.

23. **Summon Monster I:** Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

1. **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10) for 1 minute / level.
2. **Augury:** Learns whether a particular action will bring good or bad (or both!) results.
3. **Bear's Endurance:** subject gains +4 to physical rolls for 1 min/level.
4. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
5. **Calm Emotions:** Calms creatures, negating emotion effects and rids a target of bonuses from spells such as bless, good hope, and rage, for 1 round / level.
6. **Consecrate:** Fills area of 20'radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls.
7. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10) with a touch.
8. **Darkness:** 20-ft. radius of supernatural shadow for 10 minutes / level.
9. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level for 10 minutes per HD of subject.
10. **Delay Poison:** Stops poison from harming subject for 1 hour/level.
11. **Desecrate:** Fills area equal to a 25' + 5' level with negative energy, making undead stronger. They gain +1 to all rolls for 2 hours per level.
12. **Eagle's Splendour:** Subject gains +4 to communication for 1 min./level.
13. **Enthrall:** Captivates all within 100 ft. + 10 ft./level for 1 hour.
14. **Find Traps:** Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).
15. **Gentle Repose:** Preserves one corpse for 1 day / level.
16. **Hold Person:** Paralyses one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.
17. **Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
18. **Make Whole:** Repairs an object.
19. **Owl's Wisdom:** the touched being gains +4 Mind for 1 minute / level.
20. **Remove Paralysis:** Freed up to 4 creatures within 25'+ 5'per level from paralysis or *slow* effect.
21. **Resist Energy:** touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic) for 10 minutes / level.
22. **Restoration, Lesser:** Repairs 1d4 temporary ability damage.
23. **Shatter:** Sonic vibration damages objects or crystalline creatures within 25'+ 5' level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).
24. **Shield Other :** You take half of chosen subject's damage. Subject must remain within 25'+ 5' level to benefit and gains +1 to AC and all rolls.
25. **Silence:** Negates sound in 20-ft. radius for 1 minute / level.
26. **Sound Burst:** Deals 1d8 sonic damage to subjects at a range of 25'+ 5' level and a 10'radius ; may stun them on a failed STR + physical roll.
27. **Spiritual Weapon:** Magic weapon attacks on its own within a range of 100'+ 10' / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while "thinking" it to attack.
28. **Status:** Monitors condition, position of touched allies (1 per 3 levels) for 1 hour per level
29. **Summon Monster II:** Calls extraplanar creature to fight for you.
30. **Zone of Truth:** Subjects within range (25'+ 5' level) and radius (20') cannot lie.

3RD-LEVEL CLERIC SPELLS

1. **Animate Dead :** Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.
2. **Bestow Curse:** touched being suffers -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
3. **Blindness/Deafness:** Makes a touched subject blinded or deafened, permanently.
4. **Contagion:** Infects subject with a disease with no incubation period.

5. **Continual Flame** : Makes a permanent, heatless torch.
6. **Create Food and Water**: Feeds three humans (or one horse)/level.
7. **Cure Serious Wounds**: Cures 3d8 damage +1/level (max +15).
8. **Daylight**: 60-ft. radius of bright light for 10 minutes / level.
9. **Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius for 1 day / level.
10. **Glyph of Warding**: Inscription harms 1d8 damage / 2 levels to those who pass it without proper password.
11. **Helping Hand**: Ghostly hand leads subject if within 5 miles to you if it chooses.
12. **Inflict Serious Wounds**: Touch attack, 3d8 damage +1/level (max +15).
13. **Invisibility Purge**: Dispels invisibility within 5 ft./level.
14. **Locate Object**: Senses direction toward object (specific or type) within 400'+ 40' / level.
15. **Magic Circle against**: subject cannot be approached, attacked or touched within a 10-ft. radius and 10 min./level.
16. **Magic Vestment**: Armour or shield gains +1 enhancement per four levels four 1 hour / level.
17. **Meld into Stone**: You and your gear merge with stone for 10 minutes / level.
18. **Obscure Object**: Masks object against scrying for 8 hours.
19. **Prayer**: All Allies +1 bonus on most rolls, All enemies –1 penalty within 40'radius for 1 round / level.
20. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy (acid, cold, electricity, fire, or sonic) for 10 minutes / level or until all used up.
21. **Remove Blindness/Deafness**: Cures normal or magical conditions.
22. **Remove Curse**: Frees object or person from curse.
23. **Remove Disease**: Cures all diseases affecting subject.
24. **Searing Light**: Ray deals 1d8/two levels damage, 1d6 / level against undead, requires a magic attack against AC to hit.
25. **Speak with Dead**: Corpse answers one question/two levels.
26. **Stone Shape**: Sculpts stone into any shape (10 cubic feet + 1 / level).
27. **Summon Monster III**: Calls extra planar creature to fight for you.
28. **Water Breathing**: Subjects equal to caster level can breathe underwater for 2 hours / level.
29. **Water Walk**: Subject treads on water as if solid for 10 minutes / level.
30. **Wind Wall**: 10' x 5' x 2'wall of blowing wind deflects arrows, smaller creatures, and gases (50/50 chance) for 1 round / level.

4TH-LEVEL CLERIC SPELLS

1. **Air Walk**: Subject treads on air as if solid (climb at 45-degree angle) for 10 minute / level.
2. **Control Water**: Raises or lowers bodies of water by a volume of 10 x 10 to a maximum height of depth of 1'/ level, for 10 minutes / level.
3. **Cure Critical Wounds**: Cures 4d8 damage +1/level (max +20).
4. **Death Ward**: Grants immunity to death spells and negative energy effects to touched subject for 1 minute / level.
5. **Dimensional Anchor**: Bars extrdimensional movement of a being within 100' + 10'/ level, for 1 minute / level. Requires a magic attack to hit AC to effect subject.
6. **Discern Lies**: Reveals deliberate falsehoods in 1 creature / level, at a range of 25'+ 5'/ level for 1 minute / level.
7. **Dismissal**: Forces a creature to return to native plane.
8. **Divination**: Provides one piece of useful advice for specific proposed actions.
9. **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level for 1 round / level.
10. **Freedom of Movement**: Subject moves normally despite impediments for 10 minutes / level.
11. **Giant Vermin**: Turns centipedes, scorpions, or spiders into giant vermin.
12. **Imbue with Spell Ability**: Transfer 1 spell to subject, which can be cast at any time, once.
13. **Inflict Critical Wounds**: Touch attack, 4d8 damage +1/level (max +20).
14. **Magic Weapon, Greater**: +1 bonus/four levels (max +5) for 1 minute / level.
15. **Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.
16. **Planar Ally, Lesser**: Exchange services with a 6 HD extraplanar creature.

17. **Poison:** Touch deals 1d10 STR damage, repeats in 1 min.
18. **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
19. **Restoration:** Restores 1 level and all ability score drains.
20. **Sending:** Delivers short message (25 words or less) anywhere, instantly.
21. **Spell Immunity:** Subject is immune to one spell per four levels for 10 minutes / level.
22. **Summon Monster IV:** Calls extraplanar creature to fight for you.
23. **Tongues:** Speak any language for 10 minutes / level.

5TH-LEVEL CLERIC SPELLS

1. **Break Enchantment:** Frees subjects (1 per caster level within 30') from enchantments, alterations, curses, and petrification. Requires a magic attack roll.
2. **Command, Greater:** As *command*, but affects one subject/level.
3. **Commune:** Deity answers one yes-or-no question/level.
4. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
5. **Disrupting Weapon:** Melee weapon destroys undead of equal or lower HD provided they fail a save. 1 round / level.
6. **Flame Strike:** Smite foes with divine fire (1d6/level damage) within 100'+ 10' with an area of 10' radius. Save reduces damage by one quarter.
7. **Hallow:** Designates location of 40'radius as holy for a year. All attempts to turn undead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.
8. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to 1 creature / level at a range of 25'+5' / level.
9. **Insect Plague:** Locust swarms attack creatures (1 swarm / 3 levels).
10. **Mark of Justice:** Designates action that will trigger *bestow curse* on subject.
11. **Plane Shift:** As many as eight subjects travel to another plane.
12. **Raise Dead:** Restores life to subject who died as long as one day/level ago.
13. **Righteous Might:** Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc) for 1 round / level.
14. **Scrying:** Spies on subject from a distance for 1 minute / level.
15. **Slay Living:** Touch attack kills subject.
16. **Spell Resistance:** Subject gains SR 12 + level.
17. **Summon Monster V:** Calls extraplanar creature to fight for you.
18. **Symbol of Pain:** Triggered rune wracks nearby creatures with pain (60'radius, -4 on all rolls for 1 hour).
19. **Symbol of Sleep:** Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.
20. **True Seeing:** Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.
21. **Unhallow:** Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40'radius) acts as a magic circle against good.
22. **Wall of Stone:** Creates a stone wall that can be shaped (5' square and 2 inches thick per level).

6TH-LEVEL CLERIC SPELLS

1. **Animate Objects:** Objects (1 per level within 100'+ 10'/ level) attack your foes for 1 round per level.
2. **Antilife Shell:** 10-ft. field hedges out living creatures for 10 minutes / level.
3. **Banishment:** Banishes 2 HD/level of extraplanar creatures within 25'+ 5'/ level back to their home plane.
4. **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/ level for 1 minute / level within 25'+ 5'/per 2 levels.
5. **Blade Barrier:** Wall of blades (20'long per level and 20'high) deals 1d6/level damage for 1 minute per level. A DEX + subterfuge roll halves the damage if passed.
6. **Bull's Strength, Mass:** As *bull's strength*, affects one subject/level within 25'+ 5'/ 2 levels, for 1 minute / level.

7. **Create Undead:** Create ghasts (levels 12 to 14), mummies (15-17), or mohrgs (18+) from a touched corpse.
8. **Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for 1 creature / level.
9. **Eagle's Splendour, Mass:** As *eagle's splendour*, affects one subject/level.
10. **Find the Path:** Shows most direct way to a location.
11. **Forbiddance :** Blocks planar travel within a 60'cube within 100'+ 10'per level.
12. **Geas/Quest:** As *lesser geas*, plus it affects any creature of any HD and suffers 3d6 damage each day it does not attempt to fulfil quest.
13. **Glyph of Warding, Greater:** As *glyph of warding*, but up to 1d8 damage / level.
14. **Harm:** Deals 10-points/level damage to a touched target. A save halves this damage.
15. **Heal:** Cures 10 points/level of damage, all diseases and mental conditions on touched subject.
16. **Heroes' Feast:** Food for one creature/level. This cures all diseases, makes you immune to poison, adds 1 temporary HP / level and grants a +1 to all rolls. This lasts for 12 hours..
17. **Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to 1 creature / level within 25'+ 5'per 2 levels.
18. **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level within 25'+ 5' / level for 1 minute / level.
19. **Planar Ally :** As *lesser planar ally*, but up to 12 HD.
20. **Summon Monster VI:** Calls extraplanar creature to fight for you.
21. **Symbol of Fear :** Triggered rune panics nearby creatures (1 per level, 60' radius) for 1 round per level.
22. **Symbol of Persuasion :** Triggered rune charms nearby creatures (1 per level,60' radius) for 1 hour per level.
23. **Undeath to Death :** Destroys 1d4 HD/level of undead within 40'radius (max 20d4).
24. **Wind Walk:** You and your allies (1 per 3 levels) turn vaporous and travel fast (60 mph for 1 hour per level).
25. **Word of Recall:** Teleports you back to designated place with any willing touched or touching others.

7TH-LEVEL CLERIC SPELLS

1. **Blasphemy:** Kills (if subject is 10 HD lower than caster) , paralyses (for 1d10 minutes if 5HD lower) , weakens (-2d6 STR for 2d4 rounds if 1 HD lower) or dazes (misses next round of actions) to all creatures within a 40 range and radius.
2. **Control Weather:** Changes weather in local area.
3. **Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
4. **Destruction :** Kills subject and destroys remains instantly although a successful STR + physical roll reduces it to 10d6 damage.
5. **Dictum:** as Blasphemy except deafens instead of weakens.
6. **Ethereal Jaunt:** You become ethereal for 1 round/level.
7. **Holy Word:** as Blasphemy except it blinds instead of weakens.
8. **Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to 1 creature / level within 25'+ 5'/ level.
9. **Refuge :** Alters item to transport its possessor to you upon speaking a command word and breaking item.
10. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
11. **Repulsion:** Creatures can't approach you within a range of 10'per level for 1 round per level.
12. **Restoration, Greater :** As *restoration*, plus restores all levels and ability scores.
13. **Resurrection :** Fully restore dead subject who cannot have been dead more than 10 years / level, cannot died of old age and loses a level or 1d4 STR if 1st level.
14. **Scrying, Greater:** As *scrying*, but 1 hour per level.
15. **Summon Monster VII:** Calls extraplanar creature to fight for you.
16. **Symbol of Stunning :** Triggered rune stuns nearby creatures within 60'radius for 1d6 rounds.
17. **Symbol of Weakness :** Triggered rune weakens nearby creatures by 3d6 STR (all

creatures without STR are reduced by 1d6 HD) for 10 minutes per level.

18. **Word of Chaos:** as Blasphemy except stuns (unable to take any action against another for 2d4 rounds) instead of weakens.

8TH-LEVEL CLERIC SPELLS

1. **Antimagic Field:** Negates all magic within 10 ft.
2. **Cloak of Chaos:** +4 to AC, +4 resistance, and SR 25 against spells from lawful creatures.
3. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
4. **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
5. **Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.
6. **Discern Location:** Reveals exact location of creature or object.
7. **Earthquake:** Intense tremor shakes 80-ft.-radius.
8. **Fire Storm:** Deals 1d6/level fire damage at a range of 100'+ 10'/ level with 2 10'cubes per level.
9. **Holy Aura:** as Cloak of Chaos except against evil creatures .
10. **Planar Ally, Greater :** As *lesser planar ally*, but up to 18 HD.
11. **Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
12. **Shield of Law:** as Cloak of Chaos except against chaotic creatures.
13. **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
14. **Summon Monster VIII:** Calls extraplanar creature to fight for you.
15. **Symbol of Death:** Triggered rune slays nearby creatures (60'radius).
16. **Symbol of Insanity:** Triggered rune renders nearby creatures insane (60'radius).
17. **Unholy Aura:** as Cloak of Chaos except against good creatures.

9TH-LEVEL CLERIC SPELLS

1. **Astral Projection:** Projects you and companions onto Astral Plane.
2. **Energy Drain:** Subject gains 2d4 negative levels for 24 hours.
3. **Etherealness:** Travel to Ethereal Plane with companions.
4. **Gate:** Connects two planes for travel or summoning.
5. **Heal, Mass:** As *heal*, but ALL afflictions from 1 creature / level within 25'+ 5'/ level.
6. **Implosion:** Kills one creature/round for 1 round / level with 25'+ 5'/ 2 levels.
7. **Miracle:** Requests a deity's intercession (see game master).
8. **Soul Bind:** Traps newly dead soul to prevent *resurrection*, *true resurrection*, *miracle*, *wish* etc. within 1 round / level of creature dying and within 25'+ 5 ' / 2 levels.
9. **Storm of Vengeance:** Storm rains acid (1d6 damage), lightning (6 bolts, 10d6 damage, different targets), and hail (5d6 damage), deafens all within 360'radius and 400'+ 40' / level range.
10. **Summon Monster IX:** Calls extraplanar creature to fight for you.
11. **True Resurrection:** As *resurrection* but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.

And finally, a note about All **SUMMON MONSTER** spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round / level.
- The monster has a number of HD equal the caster level that is required to cast the spell.
- The monster's AC equals 10 + (monster's HD / 2, round up)
- The monster inflicts damage equal to 1d8 plus half it's number of HD (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, 1d3 monsters from the previous spell level or 1d4+1 monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.

Psionics

Psionics are powers of the mind – made manifest through intense concentration. This rule-set introduces new races, classes, a new skill, and, of course, psionic powers as well as psionic monsters and items.

RACES

Dromites are insect-like humanoids and get a +3 natural armor bonus to **AC**.

Druegars are dwarves of the deep and get a +2 to **STR**.

Elans, humanoid aberrations, get a +1 bonus to all **saves**.

Half-Giants get a +4 **STR** and -2 **DEX**.

CLASSES

Psion

Masters of the mind, they wear no armor. They can manifest Psion powers and gain a +2 to Knowledge and +2 Concentration.

Psychic Warrior

Disciples of the body and mind, they wear any kind of armor and use shields. They can manifest Psychic Warrior powers and gain a +2 to Physical and +2 to Concentration.

SKILLS

Concentration

Concentration is a new skill used for things like focusing on a task, ignoring distractions and pain, making **Will saves** (**Concentration + MIND**), etc. Only Psions and Psychic Warriors are specialized in this skill.

Focus

By meditating for a full round and making a successful **Concentration + MIND** check vs. DC 20, a psionic character can gain focus. This focus remains until it is expended. The focus can be expended to add 1d6 to a single roll.

STARTING WEALTH

You begin with a certain amount of wealth depending upon your psionic character class.

Class	Amount
Psion	75 gp
Psychic Warrior	125 gp

Fast Packs

Instead of starting wealth, you may wish to use the fast packs option. Both the Psion and Psychic Warrior use the Fighter's fast pack entry.



This is a skinned version of the Primary Fantasy SRD rules for psionics. It has been designed for the Microlite20 system by Robin V. Stacy, Darrell King & Al Krombach. Both are available at <http://www.microlite20.net/>.

POWERS

Psionic characters can manifest any of their powers, so long as the power level is equal or below $\frac{1}{2}$ their class level, rounded down (unlike spellcasters, who round-up).

Manifesting Powers

Manifesting a power costs Hit Points. The base cost is:

Power Level	Base HP Cost
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17

Unlike spells, all aspects of a power do not automatically scale with level. Instead, they are augmented with additional Hit Points (**HP**). The augmenting HP cost is noted under each power's entry in the SRD.

The combined hit point cost for manifesting and augmenting a power cannot exceed the character's psionic class level. Thus, a 3rd level psychic could manifest a level one power by spending 1 hit point, and augment it by spending 2 additional hit points for a total hit point cost of 3.

The hit points lost through manifesting and augmenting powers cannot be healed normally. They are recovered after 8 hours of rest.

Temporary hit points cannot be used to manifest powers.

Power Difficulty Class

The Difficulty Class (**DC**) for all powers is:

$10 + \text{Psionic Level} + \text{Psionic's MIND bonus}$

Psionic vs. Magical Effects

Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. For example, detect magic detects psionics and dispel psionics dispels magic.

Power Lists

1ST LVL PSION POWERS

- Charm, Psionic:** Makes one person a friend. *Duration:* 1 hr./lvl. *Augment:* 4 extra HP raises duration to 1 day/lvl.
- Control Object:** Telekinetically animate a small object. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.
- Detect Psionics:** Detect the presence of psionics. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.
- Mindlink:** Forge a limited mental bond with another creature. *Duration:* 10 min./lvl. *Augment:* Each extra HP links another creature.
- Mind Thrust:** Deal 1d10 damage. *Duration:* Instant. *Augment:* Each extra HP adds 1d10 to damage.
- Precognition:** Gain +2 insight bonus to one roll. *Duration:* 10 min./lvl. *Augment:* None.

2ND LVL PSION POWERS

- Clairvoyant Sense:** See and hear a distant location. *Duration:* 1 min./lvl. *Augment:* None.
- Cloud Mind:** You erase knowledge of your presence from target's mind. *Duration:* 1 min./lvl. *Augment:* None.
- Ego Whip:** Deal 1d4 MIND damage and daze for 1 rd. *Duration:* Instant. *Augment:* Every 4 extra HP increases damage by 1d4 points and save DC by 2.
- Identify, Psionic:** Learn the properties of a psionic item. *Duration:* Instant. *Augment:* None.
- Read Thoughts:** Detect the thoughts of creatures in range. *Duration:* Concentration, up to 1 min./lvl. *Augment:* None.
- Sensitivity to Psychic Impressions:** Find out about an area's past. *Duration:* Concentration, up to 10 min./lvl. *Augment:* None.

3RD LVL PSION POWERS

- Body Adjustment:** You heal 1d12 damage. *Duration:* Instant. *Augment:* Every 2 extra HP heals an extra 1d12.
- Dispel Psionics:** Cancel psionic powers and effects. *Duration:* Instant. *Augment:* Each extra HP raises dispel check by 2.
- False Sensory Input:** Subject sees what isn't there. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects another target.
- Fate Link:** Link the fates of two targets. *Duration:* 10 min./lvl. *Augment:* Every 2 extra HP raises DC by 1.
- Psionic Blast:** Stun creatures in 30-ft. cone for 1 rd. *Duration:* Instant. *Augment:* Every 2 extra HP raises duration by 1 rd.
- Telekinetic Force:** Move an object (up to 250 lbs.) with your mind. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Each extra HP raises weight limit by 25 lbs.

4TH LVL PSION POWERS

- Control Body:** Take rudimentary control of foe's limbs. *Duration:* Concentration, up to 1 min./lvl. *Augment:* Every 2 extra HP affects a target one size larger.
- Death Urge:** Target tries to kill itself. *Duration:* 1 rd. *Augment:* Every 4 extra HP raises save DC by 2 and duration by 1 rd.
- Dimension Door, Psionic:** Teleport short distance. *Duration:* Instant. *Augment:* 6 extra HP to manifest as a bonus action.
- Mindwipe:** Wipe a part of target's mind to reduce target's current level by 2. *Duration:* 1 hr. *Augment:* Every 2 extra HP raises DC by 2. Every 3 extra HP reduces an extra level.
- Schism:** Split your mind into two independent entities. *Duration:* 1 rd./lvl. *Augment:* None.

- Telekinetic Maneuver:** Telekinetically bull rush, disarm, grapple, or trip your target. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* Every 2 extra HP grants a +1 bonus to maneuver checks.

5TH LVL PSION POWERS

- Mind Probe:** You discover the subject's secret thoughts. *Duration:* 1 rd./lvl. *Augment:* None.
- Psychic Crush:** Crush subject's mind, reducing subject to -1 hit points. *Duration:* Instant. *Augment:* Every two extra hit points increases save damage by 1d6 (base 3d6).
- Second Chance:** Gain a reroll. *Duration:* 1 rd./lvl, until discharged. *Augment:* None.
- Shatter Mind Blank:** Cancels target's *mind blank*. *Duration:* Instant. *Augment:* None.
- Teleport, Psionic:** Instantly teleport up to 100 miles/lvl. *Duration:* Instant. *Augment:* None.
- True Seeing, Psionic:** See all things as they really are. *Duration:* 1 min./lvl. *Augment:* None.

6TH LVL PSION POWERS

- Cloud Mind, Mass:** Erase knowledge of your presence from the minds of one creature/lvl. *Duration:* 1 min./lvl. *Augment:* None.
- Co-opt Concentration:** Take control of foe's power. *Duration:* Concentration, up to 1 rd./lvl. *Augment:* None.
- Crystallize:** Turn subject permanently to crystal. *Duration:* Permanent. *Augment:* None.
- Null Psionics Field:** Create a field where psionic power does not function. *Duration:* 10 min./lvl. *Augment:* None.
- Restoration, Psionic:** Restores level and stats from drains. *Duration:* 11. *Augment:* None.
- Temporal Acceleration:** Your time frame accelerates for 1 rd. *Duration:* 1 rd. (apparent time). *Augment:* Every 4 extra HP raises duration by 1 rd.

7TH LEVEL PSION POWERS

Ethereal Jaunt, Psionic: Become ethereal for 1 rd./lvl.

Duration: 1 rd./lvl. *Augment:* None.

Fission: You briefly duplicate yourself. *Duration:* 1 rd./lvl.
Augment: None.

Insanity: Subject is permanently confused. *Duration:* Instant. *Augment:* Every 2 extra HP raises save DC by 1 and affects another creature.

Moment of Prescience, Psionic: You gain an insight bonus equal to your psionic character level on a single attack roll, check, or save. *Duration:* 1 rd./lvl, until discharged.
Augment: None.

Reddopsi: Powers targeting you rebound back. *Duration:* 10 min./lvl. *Augment:* None.

8TH LEVEL PSION POWERS

Astral Seed: You plant the seed of your rebirth from the Astral Plane. You return from death (even disintegration) after 10 days. *Duration:* Instant. *Augment:* None.

Hypercognition: You can deduce almost anything.
Duration: Instant. *Augment:* None.

Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing. *Duration:* 1 day.
Augment: None.

Time Hop, Mass: Willing subjects hop forward in time.
Duration: 1 hr./lvl. *Augment:* 6 extra HP to instantly manifest the power (even when it's not your turn).

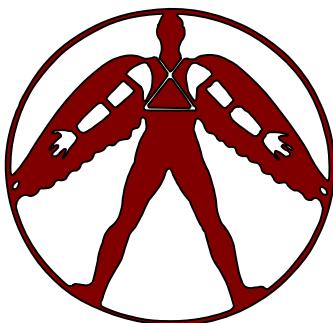
9TH LEVEL PSION POWERS

Assimilate: Inflict 20d6 damage and incorporate creature (fully or partially) into your own body. *Duration:* Instant or 1 hr. *Augment:* None.

Etherealness, Psionic: You and 1 creature/3 levels become ethereal. *Duration:* 1 min./lvl. *Augment:* None.

Microcosm: One creature (100 hp or less) or group of creatures (each 30 hp or less, totaling to 300 hp maximum) is trapped forevermore in world of own imagination (no saving throw). *Duration:* Instant. *Augment:* Each extra HP raises the hit point limit of target by 10.

Timeless Body: Ignore all harmful, and helpful, effects for 1 rd. *Duration:* 1 rd. *Augment:* None.



1ST LVL PSYCHIC WARRIOR POWERS

Call Weaponry: Call a weapon "from thin air" into your hand. *Duration:* 1 min./lvl. *Augment:* Every 4 extra HP grants a +1 enhancement bonus to the weapon.

Catfall: Instantly save yourself from a fall (as if fall was 10 ft. shorter). *Duration:* Until landing or 1 rd./lvl. *Augment:* Each extra HP makes the fall a further 10 ft. shorter.

Detect Psionics: You detect the presence of psionics.
Duration: Concentration, up to 1 min./lvl. *Augment:* None.

Prescience, Offensive: Gain +2 insight bonus on your damage rolls. *Duration:* 1 min./lvl. *Augment:* Every 3 extra HP raises damage bonus by +1. 6 extra HP to manifest power as a bonus action.

Synesthete: You receive one kind of sense when another sense is stimulated. *Duration:* 10 min./lvl. *Augment:* None.

Vigor: Gain 5 temporary hit points. *Duration:* 1 min./lvl.
Augment: Each extra HP gives 5 extra hit points.

2ND LVL PSYCHIC WARRIOR POWERS

Animal Affinity: Gain +4 to one stat. *Duration:* 1 min./lvl.
Augment: Every 5 extra HP enhances another stat.

Body Adjustment: Heal 1d12 damage. *Duration:* Instant.
Augment: Every 2 extra HP heals an extra 1d12.

Detect Hostile Intent: Detect hostile creatures within 30 ft.
Duration: 10 min./lvl. *Augment:* None.

Hustle: Instantly gain a move action. *Duration:* Current round. *Augment:* None.

Sustenance: You can go without food and water for one day. *Duration:* Instant. *Augment:* None.

Wall Walker: You can walk on walls and ceilings.
Duration: 1 min./lvl. *Augment:* None.

3RD LVL PSYCHIC WARRIOR POWERS

Dimension Slide: Teleport within line of sight. *Duration:* Instant. *Augment:* 4 extra HP to manifest power as a bonus action.

Empathic Feedback: When hit in melee, your attacker takes equal damage or 5 points of damage (whichever is less).
Duration: 10 min./lvl. *Augment:* Each extra HP raises the damage potential by 1.

Evade Burst: Instantly take no damage on a successful Reflex save. *Duration:* Instant. *Augment:* 4 extra HP to only take half damage even on a failed save.

Graft Weapon: Gain +1 competence bonus to attack and damage with weapon and cannot be disarmed. *Duration:* 24 hrs. *Augment:* None.

Mental Barrier: Instantly gain +4 deflection bonus to AC (even when it's not your turn). *Duration:* 1 rd. *Augment:* Each extra HP raises the duration by 1 rd. Every 4 extra HP raises the AC bonus by 1.

Ubiquitous Vision: You have all-around vision. *Duration:* 10 min./lvl. *Augment:* None.

4TH LVL PSYCHIC WARRIOR POWERS

Energy Adaptation: Gain resistance 10 (20 at 9th level and 30 at 13th level). All energy attack damage is reduced by that amount. *Duration:* 10 min./lvl. *Augment:* 4 extra HP to manifest power as a bonus action.

Freedom of Movement, Psionic: You cannot be held or rendered immobile. *Duration:* 10 min./lvl. *Augment:* None.

Immovability: You are almost impossible to move (+20 to STR checks) and gain damage resistance 15. All physical attack damage is reduced by that amount. *Duration:* Concentration. *Augment:* 8 extra HP to manifest power instantly (even when it's not your turn).

Steadfast Perception: Gain immunity to illusory effects and a +6 bonus on skill checks to find or notice anything. *Duration:* 10 min./lvl. *Augment:* None.

Weapon of Energy: Deal an extra 1d6 damage of specific energy type (plus 1d10 on critical hit). *Duration:* 1 rd./lvl. *Augment:* None.

5TH LVL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments. *Duration:* 1 hr./lvl. *Augment:* None.

Catapsi: Characters must make a Will save or pay an extra 4 hit points to manifest a power, and psi-like abilities require a full round to use. You are not affected. *Duration:* 1 rd./lvl. *Augment:* Every 4 extra HP raises range and radius by 5 ft. (base 30 ft.)

Metaconcert: Link with up to 9 participants to manifest powers from their hit points. Each link boosts DC of manifested powers by 1. Everyone linked gains a +1 bonus to save vs. powers. *Duration:* 1 min./lvl. *Augment:* Each extra HP raises duration by 1 min.

Psychofeedback: Boost STR or DEX score by an amount up to your psionic class level, but lower MIND by a respective amount. *Duration:* 1 rd./lvl. *Augment:* None.

6TH LVL PSYCHIC WARRIOR POWERS

Breath of the Black Dragon: Breathe a cone of acid for 11d6 damage. *Duration:* Instant. *Augment:* Each extra HP increases damage by 1d6.

Dispelling Buffer: The DC to dispel your power is increased by +5. *Duration:* 1 hr./level. *Augment:* None.

Mind Blank, Personal: You are immune to scrying and mental effects. *Duration:* 1 day. *Augment:* None.

Suspend Life: Go into suspended animation (1 day passes for each year). *Duration:* Permanent unless ended or dismissed. *Augment:* None.

Psionic Spell Lists

6TH LEVEL ARCANE SPELL

Probe Thoughts: Read subject's memories, one question/rd.

8TH LEVEL DIVINE SPELL

Brain Spider: Hear thoughts of up to eight other creatures.



Psionic Items

Cognizance Crystals

Cognizance crystals can store hit points that psionic characters can use to manifest powers. It can store an odd number of hit points between 1 and 17. Once the hit points are used, the crystal can be recharged on a 1-to-1 basis.

Crystal Weapons

As a free action, crystal weapons can be charged with 2 HP to deal 2d6 extra damage. The weapon will keep the charge for 1 minute or until it scores a hit.

Power Stones

A power stone stores a power, which can be used only once. To manifest the power, a check must be made (Concentration + MIND vs. DC 15 + power level of the stored power). The power must be on the user's power list. The stored power is always manifested at minimum level required to manifest the power.

Psicrystals

A psicrystal contains a fragment of a psyche's personality. A psionic character can bond with a psicrystal and gain a minor benefit related to its personality.

Personality	Benefit
Bully	+3 on Physical checks
Heroic	+2 on Fortitude saves
Poised	+2 on Reflex saves
Resolved	+2 on Will saves
Sneaky	+3 on Subterfuge checks
Stubborn	+3 on Concentration checks

Psionic Monsters

Blue (small goblinoid)

HD 1d4+2 plus 4 (8 hp); AC 16; quarterstaff +0 (1d4-2) or light crossbow (1d6); *mind thrust*.

Brain Mole (tiny magical beast)

HD 1d10-2 (3 hp); AC 14; bite +5 (1d3-4); *detect psionics, mind thrust*; burrow.

Cerebrilith (large outsider)

HD 9d8+63 (103 hp); AC 25 (DR 10/good, acid/fire/cold resistance 10, immune to electricity, PR 20); bite +14 (1d8+6); *detect psionics, telepathy, ego whip*; summon cerebrilith (35%).

Crysmal (small elemental)

HD 6d8+6 (33 hp); AC 21 (DR 5/bludgeoning, electricity resistance 15, immune to fire and cold); sting +7 (1d3+3); *control object, detect psionics, mind thrust, psionic dimension door*; burrow.

Folugub (medium aberration)

HD 4d8+12 (30 hp); AC 18; tongue touch +6 (liquefy crystal) or bite +1 (2d4); scent.

Intellect Devourer (small aberration)

HD 6d8+15 (42 hp); AC 21 (DR 10/adamantine, electricity resistance 14, immune to fire, PR 23, vulnerable to protection from evil); claw +6 (1d3+1); *cloud mind, detect psionics, ego whip, body adjustment*; blindsight, body thief.

Neothelid (gargantuan aberration)

HD 25d8+200 (312 hp); AC 28 (DR 5, PR 25); tentacle rake +24 (2d6+10) or acid breath (14d10) or swallow whole (2d8+14 plus 2d6 acid); *telekinetic force, telekinetic maneuver, psionic teleport, mind thrust*; blindsight.

Udroot (huge plant)

HD 6d8+18 (45 hp); AC 11 (cold/fire resistance 10, immune to electricity); *false sensory input, mind thrust, telekinetic force, body adjustment, mental barrier*; double manifest, blindsight.

Unbodied (medium incorporeal humanoid)

HD 4d8+4 (22 hp); AC 13; incorporeal touch +5 (1d6); psion powers; fly.

Damage resistance (DR) is subtracted from physical attack damage.

Resistance (acid, cold, electricity, fire, or sonic) is subtracted from energy attack damage.

Power resistance (PR) is the DC that a manifester must beat to affect the target (d20 + psionic character level vs. PR).

Blindsight is the ability to ‘see’ without vision.

Body thief is the ability to physical take over a body.

Double manifest is the ability to manifest 2 powers at once.

Touch attacks ignore AC from armor and shields.

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M20 Psionic Rules

Classes

Psions can wear light armour, but usually prefer to wear none. They can use psionic powers, and gain a +3 bonus to Knowledge

Psionics

Psions can use any power with a power level equal or below 1/2 their class level, rounded up. They have access to almost all Psion powers in the SRD powers list. Powers that deal with power points are unavailable only because power points are not used. (See Alternate Rule if you wish to use these powers.)

Unless otherwise stated in the power description, powers that do damage work once. All other powers last 1 minute per psion level.

Using a power of any kind costs Hit Points. The cost is 1 + double the level of the power being cast:

Power Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

This loss **cannot** be healed normally but is recovered after 8 hours rest. Just because a character can use any power, doesn't mean that they should. Choose powers that suit the character. Select one 'signature' power per power level from 1st upward that they prefer to use over any other. These powers are easier to use due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all powers is
10 + Caster Level + Caster's MIND bonus

Combat

The Psionic attack bonus is the same as the Magic Attack Bonus

Alternate Rule for Power Points

Some players may wish to include all powers, including those that pertain to power points. In that case, the Power Point pool starts as the MIND stat +4 points. At each level, the Psion gains 4 more power points (no roll).

If a Psion uses a power that would reduce their Power Points below zero, those points come from the MIND stat. MIND points heal at a rate of 1 point per 24 hours. If MIND is reduced to zero, the psion becomes an undead wight.

Psion Powers

NOTE: Any power with a line through it either deals with power points or has not been translated for M20 yet. Some offensive powers have been weakened from what is listed in the SRD.

1st-Level Psi-Powers

<i>Astral Traveller</i>	Enable yourself or another to join an <i>astral caravan</i> -enabled trip.
<i>Attraction</i>	Subject has an attraction you specify.
<i>Biofeedback</i>	All attacks against you have damage reduced by 2 points
<i>Bite of the Wolf</i>	Gain bite attack for 1d8 damage.
<i>Bolt</i>	You create a few enhanced short-lived bolts, arrows, or bullets.
<i>Burst</i>	Move twice as fast for one round.
<i>Call to Mind</i>	Gain +4 bonus to a Knowledge skill check.
<i>Call Weaponry</i>	Create temporary weapon.
<i>Catfall</i>	Instantly save yourself from a fall. Lessens damage of fall by 10ft/level.
<i>Chameleon</i>	Gain +10 bonus on Subterfuge rolls that involve hiding.
<i>Claws of the Beast</i>	Your hands become deadly claws doing 1d6 damage.
<i>Compression</i>	You grow smaller.
<i>Conceal Thoughts</i>	You conceal your motives.
<i>Control Flames</i>	Take control of nearby open flame.
<i>Control Light</i>	Adjust ambient light levels.
<i>Create Sound</i>	Create the sound you desire.
<i>Crystal Shard</i>	Ranged touch attack for 1d6 points of damage.
<i>Daze, Psionic</i>	Humanoid creature of 4 HD or less loses next action.
<i>Deceleration</i>	Target's speed is halved.
<i>Déjà Vu</i>	Your target repeats his last action.
<i>Demoralize</i>	Enemies become shaken.
<i>Detect Psionics</i>	You detect the presence of psionics.
<i>Disable</i>	Subjects incorrectly believe they are disabled.
<i>Dissipating Touch</i>	Touch deals 1d6 damage.
<i>Distract</i>	Target gets -4 penalty on anything that requires concentration.
<i>Ecto Protection</i>	An astral construct gains bonus against <i>dismiss ectoplasm</i> .
<i>Elfsight</i>	Gain low-light vision, +2 bonus to search for items and notice secret doors.
<i>Empathy</i>	You know the subject's surface emotions.
<i>Empty Mind</i>	Gain +2 on Will saves until your next action.
<i>Energy Ray</i>	Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
<i>Entangling Ectoplasm</i>	You entangle a foe in sticky goo.
<i>Expansion</i>	Become one size category larger.
<i>Far Hand</i>	Move small objects at a limited distance.

<i>Float</i>	Buoy yourself in water or other liquid.
<i>Force Screen</i>	Invisible disc acts as a +4 shield.
<i>Grease, Psionic</i>	Makes 10-ft. square or one object slippery.
<i>Grip of Iron</i>	Your iron grip gives +4 bonus to hit in unarmed combat and hold on to objects.
<i>Hammer</i>	Translucent hammer appears in hand that deals 1d8/round.
<i>Inertial Armour</i>	Tangible field of force provides you with +4 bonus to AC.
<i>Know Direction and Location</i>	You discover where you are and what direction you face.
<i>Matter Agitation</i>	You heat a creature or object. After three rounds, does 1d6 damage per round.
<i>Metaphysical Claw</i>	Your natural weapon gains +1 bonus.
<i>Metaphysical Weapon</i>	Weapon gains +1 bonus.
<i>Mind Thrust</i>	Deal 1d10 damage for one action.
<i>Missive</i>	Send a one-way telepathic message to subject.
<i>My Light</i>	Your eyes emit 20-ft. cone of light.
<i>Precognition, Defensive</i>	Gain +1 to AC and saving throws.
<i>Precognition, Offensive</i>	Gain +1 to all attack rolls.
<i>Prescience, Offensive</i>	Gain +2 on damage rolls.
<i>Prevenom Armour</i>	Your weapon is mildly venomous.
<i>Prevenom</i>	Your claws gain a poison coating.
<i>Sense Link</i>	You sense what the subject senses (single sense).
<i>Skate</i>	Subject slides skillfully along the ground.
<i>Stomp</i>	Subjects fall prone and take 1d4 damage.
<i>Synesthete</i>	You receive one kind of sense when another sense is stimulated.
<i>Telempathic Projection</i>	Alter the subject's mood.
<i>Thicken Skin</i>	Gain +1 to AC for 10 min./level. This is cumulative to other powers.
<i>Vigour</i>	Gain 5 temporary hit points.

2nd-Level Psi-Powers

<i>Animal Affinity</i>	Gain +4 enhancement to one ability.
<i>Body Adjustment</i>	Heal 1d12 damage.
<i>Body Equilibrium</i>	You can walk on nonsolid surfaces.
<i>Body Purification</i>	Restore 2 points of ability damage.
<i>Cloud Mind</i>	You erase knowledge of your presence from target's mind.
<i>Concealing Amorpha</i>	Quasi-real membrane grants you concealment.
<i>Concussion Blast</i>	Deal 1d6 force damage to target.
<i>Control Sound</i>	Create very specific sounds.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Detect Hostile Intent</i>	You can detect hostile creatures within 30 ft. of you.
<i>Dimension Swap</i>	You and an ally switch positions.

<i>Dissolving Touch</i>	Your touch deals 4d6 acid damage.
<i>Dissolving Weapon</i>	Your weapon deals 4d6 acid damage.
<i>Ego Whip</i>	Deal 1d4 MIND (or CHA) damage and daze for 1 round.
<i>Empathic Transfer</i>	Transfer another's wounds to yourself.
<i>Energy Adaptation, Specified</i>	Ignore 10 points of damage/round against one energy type.
<i>Energy Push</i>	Deal 2d6 damage and knock subject back.
<i>Energy Stun</i>	Deal 1d6 damage and stun target if it fails both saves.
<i>Feat Leech</i>	Gain ability to use any level power from another psion.
<i>Hustle</i>	Instantly gain a move action.
<i>Id Insinuation</i>	Swift tendrils of thought disrupt and confuse your target.
<i>Identify, Psionic</i>	Learn the properties of a psionic item.
<i>Inflict Pain</i>	Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.
<i>Knock, Psionic</i>	Opens locked or psionically sealed door.
<i>Levitate, Psionic</i>	You move up and down, forward and back via mental support.
<i>Mental Disruption</i>	Daze creatures within 10 feet for 1 round.
<i>Missive, Mass</i>	You send a one-way telepathic message to an area.
<i>Painful Strike</i>	Your natural weapons deal an extra 1d4 damage.
<i>Prowess</i>	Instantly gain another attack of opportunity.
<i>Psionic Lion's Charge</i>	You can make full attack in same round you charge.
<i>Psionic Lock</i>	Secure a door, chest, or portal.
<i>Psionic Scent</i>	Gain the scent ability (like a dog).
<i>Recall Agony</i>	Foe takes 2d6 damage.
<i>Sense Link, Forced</i>	Sense what subject senses.
<i>Share Pain</i>	Willing subject takes some of your damage.
<i>Strength of My Enemy</i>	On successful hit, take one point of STR from target and add it to your own. Lasts 1 round/level.
<i>Sustenance</i>	Go without food and water for one day.
<i>Swarm of Crystals</i>	Crystal shards are sprayed forth doing 3d4 slashing damage.
<i>Thought Shield</i>	Gain PR 13 against mind-affecting powers.
<i>Tongues, Psionic</i>	You can communicate with intelligent creatures.
<i>Wall Walker</i>	Grants ability to walk on walls and ceilings.

3rd-Level Psi-Powers

<i>Claws of the Vampire</i>	On successful melee attack, heal half of your claw's base damage.
<i>Concealing Amorpha, Greater</i>	Quasi-real membrane grants you total concealment. 1 round/level
<i>Danger Sense</i>	Gain +4 bonus against traps.
<i>Darkvision, Psionic</i>	See 60 ft. in total darkness.
<i>Dimension Slide</i>	Teleports you very short distance.

<i>Dismiss Ectoplasm</i>	Dissipates ectoplasmic targets and effects.
<i>Dispel Psionics</i>	Cancels psionic powers and effects.
<i>Duodimensional Claw</i>	Critical hit with claw occurs on a roll of 19 or 20, instead of 20.
<i>Ectoplasmic Form</i>	You gain benefits of being insubstantial and can fly slowly.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Empathic Transfer, Hostile</i>	Your touch transfers your hurt to another.
<i>Energy Bolt</i>	Deal 5d6 energy damage in 120-ft. line.
<i>Energy Burst</i>	Deal 5d6 energy damage in 40-ft. burst.
<i>Energy Retort</i>	Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
<i>Energy Wall</i>	Create wall of your chosen energy type.
<i>Eradicate Invisibility</i>	Negate invisibility in 50-ft. burst.
<i>Escape Detection</i>	You become difficult to detect with clairsentience powers.
<i>Evade Burst</i>	You take no damage from a burst on a successful DEX save.
<i>Exhalation of the Black Dragon</i>	Your acid breath deals 1d6/level damage to a close target. (Max damage 7d6)
<i>Graft Weapon</i>	Your hand is replaced seamlessly by your weapon.
<i>Keen Edge, Psionic</i>	Doubles normal weapon's threat range.
<i>Mental Barrier</i>	Gain +4 deflection bonus to Defence until your next action.
<i>Mind Trap</i>	Drain 1d6 hit points from anyone who attacks you with a telepathy power.
<i>Psionic Blast</i>	Stun creatures in 30-ft. cone for 1 round.
<i>Share Pain, Forced</i>	Unwilling subject takes some of your damage.
<i>Solicit Psi crystal</i>	Your psi crystal takes over your concentration power.
<i>Telekinetic Force</i>	Move an object with the sustained force of your mind.
<i>Telekinetic Thrust</i>	Hurl objects with the force of your mind.
<i>Time Hop</i>	Subject hops forward in time 1 round/level.
<i>Touchsight</i>	Your telekinetic field tells you where everything is.
<i>Ubiquitous Vision</i>	You have all-around vision.
<i>Vampiric Blade</i>	On a successful melee attack, you heal half of your base weapon damage.

4th-Level Psi-Powers

<i>Aura Sight</i>	Reveals creatures, objects, powers, or spells of selected alignment axis.
<i>Claw of Energy</i>	Your claws deal additional energy damage.
<i>Correspond</i>	Hold mental conversation with another creature at any distance.
<i>Death Urge</i>	Implant a self-destructive compulsion.
<i>Detect Remote Viewing</i>	You know when others spy on you remotely.

<i>Dimension Door, Psionic</i>	Teleports you short distance.
<i>Divination, Psionic</i>	Provides useful advice for specific proposed action.
<i>Empathic Feedback</i>	When you are hit in melee, your attacker takes damage.
<i>Energy Adaptation</i>	Your body converts energy to harmless light.
<i>Freedom of Movement, Psionic</i>	You cannot be held or otherwise rendered immobile.
<i>Immovability</i>	You are almost impossible to move and gain DR 15/-.
<i>Inertial Barrier</i>	Gain DR 5/-.
<i>Intellect Fortress</i>	Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
<i>Mindwipe</i>	Subject's recent experiences wiped away, target loses 2 levels for 24 hours.
<i>Personality Parasite</i>	Subject's mind creates self-antagonistic splinter personality for 1 round/level.
<i>Power Leech</i>	Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
<i>Psychic Reformation</i>	Subject can choose skills, feats, and powers anew for previous levels.
<i>Psychic Vampire</i>	Touch attack drains 2 power points/level from foe.
<i>Steadfast Perception</i>	Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
<i>Telekinetic Manoeuvre</i>	Telekinetically bull rush, disarm, grapple, or trip your target.
<i>Trace Teleport</i>	Learn destination of subject's teleport.
<i>Truevenom Weapon</i>	Your weapon is horribly poisonous.
<i>Truevenom</i>	Your natural weapons are covered in horrible poison.
<i>Wall of Ectoplasm</i>	You create a protective barrier.
<i>Weapon of Energy</i>	Weapon deals additional energy damage.

5th-Level Psi-Powers

<i>Adapt Body</i>	Your body automatically adapts to hostile environments.
<i>Catapsi</i>	Psychic static inhibits power manifestation.
<i>Ectoplasmic Shambler</i>	Foglike predator deals 1 point of damage/two levels each round to an area.
<i>Incarnate</i>	Make some powers permanent.
<i>Leech Field</i>	Leech power points each time you make a saving throw.
<i>Major Creation, Psionic</i>	As <i>psionic minor creation</i> , plus stone and metal.
<i>Metaconcert</i>	Mental concert of two or more increases the total power of the participants.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Plane Shift, Psionic</i>	Travel to other planes.
<i>Power Resistance</i>	Grant PR equal to 12 + level. If PR + Level is higher than 1d20 + manifestor's level, the power has no effect.
<i>Psychic Crush</i>	Brutally crush subject's mental essence, reducing subject to -1 hit points.

<i>Psychofeedback</i>	Boost STR or DEX at the expense of another score.
<i>Shatter Mind Blank</i>	Cancels target's <i>mind blank</i> effect.
<i>Tower of Iron Will</i>	Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
<i>True Seeing, Psionic</i>	See all things as they really are.

6th-Level Psi-Powers

<i>Aura Alteration</i>	Repairs psyche or makes subject seem to be something it is not.
<i>Breath of the Black Dragon</i>	Breathe acid for 6d6 damage.
<i>Cloud Mind, Mass</i>	Erase knowledge of your presence from the minds of one creature/level.
<i>Co-opt Concentration</i>	Take control of foe's concentration power.
<i>Contingency, Psionic</i>	Sets trigger condition for another power.
<i>Disintegrate, Psionic</i>	Turn one creature or object to dust.
<i>Dispelling Buffer</i>	You are buffered from one <i>dispel psionics</i> effect.
<i>Form of Doom</i>	You transform into a frightening tentacled beast.
<i>Fuse Flesh</i>	Fuse subject's flesh, creating a helpless mass.
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Overland Flight, Psionic</i>	You fly at a speed of 40 ft. and can hustle over long distances.
<i>Remote View Trap</i>	Deal 8d6 points electricity damage to those who seek to view you at a distance.
<i>Retrieve</i>	Teleport to your hand an item you can see.
<i>Suspend Life</i>	Put yourself in a state akin to suspended animation.
<i>Temporal Acceleration</i>	Your time frame accelerates for 1 round.

7th-Level Psi-Powers

<i>Decerebrate</i>	Remove portion of subject's brain stem.
<i>Divert Teleport</i>	Choose destination for another's <i>teleport</i> .
<i>Energy Conversion</i>	Offensively channel energy you've absorbed.
<i>Energy Wave</i>	Deal 7d6 damage of your chosen energy type in 120-ft. cone.
<i>Evade Burst</i>	You take no damage from a burst on a successful Reflex save.
<i>Insanity</i>	Subject is permanently <i>confused</i> .
<i>Mind Blank, Personal</i>	You are immune to scrying and mental effects.
<i>Moment of Prescience, Psionic</i>	You gain bonus equal to level on a single attack roll, check, or save.
<i>Oak Body</i>	Your body becomes as hard as oak.
<i>Phase Door, Psionic</i>	Invisible passage through wood or stone.
<i>Sequester, Psionic</i>	Subject invisible to sight and remote viewing; renders subject comatose.
<i>Ultrablast</i>	Deal 1d6/level damage in 15-ft. radius.

8th-Level Psi-Powers

<i>Bend Reality</i>	Alters reality within power limits.
<i>Iron Body, Psionic</i>	Your body becomes living iron.
<i>Matter Manipulation</i>	Increase or decrease an object's base hardness by 5.
<i>Mind Blank, Psionic</i>	Subject immune to mental/emotional effects, scrying, and remote viewing.
<i>Recall Death</i>	Subject dies or takes 5d6 damage.
<i>Shadow Body</i>	You become a living shadow (not the creature).
<i>Teleport, Psionic Greater</i>	As <i>psionic teleport</i> , but no range limit and no off-target arrival.
<i>True Metabolism</i>	You regenerate 10 hit points/round.

9th-Level Psi-Powers

<i>Affinity Field</i>	Effects that affect you also affect others.
<i>Apopsi</i>	You delete target's psionic powers.
<i>Assimilate</i>	Incorporate creature into your own body.
<i>Etherealness, Psionic</i>	Become ethereal for 1 min./level.
<i>Microcosm</i>	Creature or creature lives forever more in world of his own imagination.
<i>Reality Revision</i>	As <i>bend reality</i> , but fewer limits.
<i>Timeless Body</i>	Ignore all harmful, and helpful, effects for 1 round.

Psionic Items

This is not the last word in Psionic Items. Feel free to make your own.

Psionic Armour Abilities

These abilities can be applied to armour, shields, or any other protective gear.

Gleaming This kind of Armour is usually made of crystal, though it doesn't have to be. Gleams and flashes from the Armour givethe wearer and his Armour a "fuzzy" appearance, granting the wearer concealment.

Power Resistance This kind of Armour or shield grants the wearer power resistance while it is worn. The power resistance can be 13, 15, 17, or 19, depending on the amount that was built into the Armour or shield.

Quickness This kind of Armour increases the wearer's speed by 5 feet. Thus, a character whose normal speed in Armour is 20 feet moves 25 feet in Armour of quickness.

Radiant The wearer of this kind of Armour gains resistance 10 against energy attacks (acid, cold, electricity, fire, or sonic). The Armour absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the Armour absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Ranged The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be created with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn). If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the square from which it was thrown.

Time Buttress This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use timeless body as though manifesting the power.

Vanishing On command, this suit of Armour or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if he had manifested the power cloud mind. The wearer can use this ability twice per day.

Psionic Weapon Abilities These special abilities can be applied to weapons of all kinds, melee and ranged, as well as firearms, where applicable.

Bodyfeeder All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either his current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Collision Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, and slings bestow the extra damage upon their ammunition.

Coup de Grace Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, and slings bestow this ability on their ammunition.

Dislocator The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 feet away. Bows, crossbows, and slings bestow this ability on their ammunition.

Dissipater This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits as critical hits.

Great Dislocator The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, and slings bestow this ability upon their ammunition.

Lucky A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Mindcrusher Any psionic creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A psionic creature that is out of power points (or has none) must succeed on a DC 17 Will save or take 1d2 points of Wisdom damage.

Mindfeeder All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons. As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either her current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Power Storing A power storing weapon allows a maniferter to store a single targeted power of up to 3rd level in the weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the power on that creature as a swift action if the wielder desires.

Once the power is manifested, the weapon is empty, and a manifester can imbed any other targeted power of up to 5 power points into it. The weapon telepathically whispers to the wearer the name of the power currently stored within it. A randomly generated power storing weapon has a 50% chance to have a power stored in it already.

Psibane A psibane weapon is crafted to oppose psionic beings. When used against such creatures, its effective enhancement bonus is 2 higher than its actual enhancement bonus. It deals an extra 2d6 points of damage against psionic opponents. It bestows one negative level on any psionic creature attempting to wield it.

This negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way while the weapon is wielded. Psibane bows, crossbows, and slings bestow this ability upon their ammunition.

Psi-Power Storing A psi-power storing weapon allows a you to store a single, targeted psi-power of up to 3rd level in the weapon. You do not have to have the ability to manifest psi-powers to use this weapon. Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately manifest the psi-power on that creature as a free action if the wielder desires.

Once the psi-power has been manifested from the weapon, anyone who can manifest psipowers can channel any other targeted psi-power of up to 3rd level into it. The weapon telepathically imparts to the wielder the name of the psi-power currently stored within it, but not the specific effects of that psi-power. A randomly rolled psi-power storing weapon has a 50% chance to have a psi-power stored in it already.

Psychokinetic Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Psychokinetic Burst This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Soulbreaker This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Sundering This kind of weapon allows a wielder to attack opponents' weapons.

Suppression An opponent or object struck by this kind of weapon is subject to a targeted *dispel psionics* power. The wielder makes a power check (1d20 + 5 + manifester level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Teleporting This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Md20 Age Level system

Max population ages, and corresponding levels, in yellow

Ages to reach levels; Coming-of-age-ages in blue box

Lvl 1	EL's 0	Humans+HalfX 16	Elves/Dwarves 32	Halflings 25	Orcs 10	Gnomes 5
2	10	18	35	27	11	10
3	30	22	42	32	13	20
4	60	28	52	40	17	35
5	100	36	65	50	22	55
6	150	46	82	62	28	80
7	210	58	102	77	36	110
8	280	72	125	95	45	145
9	360	88	152	115	55	185
10	450	106	182	137	66	230
11	550	126	215	162	78	280
12	660	148	252	190	92	335
13	780	172	292	220	107	395
14	910	198	335	252	123	460
15	1050	226	382	287	141	530
16	1200	256	432	325	160	605
17	1360	288	485	365	180	685
18	1530	322	542	407	201	770
19	1710	358	602	452	223	860
20	1900	396	665	500	247	955
21	2100	436	732	550	272	1055

Characters and NPCs gain levels simply by doing their jobs for a number of years. Slackers get nothing. The main goal is to populate the game world with higher level NPCs and give a more realistic feel to the world. Maximum levels encountered are in the yellow boxes. Adventurers or NPCs doing more dangerous jobs might gain levels more quickly

Humans come of age at 16 and gain 5ELs per year

Dwarves and Halflings come of age at 32 and gain 3ELs per year

Halflings come of age at 25 and gain 4ELs per year

Orcs come of age at 10 and gain 8ELs per year

Gnomes come of age at 5 and gain 2ELs per year

STATISTICS
Strength (STR), Dexterity (DEX) and Mind (MIND).
Stat bonus (STATb) = (stat - 10)/2, round down.
Roll 4d6, discard lowest to generate stats.
Hit Points (HP) = STR + 1d6/level.

SKILLS
Physical (PHYS), Subterfuge (SUB), Knowledge (KNOW) and Communication (COM)
Skills start at 1 + class or race bonus.
Skill roll = d20 + SKILL + STATb, where SKILL and STAT are determined by DM based on what character is trying to accomplish.

RACES
Human: +1 to all stats
Elf: +2 MIND
Dwarf: +2 STR
Halfling: +2 DEX

CLASSES
Fighter
+3 PHYS, +1 Attack and Damage, +1/5 levels
-1 to minSTR for all weapons and armor, -1/5 levels
Cleave: If fighter kills an opponent in melee, can attack another adjacent opponent. No more than fighter level attacks per round.
Cleric
+3 COM
Casts divine Spells (no hp penalty from Armour).
No spellbook needed, knows all divine spells.
Turn undead: Magic attack vs. current HP of monster, 10 over DC destroys monster.

MAGIC
Clerics can cast any Divine spell and Mages can cast any Arcane spell in their spellbook with a spell level equal to or below ½ their class level, rounded up.
Mages start knowing 5 0-level spells and 3 1st level spells. More spells can be gleaned from spellbooks or teachers.
Casting a spell of any kind costs HP equal to 1 + (spell level * 2). This loss cannot be healed normally, but is recovered after 6 hours of rest.
For spells that require a hit, roll Magic attack vs Dodge.
For spells that allow a save, DC is 10 + caster level + MINDb
Sacrifice
Human sacrifice can fuel ritual casting, freeing the mage/cleric from harm, or enhancing the spell. Willing victims contribute 4x their HP.

COMBAT
Attack
Melee attack (MELa) = level + STRb or DEXb *
Missile attack (MISa) = level + DEXb
Magic attack (MAGa) = level + MINDb
*DEXb can only be used for MELa only up to the amount the character's STR exceeds the weapon's minSTR.
Determine which attack is being used, and add attack bonus to d20 roll. If higher than your opponents DEF, it's a hit. Natural 20 is always a critical hit (see below).
Critical hit: natural attack roll of 20 always hits, does max damage AND ignores armor DR.
Defense
Defense (DEF) = Dodge + Block
Dodge = 10 + DEXb,
Block = STRb + Shield bonus
Block is 0 unless a shield is equipped, or an offhand weapon is equipped, but not used for attacking (in which case -2 penalty still applies for main weapon attack).
Characters cannot use DEX instead of STR for block.
If a character/creature is targeted by multiple assailants in one round, DEF -1/attack for each attack beyond the 1st.
Touch attacks are rolled against Dodge only.

Rogue
+3 SUB, +1 Dodge, +1/5 levels.
Sneak attack: Melee attack when opponent is unaware, SUB added to attack damage.
Mage
+3 KNOW, +1MAGa + 1/5 levels
Casts arcane Spells
Can select 1 favored spell/level which costs -1 HP/cast.
Multiclass
Choose a different class on level-up. +3 skill bonuses only at 1st character level. Class benefits based on number of levels in that class, not total character level.

Rituals
Any spell can be cast as a ritual. 1hr/spell level casting time reduces spell cost 1 hp /spell level. Multiple practitioners can cooperate and either split the hp cost or make the spell more effective or last longer. Effect or duration increases x1 for each doubling of casters.
Magic items
Wands store HP for use by spellcasters, sometimes with restrictions for which spells can be cast or what type of magic. Wands can be crafted in rituals costing 5 HP + 50GP + 1 hour of time per HP of power stored. Example: ring of Feather Fall costs 30 hp + 1000gp.
Magic items can be crafted by rituals costing (10 x spell cost) HP and (1000 * spell level) GP for each spell effect on the item. Groups of casters or human sacrifice make extremely powerful items possible.

Equipment modifiers
Weapons and armor have a minimum strength to use without penalties. Armor provides damage resistance against all physical attacks, and shields boost blocking defense.

Armor
DR: subtract this from each hit taken to get total damage sustained.
Min STR: Player's effective DEXb = (STR - minSTR) or DEXb, whichever is lower. Can easily be negative.
HP penalty: Additional HP cost per arcane spell cast while wearing this armor.

Weapon
MinSTR: If STR is less than minSTR, reduce MELa by the difference
and
DEXb can be used as MELa modifier only up to STR - minSTR

Shield
DEXb penalty: reduce DEXb by this amount while shield is equipped.
Characters cannot cast arcane spells while using shield.

Damage
Add STRb to melee damage, x2 if two-handed.
If HP reaches 0, character falls unconscious and near death. Further damage directly reduces STR. If STR reaches 0, character dies.

ADVANCEMENT

Encounter Level (EL) = HD of defeated foe +1 for each doubling of the number of similar foes.

Add EL for each encounter to a running total. When character has 10 x level in EL, he advances and resets the EL total.

If the new level is a multiple of 3, player adds 1 point to their choice of STR, DEX or MIND.

Player adds 1 to base skill of class, +1 to any other skill.

Roll 1d6 and add to hitpoints.

Mage can change favored spell choices for all levels.

EQUIPMENT STATISTICS

Armor

General rule of thumb: minSTR = DR+10, and +HP/Spell = DR.

To maintain D&D flavor, introduce exceptions and simply modify price, eg: chain shirt (DR4 | minSTR13 | -HP3), should cost double Scale Mail (DR4 | minSTR14 | -HP4).

Example armor table for D&D type game:

Armor	Cost	DR	Min	STR
Padded	2 gp	1	11	
Leather	10 gp	2	12	
Studded Leather	25 gp	3	13	
Chain Shirt	100gp	4	13	
Hide	15gp	3	14	
Scale Mail	50gp	4	14	
Chainmail	150gp	5	15	
Breastplate	200gp	5	14	
Splint Mail	200gp	6	16	
Banded Mail	250gp	6	16	
Half-plate	600gp	7	17	
Full Plate	1,500gp	8	18	

Weapons

General weapon classes:

Damage	minSTR	Hands
1d4	None	1
1d6	11	1
1d8	13	1
1d10	15	2
2d6	17	2

1 or 2 hand modifiers:

If 1d6 or 1d8 dam weapon is wielded with 2 hands, it's minSTR is the class below it.

Similarly, if a 1d10 or 2d6 weapon is wielded with one hand, its minSTR is raised by 2.

Eg. A staff does 1d6 damage and is used in two hands: minSTR = none. A dwarven waraxe does 1d10 damage and is wielded in 1 hand: minSTR = 17.

Shields

General shield classes:

Size	Block	DEXb
	bonus	penalty
Light	0	-1
Heavy	2	-2
Tower	4	-3

RUNE MAGIC

Runes are the written form of the language of the gods. No mortal can speak them aloud--the sound would shatter their bones and blast their sanity. They were first carved into the bark of the World Tree, Yggdrasil, at the dawn of time. Everything that exists is represented by its own rune—rune magic is the grammar of reality.

Before a spell can be cast, you must learn the appropriate runes, which are then inscribed on an object. Runecasters will often inscribe runes on small tiles, usually made of ivory or stone, but any durable material will do.

Casting spells requires arranging the runes in the proper order.

Preparing a spell with rune tiles requires drawing forth the runes in the proper order and holding them in your fist, a process that takes 1 round per rune used in the spell + or – your Dex bonus (minimum 1).

Casting a prepared spell is a normal action. You can prepare a pouch which holds nothing but the runes in the proper order—in this case, it takes one round to grab the runes from the pouch and the next to cast it.

Once you cast a spell, you either need to have spare runes to recast or you need to pick them back up.

Creating a rune tile requires knowledge of the rune in question and one day of craftsmanship, ritual and meditation.

Typically, spells require an Object Rune and an Action Rune, modified by Effect and other Runes.

Examples:

Object Runes: Fire, Ice, Trees, Man, Wolf, Dragon, Wood.

Action Runes: Blast, Summon, Hex, Glamour.

Effect Runes: Lesser, Major, Greater

Duration Runes: Brief, Extended, Eternal

Area of Effect Runes: Broad, Wide, Vast

Typical spells would look like this:

*Major Summon Troll Extended
Lesser Vast Ice Blast
Lesser Hex Wood*

Building a spell requires taking enough runes from each category to create the effect desired. For example, if you want to blast an enemy with fire, you might use the Fire, Blast and Lesser runes. If you replaced Fire with Ice,

you'd do an ice attack.

Effect, Duration and Area of Effect Runes are always listed from lesser to greater—to know a higher level Effect Rune, you must know the lower level ones as well. When counting runes to determine effects, you always count the lower level Effect Runes as well. For example, Major Wood Blast would be 2 for Wood and Blast, plus 2 for Major (Lesser + Major), for a total of 4 runes used.

You can combine any runes you know in any way, as long as it makes sense to do so. For example, if you have Blast, Fire, Snake, Ice and Lesser to begin with, but learn Hex later on, you can do a Lesser Ice Hex. Lesser Snake Blast wouldn't really make sense, though, unless your GM likes the idea of using snakes as projectile weapons.

Runes can also be carved permanently into an object, such as a wall, armor, a weapon, even trees or human skin--such runes take longer, anywhere from an hour to several days per rune, depending on the complexity of the spell and hardness of the object. Such spells are frequently inscribed with the Eternal rune. If they aren't, the runes fade away after the spell duration runs out, sometimes taking the object with them.

This can, however, change the context of the Action Runes. Blast might become Imbue and would grant a bonus or penalty based on the Object Rune, for example. The section on Action Runes has more detail.

Duration Runes determine how long a spell will endure. A spell with no duration rune lasts for an instant. **Brief** spells last a combat round for every level of the character + plus their Mind bonus. **Extended** spells last an hour for every level of the caster + plus their Mind bonus. **Eternal** spells last until the caster decides to end them or they are dispelled (with an appropriate Hex, no duration required, with an Effect equal to or larger than the spell being dispelled).

Unique runes only affect one being and are very powerful and difficult to find. A being's true name is never the name they go by on a daily basis. In fact, most of the time they aren't even aware of it themselves. If a Unique rune is used and has any quantifiable effect, double it if appropriate--damage, save DC, bonuses, whatever.

Process

Step 1: Choose Runes

Step 2: Cast Spell

Some spells may require a Dex-based to-hit roll to target. This is pretty much up to the GM and the specific spell. Otherwise, assume the spell is automatically cast.

A save is allowed when--

- a spell causes damage without requiring a to-hit roll. A save in this case cuts the damage to half.
- the spell causes unwanted change in a target. A save in this case negates the change.

If the target's a living creature, choose the most appropriate stat bonus + the most appropriate skill (usually Phys or Know). Resistance DC is equal the caster's level + Mind bonus +3.

Range is mostly touch to throwing distance, depending on the effect of the rune. Mostly just go with what's visually appropriate.

Step 3: Fatigue

Spell points are treated similarly to Microlite20. When casting a spell, roll $1d6 + 1$ for each rune used. For runes that require knowledge of previous Runes, count those previous runes as well (e.g. Greater effect would count as 3 runes total, not one). For every maxed out effect (e.g. Greater, Eternal and Vast) rune, add another $1d6$ damage.

Action Runes

Note: There are many, many runes. If a player wants a specific effect and none of the runes below seem to cover it, feel free to create more. *For example: Njal wants to stitch a pattern in his money pouch to prevent thieves from taking his coin. He wants the pouch to shock anyone who touches it and doesn't want the duration to ever wear out. Lightning, Blast(Imbue), Lesser and Eternal are appropriate runes. However, this doesn't cover everything--something is still needed to trigger the effect. The GM invents a Guard rune which signifies a trigger--if anybody but the owner touches the pouch, they get blasted.*

Blast

Blast can't be used by itself--it requires an object to determine the type of damage. With no Effect rune, it only does 1 point of damage.

You can optionally add an additional Object rune to limit damage to to one type of target--in that case, add another die of damage. Other types of targets are unaffected.

Sample Runes: Fire, Ice, Stone, Lightning, Pain

Effect Runes: Lesser ($1d6 + 1pt/\text{level damage}$), Major ($(1/2 \text{ Level})d6$ damage), Greater ($1d6/\text{level damage}$)

Alternatively, an effect rune may cause a useful effect in combat not quantifiable in damage, such as inflicting a penalty to hit or knocking an opponent down.

Area of Effect: Broad (a few people), Wide (a field), Vast (a forest)

Duration: Adding a duration rune will cause the object of the spell to remain for the duration. For example, fire may continue to burn in the area affected for the duration. Blocks of ice may stay around and be useful for cover instead of melting immediately, and so on.

Inscribed: Becomes "Imbue". Examples: Greater Fire Imbue Undead Eternal inscribed on a weapon will light on fire any undead who come in contact with the weapon. The weapon will remain enchanted forever. Lesser Pain Imbue Brief means the weapon will cause additional damage, but the effect will disappear after a few minutes of combat and the weapon will go back to being unenchanted.

Appropriate bonuses for an Imbued item would be +1 for Lesser, +3 major, +6 Greater.

In some cases, an Inscribed Blast can act like a normal Blast, such as when setting a trap.

Cure

Can't be used by itself--requires an object. With no Effect rune, it only cures 1 point of damage.

Sample Runes: Man, Beast, Plague, Poison

Effect Runes: Lesser ($1d6 + 1pt/\text{level damage}$), Major ($(1/2 \text{ Level})d6$ damage), Greater ($1d6/\text{level damage}$)

Duration is always permanent.

Inscribed: Becomes a form of Ward that wards off plagues, poisons or aids in recovery rate.

Glamour

Creates illusions.

Build another spell that performs the effect you're trying but substitute Glamor for the spell rune. For example Glamour(Blast) Fire Lesser Wide on a building would duplicate an illusory house fire. You don't necessarily have to have the spell rune to be able to imitate it.

Building an illusory house would be Glamour(Summon) Wood Major Wide

Effect Runes: Lesser (ghostly), Major (looks real, but insubstantial), Greater (full tactile illusions, doesn't do any damage or actually move anything, but otherwise very, very real).

Inscribed: Effect unchanged.

Hex

Changes some part of your environment, including creatures.

Runes: Specific to the element of what you're trying to affect: Metal, Magic, Wood, Stone, Fire, Ice. Type of creatures: dragons, beasts, humans, insects, lizards.

Effect Runes: Lesser (superficial change), Major (significant change), Greater (fundamental change)

Duration Runes: Brief (a few minutes), Extended (a few hours), Eternal (lasts until dispelled)

Example: Lesser Hex Wood Brief on a door- warps the door so it jams shut. After a few moments it unjams. Major Hex Wood Extended on a door - the door swings open and stays that way, despite all efforts to close it. The door goes back to normal after a few hours. Greater Hex Wood Eternal- the door disappears as if it has never existed and never comes back.

Major Hex Air Water Man Extended might allow a human to breathe underwater. Add Vast to that spell, and you can gift an entire village with water breathing. Lesser Hex Man Wolf Eternal would permanently give a human minor wolf characteristics, such as pointed ears and a fur coat.

Summonings

Summons and Dispels various creatures and objects. You must know the Rune of anything you summon. To summon someone specific, you must know their unique rune. A creature that has been summoned will arrive as fast as it can--attempting to Summon a camel, for example, while you're at the north pole is a fruitless endeavor.

Requires Summon Rune, Type Rune, Effect and Duration Rune.

This can also dispel summoned creatures (but not naturally occurring ones).

Type Runes: Type of creatures: dragons, beasts, humans, undead, insects, lizards, etc.

Effect Runes: The general rule of thumb for Effect is **Lesser** = minor benefit in combat. **Major** = considerable benefit in combat. **Greater** = extreme benefit in combat—this is calling in the cavalry.

Note that these effects are relative to your own power level: A Summon Lesser Dragon Extended at level 1 might summon a fire drake the size of a dog. The same spell cast at level 20 might bring in a wyrm the size of a house.

Ward

Offers protection from something. Usually provides either an AC bonus (+1 Lesser, +3 Major, +6 Greater) or creates a barrier. Can be inscribed or cast.

Runes: Specific to what you're warding against or creating the ward from. Air Ward, for example could be against air elementals or creating a barrier **from** air.

Effect Runes: Lesser (equal to strength to a wooden shield), Major (equal in strength to a metal shield), Greater (a fortified wall)

The Runecaster Class

Starts with 2+Mind bonus runes, of which at least 1 must be an Action and 1 must be an Object rune. Runecasters gain 1 additional rune per level.

Every level evenly divisible by 3, runecasters may choose one of their known runes and make it a favored rune. Favored runes are never counted when calculating fatigue. Effect runes can't be chosen as favored runes.

Runecasters' favored skill is Knowledge and they can use medium armor and any weapon.

Great Sacrifice. Sacrifice is at the core of the runecaster's religion and represents the lengths at which they will go for the quest for knowledge. This has three major ramifications:

Every time they gain a rune from leveling up, they gain one scar. Scars have no game effects. Just keep a running tally for flavor.

A runecaster can deliberately inflict HP damage to themselves to increase the effect of their magic. If they have more than 10 HP after successfully casting a spell, they can injure themselves in a dramatic and bloody way. Doing so immediately takes them down to 1 HP, but the spell's effects are doubled. They also gain one scar (as above), if they pass a DC 15 saving throw. If they fail the saving throw, they take a lasting injury (as below).

Knowledge. A runecaster can undertake a week long ritual for knowledge. At the end of which they either gain 5 normal runes or 1 unique rune. One of these runes is automatically a favored rune.

In exchange for this, at the end of the week long spirit journey, they will have only 1 hit point left and will be scarred in a game-impacting way, whether it be a missing eye, loss of a hand or foot, 2 points taken from Strength or Dex, whatever.

ELEMENTAL MAGIC

by Darth Cestual

Elemental spellcasters can cast any elemental spell, but choose 1 favored element; Air (A), Earth (E), Fire (F), or Water (W) as their domain. Domain spells are treated as Signature Spells as in Microlite20. Some spells fall under more than 1 domain. Non-designated spells are treated normally as spells of that level from M20. All Elemental spellcasters have Endure Elements: Exist comfortably in hot or cold environments, no protection from fire or cold damage as a free ability. These are not all the spells available, but have been limited to these selections in keeping with Micolite20. Duration based spells are assumed to last to the end of the scene, or 10 minutes per level, unless otherwise noted.

0 level Spells

Create Water: (W) creates 2 gallons/level of pure water (or ½ gallon in the Dark Sun setting)

Flare: (F) Dazzles on target (-1 on attack rolls)

Message: (A) whispered conversation at distance, 100ft+10ft/level

Resistance: (E) Subject gains +1 on saving throws

1st level Spells

Burning Hands: (F) 1d4/level fire damage (max 5d4)

Feather Fall: (A) Targets fall slowly, until landing or 1 round/level

Jump: (A) Subject gets bonus on Jump checks (+1/level)

Magic Stone: (E) Three stones gain +1 on attack, deal 1d6+1 damage

Obscuring Mist: (W) Fog surrounds you, 20ft height & radius

Produce FlameF) 1d6 damage +1/level, touch or thrown

2nd level Spells

Flame Blade: (F) Touch attack deals 1d8+1/two levels damage

Fog Cloud: (W) Fog obscures vision, 20ft high x 20ft radius, concealment, 20% miss over 5ft

Gust of Wind: (A) Blows away (1d6x5ft) and/or knocks down, 1d4 nonlethal/10ft

Pyrotechnics: (F) Turns fire into blinding light or choking smoke, -4 on rolls for 1d4 rounds

Soften Earth & Stone: (E) Turns stone to clay or dirt to sand or mud, 10cu ft/level

Sound Burst: (A) Deals 1d8/level sonic damage to subjects, may stun them, 50% chance

3rd level Spells

Fireball: (F) 1d6 damage/level, 20 ft radius

Fly: (A) Subject flies at speed of 60ft

Gaseous Form: (A) Subject becomes insubstantial and can fly slowly, 2mins/level

Meld into Stone: (E) You and your gear merge with stone

Stone Shape: (E) Sculpts stone into any shape, 10cu ft+1/level

Water Breathing: (W) Subjects can breathe underwater

4th level Spells

Fire Shield: (F) Creatures attacking you take 1d6/level fire damage, you're protected from heat or cold

Ice Storm: (W) Hail deals 5d6 damage 40ft area

Stoneskin : (E) Ignore 10 points of damage per attack

Wall of Fire: (F) Passing through wall deals 2d6 damage/level

Wall of Ice: (W) has 15 hp/level

Zone of Silence: (A) Keeps eavesdroppers from overhearing conversations

5th level Spells

Cloudkill: (A) Kills 3HD or less; 4-6 HD save or die, 6+ HD take Str damage

Cone of Cold: (W) 1d6/level cold damage

Control Winds: (A) Change wind direction and speed, 40ft x 40ft Summon Monster V: Calls extraplanar creature (elemental only) to fight for you, 1HD/level

Transmute Mud to Rock: (E) transforms two 10ft cubes per level; reversible

Wall of Stone: (E) Creates a stone wall that can be shaped, 5sq ft/level, 15hp/level

6th level Spells

Find the Path: (E) Shows most direct way to a location

Shout, Greater: (A) Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects

Freezing Sphere: (W) freezes water or deals cold damage

Flesh to Stone: (E) Turns subject into statue; reversible

Move Earth: (E) Digs trenches and builds hills, 10x10 cu ft/minute

Stone Tell: (E) Talk to natural or worked stone

7th level Spells

Acid Fog: (A or W) Fog deals acid damage, 20ft high x 20ft radius, 2d6 acid damage

Earthquake: (E) Intense tremor shakes 80ft radius

Control Weather: (A) Changes weather in local area, 2mi radius, 4d12 hours

Delayed Blast Fireball: (F) 1d6/level fire damage; you can postpone blast for 5 rounds

Fire Storm: (F) Deals 1d6/level fire damage, 20cu ft/level

Wind Walk: (A) You and your allies turn vaporous, 600ft/round, self+1 every 3 levels, 1hr/level

8th level Spells

Horrid Wilting: (W) Deals 1d6/level damage within 30ft, from dehydration

Incendiary Cloud: (F) Cloud deals 1d6/level fire damage, 20ft high x 20ft radius

Iron Body: (E) Your body becomes living iron, 1min/level, +6 Str, -6 Dex, +15 AC

Polar Ray: (W) 1d6/level cold damage

Shout, Greater: (A) 10d6 sonic damage, stuns creatures & damages objects

Whirlwind: (A) Cyclone deals damage and can pick up creatures, 10ft wide x 30 high, 3d6 damage

9th level spells

Elemental Swarm: Summons multiple elementals (cast as domain element only) 2d4 elementals

Proposal for Vancian Magic

By **chgowiz**

Created **12/02/2008 - 17:58**

Despite the definite lack of love for Vancian magicks in the game that we love to play, it remains a part of the lore and history of D&D and the SRD/D20 system that microlite20 and microlite74 are based from.

Greywulf's original vision of using an abstraction of HP to represent "life force" and using that life force to control and project the mystical forces for spells is an excellent mechanic. I did miss the concept of Vancian magic, though, and decided to incorporate Vancian magic into my own house rules for microlite74. I think this is easily extended to microlite20 as well, as it doesn't involve anything specific beyond magic being part of the setting.

Magic Users may opt to memorize spells instead of reading them out of their books and burning HP. Casting a spell does not cost them HP, but they lose the ability to recast that spell once it's cast. Such Magic Users are known as Wizards or Mages. Those Magic Users who use the spell books and HP to cast their magicks are known as Sorcerers or hedge wizards.

Mages must rest for 8 hours and spend 10 min per spell level to memorize each spell that was cast. They must have their spell books available to memorize the spells. Mages may not "duplicate" spells, once a spell is memorized, it is memorized once and used once. (That is why scrolls and wands may exist).

A Wizard may attempt to "hold onto" the magic in his mind as he is casting the spell, should he dare to exert his control over the mystical energy. Magic is a powerful and fickle thing, and those that attempt to master it often find themselves in harms way in trying to control such power. A player declares their intention to try and retain the spell when they are casting it. The DM rolls a d6 and uses the following chart:

- 1 - Spell is retained in memory.
- 2 - Spell is lost from memory but nothing bad happens.
- 3 - Spell is lost from memory and PC loses 1/2 of their HP total.
- 4 - Spell is lost from memory and PC loses 3/4 of their HP total.
- 5 - Spell is lost from memory and PC loses their HP total.
- 6 - Spell is lost from memory. PC loses their HP total plus $(1d6 \times \text{lvl of caster})$ of damage. **

Note that results of 3 - 6 will apply the normal rules of m74 damage, that is if they were not at full HP, then they may be dropped to 0 and possibly lose some of their STR as well. A result of 6 when a mage has been in combat will more than likely kill them.

This gives the Magic User player a few options:

- If they want to be more involved in combat, they can become a Wizard/Mage which gives them more HP to rely on, but fewer magic options at lower levels. There's a real danger to trying to hang onto spells, but if a Wizard is desperate, they may be able to count on luck to help them.

- If they want to maximize their casting at the sacrifice of HP, they can opt to be a Sorcerer/Hedge Wizard, which may allow them to cast 2 spells at 1st level and still have an HP or two left to survive on. I hope that Sorcerer is paired up with some strong Fighting Men!

Characters gain the ability to memorize spells according to this chart:

1st/2nd/3rd/4th/5th/6th spell levels

1 1
2 2
3 2/1
4 2/2
5 3/2/1
6 3/2/2
7 4/3/2/1
8 4/3/2/2
9 4/4/3/2/1
10 4/4/3/2/2
11 4/4/4/3/2/1

(GMs who run games with characters above level 11 may continue to use the pattern of progression here or come up with their own.)

** NOTE - there are LOTS of possibilities of Bad Things that could happen to a mage who has an epic failure of attempting to retain the spell and rolling a 6. The DM could consider the complete loss of HP and some other randomly chosen side effect, like the PC aging 10 years, or becoming disfigured, or gaining some sort of "taint".

[Magic](#)

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Source URL: <http://microlite20.net/node/107>

Four By Five Magic

By **greywulf**

Created **06/03/2008 - 10:27**

A variant magic system inspired by [FUDGE Four-by-Five magic](#) [1], Ars Magica, Harry Potter and the Belgariad.

Quote:

?My friend, magic is not stored in pretty book or scrolls. It is the power of the Will and the Word. Your Will take times to perfect and control; you follow your own path in it's mastery. The Words can only be taught. There are only nine Words of Power, but they may take an age to fully comprehend their meaning. Often, the Will breaks before the Nine are found. Do you have the power. Well, do you boy??

Magic is nothing more than the speaking of two (or more) Words of Power in the Divine Tongue. These words take a lifetime to master all their subtle inflections and are far beyond the capabilities of most mere mortals; magic is the sole purview of the Magi. Multiclassing to, or from, the Magi class is impossible. Either you have the Gift and follow it to the end, or it is gone forever. To have the Gift is to be a Mage; to be a Mage is to possess the Gift.

Magi begin play at 1st level knowing three Words of Power - either Two Actions and One Realm, or Two Realms and One Action. They learn one new Word of Power every three levels (3,6,9,etc).

The Four Actions

- **Enhance** (augeo): Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** (infirmo): Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** (defero): Sense, Read, Seek, Inform, Determine, Understand, etc.
- **Control** (tempero): Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions

The Five Realms

- **Body** (corpus): Living body of sentient beings, animals, plants.
- **Mind** (mentis): That which normally inhabits and animates a body
- **Spirit** (animus): The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells

until you have learned at least three other Realms and three Actions

- **Energy** (navitas): Fire, water, air, magic, [electricity, etc.] - and, if the GM is willing, time.
- **Matter** (materia): Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Spells are cast by combining a Word with an Action and successfully making a Magical Attack (Level+MIND) check.

The DC for the check is dependant on the target of the spell.

Target DC

Self 10

Willing 15

Inanimate organic 20

Unwilling 25

Inanimate inorganic 35

Each spell cast that day increases the DC by +2.

Spells that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Magically created fires, etc, will die down naturally. Living creatures will eventually revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals. That's why it's so easy to turn commoners into toads, but Magi turn into dragons.

Examples

Maximus Verlinius, a Magi-1 knows the Words augeo, defero and navitas. his stats are STR10, DEX12 and MIND16. His Magical Attack is $1 + 3 = +4$. He suspects Todmore Fellhaven, his enemy, is in the next room, so casts defero navitas to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning torch held by his enemy.

Maximus bursts into the room, shouting ?Augeo navitas!?, pointing at the torch. He rolls a natural 20, getting 24. The DC of the torch 22 (there's a +2 because it's his second spell today), so it explodes for maximum damage (a critical). Todmore takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Maximus' mentor is Creol Festerburn, a Magi-10 of great power. His stats are STR12, DEX10, MIND18. His Magic Attack is $10 + 4 = +14$. He knows the all of the Words of Action, plus navitas, specialising in fire-based magic.

Clutching a small coal in a brazier, Creol approaches the giant's lair. His apprentice stumbles over a tree branch, and the giant roars, appearing from the cave mouth. Creol utters a curse, then blows on the coal, whispering ?Augeo navitas?. He rolls a 15 for a total of 29. That's 9 above the DC, so the flame from the coal erupts into a man-sized sheet of flame (2d8 of effect, total 5). Creol then shouts ?Tempero Navitas!? and elemental eyes of coal appear in the flickering form. He rolled 18 for a total of 32, easily beating the DC of 22. 2d8 of effect rolls 12, higher than the previous 5, so the fire is under Creol's complete control.

The giant's roar stops mid stream as the fire elemental approaches to do battle.

[Magic](#)

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Source URL: <http://microlite20.net/node/66>

Links:

[1] <http://www.panix.com/~sos/rpg/4by5.html>

Microlite20 Martial Arts

By **greywulf**

Created **06/19/2008 - 21:09**

Contributed by **Darth Cestual**

Martial Artists hone their minds and bodies into well crafted weapons. They are just as effective in combat whether armed or not. They can even focus their Chi, or life energy, to amazing effect.

Their unarmed strikes can be just as effective as crafted weapons, and advances as follows:

1d4 1st-3rd level, 1d6 4th-7th, 1d8 8th-11th, 1d10 12th-15th, 2d6 16th-19th, and 2d8 at 20th level, +Str bonus.

Martial artists can choose between lethal and non lethal damage. While class and style bonuses may appear to be lower than other M20 rule sets, it can be assumed that players can choose from any of the previously covered M20 races and therefore gain their appropriate bonuses as well. All martial artists can use Dex bonus + Level as their Melee attack bonus instead if wielding a light weapon, and can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. If the total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. Add Str bonus to melee damage, x2 for 2 handed weapons.

AC = 10 + Dex bonus + armor bonus

Classes

There are 4 classes of Martial Artist

Samurai: +1 Str- Knights, soldiers, and defenders of the weak. Samurai can wear armor, use shields, and are proficient in all weapons and armor.

Ninja: +1 Dex- Spies, assassins, and thieves, quick and deadly are their trademarks. Taking out an opponent quickly and quietly, and the ends always justify the means to the Ninja. They use light weapons and armor.

Sifu: +1 Mind- Teachers, wizened sages, simple beggars, or the unassuming drunkard that have vast knowledge and skills that are carefully guarded. They generally display their skills veiled as ?accidents? or ?clumsiness?. What they lack for in physical power and agility, they make up for with their knowledge of critical spots, pressure points, and mastery of their Chi. Sifus rarely use traditional weapons or armor and typically improvise weapons from whatever objects are available.

Monk: +1 All Skills- Those who hone their bodies and minds to seek peace and enlightenment enter the monasteries. Monks will usually seek a peaceful resolution to conflicts first, but when it becomes clear that it isn't an option, they are quite capable of defending themselves and those who can't. A monk will rarely kill if

they can help it, so when a monk renders an opponent to 0 HP, they are considered incapacitated, but not dead. Monks do not wear armor, and while able to use any weapon, they prefer simple weapons such as staffs or go unarmed.

Martial Arts Styles

There are 4 Martial Arts Styles

Way of the Dragon: +1 Phys- Ferocious and powerful, Dragon style fighters are very tough but also hold a high regard for honor. They relish a good fight and the smell of battle, yet to challenge a clearly weaker opponent lacks any honor. They seek to challenge themselves and continually push their skills.

Way of the Serpent: +1 Sub- Serpent fighters rely upon stealth and deception and have little problem using trickery or poisons to defeat their opponents. Striking from shadows or catching enemies unaware are perfectly acceptable forms of fighting for them.

Way of the Tiger: +1 Know- Wisdom and cunning are the Tigers way, as they know the Mind is the most deadly of weapons. Tiger style fighters will study an opponent, even toy with them, until it's the proper time to strike.

Way of the Mantis: +1 Com- Mantis style fighters are patient. They often give opponents the opportunity to walk away, using negotiation or intimidation, but when they refuse, the Mantis fighter is quick to strike and deadly in efficiency.

Chi: A martial artist can draw upon their focused life energy, Hit Points, to boost their abilities. They can spend a max number of HP as Chi equal to their Mind bonus + level. 1HP = 1Chi. For example, a 1st level Ninja with a Mind bonus of +1 can use up to 2 points of Chi at any given time. So if the Ninja is using Chi Armor at a cost of 2 Chi, those points cannot be used elsewhere unless he releases the armor and frees up his Chi. However, the points may be split as long as the total is within the martial artists threshold.

Chi Techniques

Chi Armor: Increase AC by +4 for 1 hour, 2 Chi

Chi Blast: The martial artist can release pure Chi energy as a directed bolt that does their current unarmed strike dice level/Chi points used, or as an area effect that knocks back people and objects 10 meters/Chi point used.

Chi Jump: By using Chi, the martial artist can move faster than can be seen. 10 meters/Chi point.

Chi Strike: A martial artist can use Chi to add to a standard attack. +1 damage/Chi point

Fade: A tightly focused sheath of Chi bends light around the martial artist, allowing them to blend with shadows and even become invisible. +1 Sub when trying to hide/Chi point

Pressure Points: Understanding the way Chi flows through the body allows a martial artist to be able to alter that flow in others by striking key points on the body. On a Critical Hit, the martial artist may choose to temporarily paralyze the target until the end of the scene, or for 10 minutes. On the other hand, the martial

artist may manipulate Chi through pressure points to heal, transferring their Chi to another and healing for however many HP/Chi used.

Weapons

Acupuncture Needles: -1 Dex, every successful hit with a needle reduces the targets Dex by -1. When the targets Dex score reaches 0, they are paralyzed and immobile, and even if the needles are removed, the effects last for 1 hour after removal.

Axe: 1d6

Bo Staff: 1d6

Bow, Short: 1d6

Bow, Long: 1d8

Chakram: 1d4

Kama: 1d6

Katana: 1d8

Katar(punch dagger): 1d4

Naginata: 1d10

Nunchaku: 1d6

Sai: 1d4

Shuriken: 1

Siangham: 1d6

[Campaign Settings](#)

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Source URL: <http://microlite20.net/node/76>

Microlite 20 Anthro Races

By **greywulf**

Created **06/06/2008 - 12:43**

Contributed by **Darth Cestual**.

This list is based on the Gamma World 4th edition Base Animal Stock list and by no means complete, but does provide a wide variety of animal PC options. The animals presented here are assumed to be medium sized, unless stated otherwise, be of a general humanoid/bipedal form, and able to use most weapons and tools used by other human/demihuman races. Animals with the Aquatic mutation are considered to be adapted for land dwelling, and capable of surviving both in and out of the water. Other natural abilities will be listed as per Microlite20 Mutations.

Alligator ; Scales +3 natural armor, 1d8 tail slap, 2d6 bite

Armadillo ; Carapace +6 natural armor, Low Light Vision 30m, 1d4 claw

Badger ; Low Light Vision 30m, 1d6 claw, burrow 1 meter/minute

Bat ; Wings- fly for 10min/level, Keen Ears +20 Listen (sub+Mind), 1d4 bite

Bear ; Keen Nose, Fur +2 natural armor, +5 vs cold, 1d8 claw, 1d6 bite

Boar ; 1d6 tusk x2 on a charge

Bull ; Horns 2d4 damage x2 on a charge, Tougher +2hp/level

Camel ; Amazing Fortitude vs hot dry climates, needs 1/2 as much water, 1d4 bite

Chameleon ; Chameleon Skin +20 Sub when wearing nothing, Regeneration heals 1hp/round

Cheetah ; 1d4 claw, 1d6 bite, Fleet Feet +2 Dex to movement, Haste 2 actions per turn

Cougar ; 1d6 claw, 1d6 bite, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m

Crab ; Aquatic, Exoskeleton +5 natural armor, Pincers 1d6+2

Deer ; 2d4 antlers (Horns) x2 on charge, Keen Ears +20 Listen

Duck ; Immunity Cold, Wings- fly for 10mins/level

Elephant ; 2d6 tusks x2 if charging, Bigger +1 size category, +2 Str, prehensile trunk (Extra Arm)

Fox ; +2 Dex, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m, Padded Feet +10 Sub when sneaking

Frog ; Aquatic, Spring Legs +30 Jump, 10m/level

Gorilla ; 1d6 bite, Tougher +2hp/level

Grasshopper ; Extra Arms 1 extra 2 handed attack or 1 handed + shield, Spring Legs +30 Jump 10meters/level

Hawk ; 1d6 claw, 1d4 bite, Wings fly for 10min/level, Keen Eyes +20 Spot (sub+Mind)

Horse ; 1d6 kick

Kangaroo ; Spring Legs +30 Jump 10meters/level

Monkey ; 1d4 bite, +2 Dex

Mosquito ; 1d4 bite +1 per round blood drain, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings fly for 10min/level

Octopus ; Aquatic, Chameleon Skin +20 Sub when wearing nothing, Extra Arms 1 extra 2 handed attack or 1 handed + shield

Ostrich ; 1d6 kick, Fleet Feet +2 Dex to movement

Otter ; 1d6 bite, Immunity Cold

Porcupine ; 1d4 bite, Quills 1d6 damage

Praying Mantis ; 1d8 claws, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Chameleon Skin +20 Sub when wearing nothing

Raccoon ; 1d4 bite, Low Light Vision 30m

Rhinoceros ; 1d6+1 horn x2 when charging, Keen Nose, Bigger +1 size category, +2 Str

Sea Lion ; 1d4 bite, Keen Nose, can hold breath for 10+Str bonus/rounds

Shark ; 1d12 bite, Aquatic, Keen Nose, Rage +4 Str -2AC

Sheep, Bighorn ; 1d6+1 head butt x2 charging, Immunity Cold

Skunk ; 1d4 bite, Low Light Vision 30meters, Stench adjacent creatures suffer -2 on all rolls

Snake ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Darkvision see in total darkness 20 meters, Tremorsense 10m

Spider ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Climbing Hooks 10ft climb speed, Web (as the spell) fills 20ft radius spread with sticky spiderwebs

Squirrel ; 1d4 bite, Climbing Hooks 10ft climb speed, Tail +4 Dex

Termite ; 1d6 bite, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Exoskeleton +5 natural armor, can eat wood

Tiger ; 1d8 claw, 1d10 bite, Keen Nose, Low Light Vision 30meters

Turtle : Carapace +6 natural armor, can hold breath for 5 mins

Wasp ; 1d6+1 sting +Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings fly for 10min/level

Weasel ; 1d6 bite, Low Light Vision 30meters

Wolf ; 1d6 bite, Keen Nose, Keen Ears +20 Listen, Fur +2 natural armor, +5 vs cold

[Races](#)

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Microlite20 Mutations

By **greywulf**

Created **06/02/2008 - 09:22**

Contributed by Darth Cestual

These mutations and rules are based on Omega World by Jonathan Tweet as presented in Dungeon #94/Polyhedron #153, with a few additions and modifications for M20 flavor and personal choices.

To determine a mutant's mutations, roll d% on the Random Defect List. Each mutation has a value. A mutant's total number of defects should not exceed their total in Stat Bonuses. For example, Waukeegan has Stat Bonuses Str +1, Dex +3, and Mind +0, therefore he cannot exceed 4 Mutation Defects. Once defects are selected, add up their total value and move on to the Random Mutation List, and roll d%. Players have the option of ?flipping? the d% result, say if a 7 and a 5 are rolled, the player may choose between 57 and 75 in selecting their mutation. Each beneficial mutation has a cost. Players roll for beneficial mutations until they meet but not exceed the value accrued by their Random Defects. In general, mutations stack, so you can have fur (+2 natural armor) over your exoskeleton (+5 natural armor) for +7 natural armor, lucky mutant. But the GM can disallow abusive stacking. For example, if Acidic Bite was rolled twice, the acid damage could be doubled, but the bite damage would only increase ?one step? from 1d6 to 2d4. Due to M20's streamlined design, some mutations will be mechanically similar, therefore it's up to the player to really role-play his defects and abilities and make them unique. GMs should remember to award players properly for their efforts.

Some mutations are free to use or always in effect while others must be activated to use. In keeping with Microlite20, ?activated? (A) mutations drain Hit Points equal to their point cost, to emulate the drain using such power has on an individual. Mutations with duration effects last until the end of the scene, 10 minutes per level, or unless otherwise stated.

Random Mutation Defects

d% - Defect - Summary - Value

1-4 ; Distinctive Odor ; Smells horrible -2 Sub ; 1

5-6 ; Tongue Tied ; -4 Com ; 1

7-10 ; Wheezy ; Poor respiratory, becomes fatigued after 5 rounds of combat ; 2

11-14 ; Slow ; -5ft speed (-4 Phys involving movement) ; 2

15-16 ; Numbskull ; -4 Know ; 2

17-18 ; Dimwit ; -2 Mind ; 2

19 ; Sensitivity to Acid ; 2x damage from acid ; 2

20 ; Sensitivity to Cold ; 2x damage from cold ; 2

21 ; Sensitivity to Electricity ; 2x damage from electricity ; 2

22 ; Sensitivity to Fire ; 2x damage from fire ; 2

23 ; Sensitivity to Poison ; 2x damage from poison ; 2

24 ; Sensitivity to Radiation ; 2x damage from radiation ; 2
25 ; Sensitivity to Sonics ; 2x damage from sonics ; 2
26-29 ; Voracious ; Requires double rations ; 3
30-33 ; Stiff Motion ; Can't enter combat in the 1st round ; 3
34-35 ; Terrible Fortitude ; -10 on Fort saves (Str+Phys) ; 3
36-37 ; Terrible Reflexes ; -10 on Reflex saves (Str+Dex) ; 3
38-39 ; Terrible Willpower ; -10 on Will saves (Mind+level) ; 3
40-43 ; Club Footed ; -8 Phys involving movement ; 4
44-46 ; Poor Dual Brain ; 10% chance per melee round you lose your turn ; 4
47-49 ; Frenzy ; 10% chance per melee of going berserk and attacking a random friend or foe; 6
50-53 ; Fits ; 10% chance per melee round to fall down flopping ; 7
54-57 ; Smaller ; Cannot apply Str stat to hit points ; 7
58-59 ; Weakling ; -4 to Str ; 7
60-63 ; Obsessive Compulsive ; 50% chance of having to do some kind of ritualized routine before taking an action in combat or a skill check ; 8
64-66 ; Weapon Incompetent ; May only use natural weapons ; 8
67-68 ; Reduced Dexterity; -4 Dex ; 8
69-72 ; Yellow Streak ; 50% chance to run away from danger ; 9
73-75 ; Bleeder ; -1 HP per round per wound until stopped ; 9
76-79 ; Crude Hands ; -4 Dex with manipulation actions ; 10
80-83 ; Fragile ; 2x damage from melee (not energy) ; 10
84-86 ; Poor Vision ; Can pinpoint targets out to 10meters ; 12
87-88 ; Glass Jaw ; 50% chance of being knocked out in melee ; 15
89-90 ; No Arms ; Good afternoon Mr. Stumpy ; 20
91-92 ; No Legs ; I save a fortune on shoes ; 20
93-96 ; Eat it ; Roll again, take defect without adding its value ; ?
97-00 ; OMGWTF ; Roll twice, taking defects without adding their value ; --

Random Mutations

d% ; Mutation ; Summary ; Cost

1 ; Amazing Fortitude ; +10 on Fort saves (Phys+Str) ; ; 1
2 ; Amazing Reflexes ; +10 on Reflex saves (Phys+Dex) ; 1
3 ; Amazing Will ; +10 on Will saves (Mind bonus+level) ; 1
4 ; Blindsight ; Pinpoint(not ?see?)targets within 10meters ; 1
5 ; Chameleon Skin ; +20 Sub when wearing nothing ; 1
6 ; Climbing Hooks ; 10 ft climb speed ; 1
7 ; Double Healing ; 2x effects from heals & recovery ; 1
8 ; Fleet Feet ; +2 Dex to movement ; 1
9 ; Immunity: Poison ; No effects from poisons ; 1
10 ; Immunity: Psychic ; No effects from psychic attacks/aid ; 1
11 ; Keen Ears ; +20 Listen (sub+Mind) ; 1
12 ; Keen Eyes ; +20 Spot (sub+Mind) ; 1
13 ; Keen Nose ; Can track by scent ; 1
14 ; Low Light Vision ; Can see in all but total darkness 30meters ; 1

15 ; Padded Feet ; +10 Sub when sneaking ; 1
16 ; Resist Radiation ; +10 Fort (Str+Phys) vs Radiation ; 1
17 ; Aquatic ; Gills and webbed fingers/toes ; 1
18 ; Tail ; +4 Dex vs Balance, Jump, Swim ; 1
19 ; Tentacles ; 1d6 3 meter tentacles +1 Phys ; 1
20 ; Tremorsense ; Sense target through vibrations 10 meters ; 1
21 ; Uncanny Dodge ; 2x Dex bonus to AC ; 1
22 ; Blindsight ; Pinpoint (not ?see?) targets 10m per level ; 2
23-24 ; Claws ; 1d6 damage ; 2
25 ; Darkvision ; See in total darkness 20meters ; 2
26 ; Dual Brain ; +2 Mind, 2 Will saves ; 2
27 ; Empathy ; +2 Com ; 2
28-29 ; Fur ; +2 natural armor, +5 vs cold ; 2
30-31 ; Horns ; 2d4 damage, 2x on a charge ; 2
32 ; Leech Damage ; Touch. absorb & take 1d6 damage from target ; 2
33 ; Stench (A) ; Adjacent creatures suffer -2 on all rolls ; 2
34 ; Quills ; 1d6 damage ; 2
35 ; Spring Legs (A) ; +30 Jump, 10 meters per level range ; 2
36 ; Tougher ; +2 hp per level ; 2
37 ; Toxic Snot (A) ; See addendum, roll for type, 2d4 damage ; 2
38 ; Acidic Bite (A-acid) ; 1d6 bite + 1d6 acid ; 2
39 ; Carapace ; +6 natural armor, -2 Dex ; 3
40 ; Tank ; Double hit points ; 3
41 ; Haste (A) ; 2 actions per turn ; 3
42 ; Silver Tongue (A) ; +5 Com ; 3
43 ; Brainiac ; +3 Mind ; 3
44-45 ; Pinchers ; 1d6 damage ; 3
46-47 ; Regeneration ; Heal 1 hit point per round ; 3
48-49 ; Scales ; +3 natural armor ; 3
50 ; Shaper (A) ; Shape change 10 mins/level ; 3
51 ; Psionic: Telepathy (A); As per GW Psionics rules ; 3
52 ; Force Field (A) ; Absorbs 10 points of damage/level ; 3
53 ; Brain Trust ; +5 Mind ; 4
54-55 ; Light Warp (A) ; +20 Sub ; 4
56-57 ; Lightening Touch (A) ; 1d6+2 damage/level ; 4
58 ; Psionic: Psychic Shield (A); As per GW Psionics rules ; 4
59-60 ; Psychic Healing (A) ; Heal 1d6 damage/level to target ; 4
61-62 ; Rage (A) ; +4 Str, -2 AC ; 4
63 ; Teleport (A) ; 10 meters/level ; 5
64 ; Extra Arm ; 1 extra one handed attack or shield ; 5
65 ; Levitate Self (A) ; Self +100lbs per Mind bonus ; 5
66-67 ; Poison Bite (A-poison);1d6 damage + poison -see M20 GM guide ; 5
68-69 ; Psionic: Telekinesis (A) ; As per GW Psionics rules ; 5
70 ; Psionic: Precognition (A) ; As per GW Psionics rules ; 5
71 ; Wings (A) ; Fly for 10mins/level ; 5

72-73 ; Brain Bite (A) ; Psychic attack vs Will, 2d4 damage, close range ; 6
74-75 ; Mental Mirror ; Psychic effects reflected back, even beneficial ones ; 6
76 ; Displacement (A); 50% chance of being missed in combat ; 6
77 ; Exoskeleton ; +5 natural armor ; 6
78 ; Overmind ; +10 Mind ; 6
79 ; Heightened Dexterity ; +10 Dex ; 6
80 ; Beefcake ; +10 Str ; 6
81 ; Life Leech (A) ; Deals 1d6 damage/level to anyone within 10 meters ; 6
82-83 ; Bigger ; +1 size category, +2 Str ; 7
84-85 ; Palooka ; Hardened bones, fists and feet do 1d8 damage/level ; 7
86 ; Leech Strength (A) ; Touch attack, drain 1d4 Str and add to your own ; 7
87 ; Extra Arms ; 1 extra 2 handed attack or 1 handed + shield ; 8
88 ; Light Slip (A) ; Invisible 1 round per level or until attack ; 8
89-90 ; Energy Blast (A) ; 20 meter range, select type, 1d12/level ; 8
91 ; Immunity: Acid ; No damage from acid effects, not including gear ; 8
92 ; Immunity: Fire ; No damage from fire effects, not including gear ; 8
93 ; Immunity: Radiation; No damage from radiation, cannot mutate further ; 8
94 ; Immunity: Electricity; No damage from electricity, not including gear ; 8
95 ; Immunity: Cold ; No damage from cold effects, not including gear ; 8
96-98 ; Roll Again ; Free mutation, no cost from Defect points ; ?
99-00 ; Roll Again ; Mutation effects are doubled (if possible, GMs call) ; ?

Addendum

Toxic Snot Types- 2d4 damage, mutant is immune to the effects of its own snot only, takes normal damage from outside sources.

Acid

Disease: see M20 GM Guide for types

Napalm: ignites next round, burns for 1d4 rounds

Poison: see M20 GM Guide for types

Mutagenic: Target temporarily gains 1 Random Defect for 1d4 days

Energy Blast Types- 1d12 damage/level , mutant is immune to the effects of its own energy, takes 1/2 damage (rounded up) from outside sources

Cold

Electricity

Fire

Radiation

Sonic

[Classes](#)

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Source URL: <http://microlite20.net/node/59>

Microlite20 Mecha

By **greywulf**

Created **06/30/2008 - 10:43**

Contributed by **Darth Cestual**.

Mecha are giant walking vehicles used in combat or heavy industrial work. Each basic mecha has a cockpit for the pilot, a basic sensor system, is of a vague humanoid shape, and is powered by one or more Power Cores as determined by the size of the vehicle. Keep in mind that Mecha stats do not directly relate to character stats, and should it be necessary, such as strafing a battlefield of infantry troops or rebels taking down an Imperial Walker, just roll for the mecha and multiply the result by 10.

Power Core

Every mecha draws energy from its Power Core which enables its weapons and other systems. Every mecha must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a mechas Power Core reaches zero points, it is immobile and inoperable. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The Pilot or any crew will have 1d4 rounds to escape via Escape Pod or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 100 meter radius per Power Core. Additional Cores can be installed beyond the mecha size standard, take up 2 slots, however mecha with multiple Cores cannot function properly without the full compliment, and thus cannot sacrifice a Power Core for additional slots.

Stats

Mecha have 3 Stats: Chassis, Handling, and Pilot. Stats are rolled as per the M20 core rules

Chassis = the strength of the mechas structural design and its hydraulics systems

Handling = how well the mechas servos and hydraulics perform under various conditions

Pilot = the skill of the individual controlling the mecha, (Mind), this stat can vary depending on who's driving, and the conditions required of the scene.

Configuration and Systems

Mecha come in 4 basic configurations: Assault, Industrial, Infiltrator, and Support

Assault: the standard combat model, +3 Armaments

Industrial: the standard construction model, +3 Engineering

Infiltrator: the standard reconnaissance model, +3 Sensors

Support: the standard service and repair model, +3 Interface

Mecha have 4 basic Systems: Armaments, Sensors, Engineering, and Interface. System ratings are determined the same way as Skills in the M20 core rules.

Armaments: the offensive & defensive capabilities of the mecha

Sensors: how well the mecha can process the information of its surrounding environment, as well as how to avoid other sensor systems

Engineering: how well maintained the mecha is kept by its mechanic and/or pit crew. A well engineered and maintained mecha can often push beyond its initial design performance.

Interface: how well a mechas on board computers can interact with outside systems

Mecha Size

Mecha come in 4 basic sizes: Large, Huge, Gargantuan, and Colossal

Large: these size mecha are common as industrial loaders, urban infantry, starship boarding actions, and for civic police. Not much larger than a standard human, they are commonly referred to as power armor. They run on a single Power Core and have 6 slots for weapons and equipment. +2 Pilot

Huge: Designed as the standard battlefield infantry model, they are a good balance between production cost and effectiveness in the various theaters of war. They have 10 slots for weapons and equipment and run on 2 Power Cores. +2 Handling

Gargantuan: These massive machines of war are seen sparingly on the battlefield, typically used as mobile artillery. They are more commonly used in space combat campaigns against starships or other mecha. They have 15 slots for weapons and equipment and are powered by 3 Power Cores. +2 Chassis, -1 Handling

Colossal: These mecha are rare. Used planetside as primarily mobile weapon platforms and planetary defense against starships. Mecha of this size often have crews, with gunners and engineers aboard to free the pilot to focus on maneuvering such a massive vehicle. They have 20 slots for weapons and equipment and are powered by 4 Power Cores. +1 all systems, -2 Handling

Equipment

Additional Cockpit: 2 slots, can be used as a separate gunners control, engineering station, or for a passenger.

Additional Power Core: +50 power points, 2 slots

Advanced Comm System: 1 slot, +3 Interface, used in tactical relays, secure communiques, and jamming the enemies communication systems. 1 power point/round while in use

Advanced Diagnostics: 1 slot, restores 1d10 points of damage/hour, during which time the mecha cannot move or be in combat. +3 Interface

Advanced Sensor Array: +1 Sensors, 1 power point/round while in use

Afterburner: 1 slot, doubles the range of a Jump Pack and speed of Thrusters, but costs 2x power points of

the equipment used.

Armor, Duraplastic: +3 AC, 2 slots

Armor, Reactive Gel: +8 AC, 4 slots

Armor, Megatitanium: +12 AC, -2 Handling, 8 slots

Back Up Systems: help prevent a Core Breach, 1 slot

Crane: +2 Chassis, +2 Handling, 4 slots, special lifting arm equipped with a cable and wench system

Energy Shield Generator: 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pod: 1 slot/cockpit, the mechas cockpit is fitted as an escape pod, if the mecha has multiple cockpits, they must be purchased separately.

Jump Pack: 2 slots, allows the mecha to make short rocket assisted jumps of up to 1 km, 2 power points per use, Large and Huge sizes only.

Life Support System: 1 slot, required use for aquatic or space bound mecha

Lifters: +2 Chassis, special lifting arms, 2 slots ea.

Nanorepair Unit: 1 slot, repairs 5HP damage/round, 1 power point/round

Neural Link: 1 slot, +2 Pilot, a direct link to the Pilots brain increases reaction time.

Reserve Power Supply: holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Space Worthy: 1 slot, a series of stabilizers and small maneuvering thrusters that enable a mecha to function in space.

Stealth Suite: 3 slots, +10 Sensors (to avoid detection) Large and Huge sizes only, the mecha has been refitted to have a very low detectable profile.

Structural Enhancement: +10HP/slot

Tactical Shield: +4 AC, 1 slot-attached to arm, retractable

Thermoptic Camouflage: 1 slot, +3 Sensors (to avoid detection), allows a mecha to blend in with its surroundings, 1 power point/round while in use

Thrusters: 4 slots, allows the mecha to fly 150m/round, 3 power points to **launch, +1 power point/round of maintained flight**

[b]Wings: 2 slots, +1 Handling while a mecha is in flight

Weapons / damage / power point cost / slots

Chain Guns: 1d6, 1 pt/shot, 2 slots

Combat Claws: (Large 1d6, Huge 1d8, Gargantuan 2d6, Colossal 2d10), no power cost, 1 slot ea.

Laser Cannon: 2d10, 2 points/shot, 2 slots

Mass Cannon: 2d12, 4 points/shot, 2 slots

Microwave Beam: 1d6, 1 point/shot, 1 slot

Missile Pods: 1d20, 4pts/launch, 2 slots ea. Fires a barrage of 20 1-point of damage small missiles, die roll indicates how many hit their mark.

Plasma Cannon: 1d20+2, 4 points/shot, 3 slots

Shockwave Pulse Emitter: 2d8+2, 4 points/shot, 2 slots, fires an electromagnetic pulse that fries electrical systems, sparks flammable materials, and sends living creatures flying an additional 10 meters per point of damage taken.

Recoilless Rifle: 2d6, 2 points/shot, 2 slots

Rocket Launcher: 1d8, 2 points/shot, 2 slots

Mecha Melee Weapons: Any of the core M20 melee weapons can be used ?mecha-sized? and can be sheathed internally taking up 1 slot for 1 handed weapons, and 2 slots for 2 handed weapons, or by not using any slots with the weapon holding to the outside of the mecha magnetically, however only a maximum of 4 slots can be used this way. Should the players/GM wish to make the melee weapons energy based, 1 handed weapons should burn 1 power point per round while active, and 2 handed weapons should burn 2 power points per round while active.

Transformable Mecha

Should the GM wish to have mecha or giant robots that transform into vehicles, just do it. ;)

But, if you feel the need, include on the Equipment list the Veriform Matrix: 1 slot, 2 power points per use, allows a mecha to engage a physical transformation changing it into a vehicle form or back. +2 Sub

[Campaign Settings](#)

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Microlite20 Spacecraft

By **greywulf**

Created **06/17/2008 - 08:39**

Contributed by **Darth Cestual**.

These are ship creation rules based around Microlite20 character creation rules. Please keep in mind that I have none of the D20 Future or any of the D20 Star Wars books,(as shame I know) so I've been kinda winging it basing my options on how M20 has developed thus far. So on that note, I wholeheartedly welcome other, more informed conversions for space goodies into M20.

Ship stats do NOT directly translate to character stats. Should it be needed, such as strafing a battlefield of infantry troops, or an orbital bombardment, roll the effects as normal, then multiply by 10.

A ship has 3 stats and 4 systems.

Stats:

Hull = the strength of a ships structural integrity

Thrust = the ships speed and maneuverability performance

Network = the efficiency of the various systems to keep a ship running

Systems:

Computer = the information resource on board as well as the processing power in investigating new phenomenon.

Sensors = the means the ship uses to examine the area around it as well as being able to avoid other sensory systems.

Armaments = a ships offensive and defensive capabilities.

Command = the efficiency of a ships captain and crew to maintain a ships systems as well as its ability to communicate with other representatives beyond the ships crew.

Ships come in 4 basic classes and are outfitted to meet whatever configuration they need to fill. Each ship has a number of slots per ship type to allocate special systems such as Weapons, Defensive Systems, etc.

Classes:

Raven- small 1-2 person craft, examples are: stunt fighter, spy ship, advanced recon, personal transport.

Ravens are capable of maneuvering through an atmosphere and landing planetside. Ravens gain +2 Thrust, 6 slots, 1 Power Core

Falcon- 3-10 person crew, examples are: assault craft, cargo smuggler, supply shuttle, diplomatic transport.

Falcons are capable of maneuvering through an atmosphere and landing planetside. Falcons gain +2 Hull, 10 slots, 2 Power Cores standard

Albatross- 10-20 person crew, examples are: battleship, freighter, research vessel, refugee transport,

passenger liner. An Albatross is capable of maneuvering through an atmosphere and landing planetside. Albatross gains +2 Network, 20 slots, 3 Power Cores standard

Phoenix- up to 50+ crew compliment, examples are: Capital ships, carriers, heavy freighters, deep space exploratory vessels. A Phoenix is a space only craft and requires a shuttle or other means of transport planetside. Phoenix gains +1 all Systems, 50 slots, 4 Power Cores standard

Space Stations- if it's necessary for your game to stat up a Space Station, I'd suggest taking the stats for a Phoenix class ship and doubling/tripling/or quadrupling as appropriate.

Configurations:

Warship- gains +3 Armaments, military vessels designed for combat

Privateer- gains +3 Sensors, used by independent contractors, pirates, smugglers, and space gypsies.

Science Vessel- gains +3 Computer, for explorers, researchers, and medical ships

Transport- gains +3 Command, noted for cargo haulers, public/private charters, and supply ships

Power Core- Every ship draws energy from its Power Core which enables its weapons, defenses, drive systems, etc. Every ship must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a ship's Power Core reaches zero points, it is dead in space. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The crew will have 1d20+5 rounds to escape via Escape Pods or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 1 kilometer radius per Power Core. Additional Cores can be installed beyond the ship standard, take up 2 slots, Ships with multiple Power Cores may sacrifice the available power for 2 more slots, but must maintain at least 1 Power Core and power usage remains the same. For example a Phoenix class cargo vessel may opt to drop its 3 of its Cores for more storage space, but would not be able to jump to Hyperspace as it requires 100 points of power for a ship of that size to do so.

Weapons:

Weapon Mount- 2 slots

Lasers- low power beams of coherent light 1d4 damage, 1pt/shot

Rail Guns- magnetically accelerated slugs 1d6 damage, 2pts/shot

Torpedo Bay- 3 slots, 3pts/shot

Torpedoes- low yield, but very maneuverable rockets that can track a target 1d8 damage, +2 Armaments on attack

Photonic Torpedoes - high yield rockets that can track a target 2d8 damage, +1 Armaments on attack

Missile Launcher- 4 slots, 3pts/launch

Missiles- high yield rockets that can be outfitted with various warheads 2d10

Heavy Weapon Mounts- 4 slots, 4pts/shot

Particle Beams- pulsed beams of sub-atomic particles, 3d6 damage

Disruptors- energy beams that disrupt energy shields and power to systems for 1d4 rounds

Lances - high power energy beams, 1d20+5 damage, 5 slots, 5pts/shot

Defensive Systems

Armor- adds bonus to AC, 1 slot = +1 AC

Cloaking Device- avoids Sensor detection, (+20 Sensors) 1pt/round while active.

Energy Shields- absorbs damage, Shield Generator 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pods- allows up to 4 people per pod to escape a doomed ship. 2 slots

Evasive Maneuvers- pushing a ships maneuverability to its limit, +1 Thrust/per point

Other Systems

Additional Power Core- +50 power points, 2 slots

Advanced Sensor Array- intense active multispectrum scan and analysis, adds +10 Sensors, 1 slot, 1point/round while in use.

Back Up Systems, help prevent a Core Breach, 1 slot

Cargo Bay- 4 slots, 1 ton of cargo/slot

Hyperdrive- allows interstellar travel, 2 slots, ?spinning up? the hyperdrive requires ½ the standard power supply for a ship of its size, Raven 25points, Falcon 50 points, Albatross 75 points, Phoenix 100 points

Matter Transporter- teleports people or cargo ship to ship or to and from planetside, 3 slots, 1point/100lbs transported.

Rec Room- 3 slots, be it a lounge, mess hall, or holodeck, a rested crew functions better, +1 Command

Research Lab- +5 Computer, 3 slots

Reserve Power Supply- holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Probes- automatic or remote guided sensor arrays that can be sent into hostile or unknown areas with little risk to the crew, +5 Sensors, may be used in place of Missile or Photonic Torpedo warheads, 1 slot

Robot- a non-sentient construct that can perform tasks and duties too dangerous for the crew, 1 slot, (A robotic PC may take this spot as part of the crew, freeing up the slot)

Robotic Arm; Cargo- 1 slots, used for moving cargo, debris, or docking with other ships

Robotic Arm; Combat- 2 slots, can be equipped with ranged or melee style weapons for ship to ship combat

Shuttle- Larger craft may hold smaller craft within their cargo bays, Ravens taking 4 slots and Falcons taking 8 slots, or they can attach to the mother ship on the outside for ½ their cost.

Storage Unit- 2 slots, 1 ton of cargo/slot

Tractor Beam- 3 slots, a projected EM field that can hold or move an object in space. 3 points to activate

Combat

Hit Points = Hull Stat + ship class, Raven= 10, Falcon= 20, Albatross= 30, Phoenix= 40

If HP reaches zero, the ship is destroyed and a Core Explosion occurs, see above.

Roll d20 + Thrust bonus for initiative order

Each ship can do one thing each turn; move, attack, beam down the away team...etc.

Diplomacy bonus = Network bonus + Command

Weapon attack bonus = Network bonus + Armaments

[Other](#)

Source URL: <http://microlite20.net/node/73>

Section 3:

Microlite20 Based Games

This section, the largest in the Rules Collection, includes a large number of complete games based on the Microlite20 system. Some of these games are just a few pages, others are longer, but all are much, much less complex than most D20-based games because they are built on the Microlite20 system. You will find games for a variety of genres in this section, showing that Microlite20 is not limited to just fantasy RPGs.

Ultramicrolite20

By greywulf 7-28-08, Revised by Domino Writing 3-20-10

This is Microlite20 boiled down even further. It's suitable for gaming while out walking or when you've forgotten your gamebooks. If you don't have 1d20, use 3d6 to get close enough.

There are 3 stats - STRength, DEXterity, MIND. Share a total of 5 points between them with a maximum of 4 in one. You can reduce 1 stat to -1 to get an extra point. These are your stat bonuses.

Choose 1 skill group (Physical, Subterfuge, Communication or Knowledge). Your character is at +4 to do anything relating to that skill group. The other skill groups are at +1.

Actions are resolved by rolling 1d20+skill bonus+relevant stat bonus. Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's roll to succeed. DC is usually 10 or 15.

Combat is resolved using Physical+STR bonus (for melee), Physical+DEX (for ranged) or Knowledge+MIND (for magic). Call your weapons whatever you want. To-hit is what matters, not the amount of damage it causes.

The DC (for melee or ranged) is the opponent's Armor Class: 10+DEX bonus+Armor. Leather is +3, Chain is +4, Plate is +5. A shield can add a further +1.

The DC (for magic) is the opponent's Will Save: 10+(MIND bonus x2).

If you get hit 3 times in a single combat encounter, you're unconscious. Roll Physical+STR DC15 to recover from the battle without serious injury. After a combat encounter, you reset to 0 (zero) hits. Larger critters can take more hits before dying; that's up to the GM.

If you survive 10 combats, add +1 to all of your skill groups.

For a modern-day game, read "bulletproof vest" for Chain and "riot gear" for Plate. Add +1 to ranged to-hit when using a pistol and +3 when using a rifle or shotgun. A character's super-spy code number is his stat bonuses in order, so Horace, below, would be "Agent 23."

Example

Horace the Wise is going to be STR +0, DEX +2, MIND +3, and chooses Communication as his main skill. He wears chainmail and a shield giving him AC18, has a Will Save of 16, and wields a mace melee weapon.

During the game, Horace tries to sneak past a guard, so rolls 1d20+Subterfuge+DEX. That's 15+1+2 for a total of 17. The DC was 15 (set by the GM); he's not noticed at all. Lucky Horace.

Later Horace encounters a lone goblin. It attacks with a vicious serrated dagger and rolls a 19, hitting him squarely across the stomach. Horace had better be careful. Two more blows and he's Goblin stew!

Thankfully Horace survives this and 9 other narrow scrapes. He adds 1 to all his skill groups and now rolls +5 Communication, and +2 for all other skills.

His current stats are:

Horace the Wise: STR +0, DEX +2, MIND +3, Communication +5, others @ +2
Armor Class 18 chain+shield, Will Save 16, Mace.

Microlite20 Modern



The Modern version of Microlite20 is designed to be as close to the Modern SRD, but adapted to work with the Microlite20 Core Rules.

Basics

Stats, Races, Magic, Combat, Name and Starting Equipment, Other Hazards and Level Advancement are as per the Microlite20 Core Rules modified as appropriate for your campaign.

Classes

Microlite20 character classes actually have two parts: Heroic Class and Starting Occupation. Characters begin at Level 1.

The Heroic Classes are the broad and basic definition of the characters abilities. Think of it as their natural gifts. Select one of the Heroic Classes as follows:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to Communication.

Starting Occupations are more detailed and specialized aspects of the character's abilities. They represent what the character has learned. Select one of the Starting Occupations as follows:

Academic

Skill Bonus: Knowledge +2

Adventurer

Skill Bonus: Physical +2

Athlete

Skill Bonus: Physical +2

Blue Collar

Skill Bonus: Physical +2

Celebrity

Skill Bonus: Communication +2

Creative

Skill Bonus: Knowledge +1 and Physical +1

Criminal

Skill Bonus: Subterfuge +2

Dilettante

Skill Bonus: Physical +1 and Subterfuge +1

Doctor

Skill Bonus: Knowledge +2

Emergency Services

Skill Bonus: Knowledge +1 and Physical +1

Action Points

The player characters, being heroes, can accomplish amazing feats. Action Points aid them in this by adding an additional die to their die rolls.

When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round.

A character starts with 5 Action Points. As they spend them, they don't replenish until they reach their next level. Each level attained grants 5 + one-half their level, rounded down more points. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Combat

The rules for combat are the same as Microlite20 Core Rules, except for the following:

The bonus given to Fighters and Rogues in Microlite20 Core Rules is available to characters in Modern with the following Starting Occupations: Criminal, Law Enforcement and Military. Firearms use the Missile Attack Bonus rule found in Microlite20 Core Rules.

Burst Fire: an automatic firearm can fire a small burst at a single opponent. For a -4 penalty to the attack roll, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire).

Autofire: an automatic firearm can spray fire into a 10 foot by 10 foot area with bullets; the attack must hit an effective AC 10 with a -4 penalty. If they make the roll, anyone in the area must make a Dexterity Check (DC 15) or be hit.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Weapon	Damage	R.O.F.*	Magazine
Handguns			
Beretta 92F (9mm autoloader)	2d6	S	15 box
Colt Double Eagle (10mm autoloader)	2d6	S	9 box
Colt M1911 (.45 autoloader)	2d6	S	7 box
Colt Python ¹ (.357 revolver)	2d6	S	6 cyl.
Derringer (.45)	2d6	Single	2 int.
Desert Eagle (.50AE autoloader)	2d8	S	8 box
Glock 17 ¹ (9mm autoloader)	2d6	S	17 box
Glock 20 ¹ (10mm autoloader)	2d6	S	15 box
MAC Ingram M10 (.45 machine pistol)	2d6	S, A	30 box
Pathfinder (.22 revolver)	2d4	S	6 cyl.
Ruger Service-Six (.38S revolver)	2d6	S	6 cyl.
S&W M29 (.44 magnum revolver)	2d8	S	6 cyl.
SITES M9 (9mm autoloader)	2d6	S	8 box
Skorpion (.32 machine pistol)	2d4	S, A	20 box
TEC-9 (9mm machine pistol)	2d6	S or A	32 box
Walther PPK (.32 autoloader)	2d4	S	7 box
Longarms			
AKM/AK-47 (7.62mmR assault rifle)	2d8	S, A	30 box
Barrett Light Fifty (.50 sniper rifle)	2d12	S	11 box
Beretta M3P (12-gauge shotgun)	2d8	S	5 box
Browning BPS (10-gauge shotgun)	2d10	Single	5 int.
HK G3 (7.62mm assault rifle)	2d10	S, A	20 box
HK MP5K (9mm submachine gun)	2d6	S, A	15 box
HK PSG1 ¹ (7.62mm sniper rifle)	2d10	S	5 box
M16A2 (5.56mm assault rifle)	2d8	S, A	30 box
M4 Carbine (5.56mm assault rifle)	2d8	S, A	30 box
M-60 (medium machine gun)	2d10	A	Linked
Mossberg (12-gauge shotgun)	2d8	Single	6 int.
Remington 700 (7.62mm hunting rifle)	2d10	Single	5 int.
Sawed-off shotgun (12-ga shotgun)	2d8	S	2 int.
Steyr AUG (5.56mm assault rifle)	2d8	S, A	30 box
Uzi (9mm submachine gun)	2d6	S, A	20 box
Winchester 94 (.444 hunting rifle)	2d10	S	6 int.
Heavy Weapons			
M2HB (heavy machine gun)	2d12	A	Linked
M72A3 LAW (rocket launcher)	10d6	1	1 int.
M79 (grenade launcher)	by Gren. type	1	1 int.
Other Ranged Weapons			
Compound bow (Archaic) ²	1d8	1	—
Crossbow (Simple)	1d10	1	1 int.
Flamethrower	3d6	1	10 int.
Javelin (Simple)	1d6	1	—
Shuriken (Archaic)	1	1	—
Taser (Simple)	1d4	1	1 int.
Whip (Simple)	1d2	1	—

*Rate Of Fire: A = Automatic, S = Semi-Automatic, Single = Single Shot

Explosive	Damage	Burst Radius	Dex DC
40mm fragmentation grenade	3d6	10 ft.	15
C4/Semtex	4d6	10 ft.	18
Det cord	2d6	See SRD	12
Dynamite	2d6	5 ft.	15
Fragmentation grenade	4d6	20 ft.	15
Smoke grenade	—	See SRD	—
Tear gas grenade	See text	See SRD	—
Thermite grenade	6d6	5 ft.	12
White phosphorus grenade	2d6	20 ft.	12

Armor	Type	Armor Bonus	Weight
Leather jacket	Light	+1	4 lb.
Leather armor	Light	+2	15 lb.
Light undercover shirt	Light	+2	2 lb.
Pull-up pouch vest	Light	+2	2 lb.
Undercover vest	Light	+3	3 lb.
Concealable vest	Medium	+4	4 lb.
Chainmail shirt	Medium	+5	40 lb.
Light-duty vest	Medium	+5	8 lb.
Tactical vest	Medium	+6	10 lb.
Special response vest	Heavy	+7	15 lb.
Plate mail	Heavy	+8	50 lb.
Forced entry unit	Heavy	+9	20 lb.

Supporting Cast

Name	Hit Dice	AC	Attack	Skills
Bounty Hunter	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4
Crime Lab Tech.	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +2, Know. +5, Phy. +2, Subt. +4
Criminal	2d8 (8 HP)	13 (15)	+1 Melee (d3+1) / +3 Ranged	Comm. +2, Know. +4, Phy. +2, Subt. +5
Dilettante	2d6+1 (8 HP)	15	-1 Melee (d3-1) / +2 Ranged	Comm. +4, Know. +4, Phy. +3, Subt. +2
Drug Dealer	2d8+2 (12 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +4, Know. +2, Phy. +2, Subt. +5
Gang Leader	2d6+2 (10 HP)	12 (13)	+4 Melee (d6+2) / +2 Ranged	Comm. +3, Know. +2, Phy. +4, Subt. +4
Gang Member	2d8+2 (12 HP)	16 (17)	+2 Melee (d6+1) / +2 Ranged	Comm. +3, Know. +1, Phy. +5, Subt. +4
Mechanic	2d6+1 (8 HP)	10	+3 Melee (d3+2) / +0 Ranged	Comm. +2, Know. +4, Phy. +5, Subt. +2
Police Officer	2d6+2 (10 HP)	13 (17)	+3 Melee (d3+2) / +2 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Politician	2d6 (6 HP)	11	-1 Melee (d3-1) / +1 Ranged	Comm. +5, Know. +3, Phy. +2, Subt. +3
Private Eye	2d6+2 (10 HP)	13	+2 Melee (d6+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Reporter	2d6 (8 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +4, Phy. +2, Subt. +3
Scholar	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +4, Know. +5, Phy. +2, Subt. +2
Scientist	2d6 (6 HP)	12	-1 Melee (d3-1) / +1 Ranged	Comm. +3, Know. +5, Phy. +2, Subt. +3
Soldier	2d8+1 (10 HP)	16 (18)	+3 Melee (d4+2) / +3 Ranged	Comm. +3, Know. +3, Phy. +5, Subt. +2
Taxi Driver	2d6+1 (8 HP)	16	+1 Melee (d3+1) / +2 Ranged	Comm. +2, Know. +3, Phy. +5, Subt. +3
Terrorist	2d6+2 (10 HP)	12 (14)	+1 Melee (d3+1) / +1 Ranged	Comm. +2, Know. +3, Phy. +4, Subt. +4
Thug	2d6+2 (10 HP)	13 (14)	+4 Melee (d6+2) / +2 Ranged	Comm. +2, Know. +2, Phy. +5, Subt. +4

Creatures

Name	Hit Dice	AC	Attack
Ape	4d8+8 (26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Baboon	1d8+1 (5 HP)	13	Bite +2 (1d6+3)
Bat	1/4 d8 (1 HP)	16	
Bear, Black	3d8+6 (19 HP)	13	Claw +6 (1d4+4), Bite +1 (1d6+2)
Bear, Brown	6d8+24 (51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Bear, Polar	8d8+32 (68 HP)	15	Claw +13 (1d8+8), Bite +8 (2d8+4)
Boar	3d8+9 (22 HP)	16	Gore +4, (1d8+3)
Camel	3d8+6 (19 HP)	13	Bite +5 (1d4+6)
Cheetah	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d2+1)
Crocodile, Medium Size	3d8+9 (22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Crocodile, Huge Size	7d8+28 (59 HP)	16	Bite +11 (2d8+12), Tail Slap +11 (1d12+12)
Dog, Small Size	1d8+2 (6 HP)	14	Bite +2 (1d4+1)
Dog, Medium Size	2d8+4 (13 HP)	14	Bite +3 (1d6+3)
Donkey	2d8+2 (11 HP)	13	Bite +1 (1d2)
Eagle	1d8+1 (5 HP)	14	Claw +3 (1d3), Bite -2 (1d4)
Elephant	11d8+55 (104 HP)	15	Gore +16 (2d8+15), Slam +16 (2d6+10), Stomp +11 (2d6+5)
Hawk	1d8 (4 HP)	17	Claw +5 (1d4-2)
Herd Animal	5d8+15 (37 HP)	13	Butt +6 (1d8+6), Trample +6 (1d12)
Horse	3d8+6 (19 HP)	13	Hoof +2 (1d4+1)
Leopard	3d8+6 (19 HP)	15	Bite +6 (1d6+3), Claw +1 (1d3+1)
Lion	5d8+10 (32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Octopus	2d8 (9 HP)	16	Tentacle Rakes +5 (0), Bite +0 (1d3)
Octopus, Giant	8d8+8 (44 HP)	18	Tentacle Rakes +10 (1d4+5), Bite +5 (1d8+2)
Monkey	1d8 (4 HP)	14	Bite +4 (1d3-4)
Owl	1/2 d8 (2 HP)	17	Claw +5 (1d2-2)
Rhinoceros	8d8+40 (76 HP)	16	Gore +13 (2d6+12)
Shark, Medium Size	3d8+3 (16 HP)	15	Bite +4 (1d6+1)
Shark, Huge Size	10d8+20 (65 HP)	15	Bite +10 (2d6+7)
Tiger	6d8+18 (45 HP)	14	Claw +9 (1d8+6), Bite +4 (2d6+3)
Whale, Orca	9d8+45 (85 HP)	16	Bite +12 (2d6+12)
Wolf	2d8+4 (13 HP)	14	Bite +3 (1d6+1)
Wolverine	3d8+12 (25 HP)	14	Bite -1 (1d6+1), Claw +4 (1d4+2)

Skills: The rules for Creature Skills are the same as Microlite20 Core Rules, except: all non-intelligent creatures have a bonus to Physical and Subterfuge skills equal to their number of hit dice.

Advancement: The rules for Creature Advancement are the same as Microlite20 Core Rules, except: for Supporting Cast, each increase in Hit Dice adds 3 skill points to divide up amongst their skills as desired.

Create your own: The rules for creating your own creatures are the same as Microlite20 Core Rules.

Microlite20 Modern

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M20 Hard Core Rules v1.02

Stats

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 3d6 for each stat.

Stat bonus = (Stat-10)/2, round down.

All character races speak the common tongue. Other intelligent beings speak their own languages. Some may speak one additional language per point of MIND over 10.

Characters begin at Level 1.

Classes Races

Fighters add +1 to attack and damage rolls. Every four levels starting at four (4, 8, 12, etc.) add another +1 to attack and damage rolls. Dwarves get STR +2. Elves get MIND +2. Halflings get DEX +2. Humans get +1 to any two stats.

Wizards cast arcane spells.

Clerics cast divine spells.

Combat

Hit Points = STR stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Initiative is determined at the beginning of combat by rolling 1d6 + DEX bonus. Combatants act in initiative order.

Everyone can do one thing each turn; move, attack, cast a spell, etc.

Attack bonus = Level + fighter bonus. Add DEX bonus for ranged attacks.

Armour Class (AC) = 10 + DEX bonus + armor bonus. Armor bonus is +2 for leather, +4 for chainmail, +6 for platemail, and +1 for a shield. Better armor is heavy, noisy, and it slows you down.

Add attack bonus to d20 roll. If equal or higher than your opponent's AC, it's a hit. A natural 20 always hits and does maximum damage; a 1 always misses.

Damage is 1d6 + fighter bonus. Add STR bonus for melee attacks, twice that for two handed weapons.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of STR.

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs Hit Points (HP). The cost is 1 + double the level of the spell being cast. Wizards casting in armor pay additional HP equal to their armor bonus. There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP Cost if favorite		2	4	6	8	10	12
Min. Caster Level		1	3	5	7	9	11

Magic attack bonus = Level + MIND bonus.

Magic defense = 10 + Level + appropriate stat bonus
Add attack bonus to d20 roll. If equal or higher than your opponent's defense, the spell works. A natural 20 results in the maximum effect. Damage dealing effects still deal half damage on a failed attack.

Starting Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, studded leather armor (AC +3), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Wizard: Three books on strange topics of your choosing, either a dagger, a crystal ball, or a cane, and 5 gold pieces

Cleric: Silver holy symbol, leather armor (AC +2), a one handed weapon + shield, and 5 gold pieces

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Encumbrance

Characters can carry twelve items in addition to armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Prices

Don't worry about the price of mundane stuff later in the game as long as characters spent money „in totally frivolous ways“.

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters.

Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, etc.). A character earns 1 XP for every 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total = $20 \times$ your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

If the level divides by four (i.e. level 4, 8, 12, etc.) fighters add +1 to attack and damage rolls as mentioned above.

Clerics gain access to new spell levels at levels 3, 5, 7, and 9. Wizards gain access to new spell levels at levels 3, 5, 7, 9, and 11.

Arcane Spells

0-Level Spells

Arcane Mark: Permanently inscribes or identifies a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1st-Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: You can walk on walls and ceilings.

Ventriloquism: Throws voice.

2nd-Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows "listening" to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to drawn using rare ingredients.

Fly: Subject flies quickly and quietly.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3rd-Level Spells

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: Allies move faster and get a second melee attack. This lasts for one round only.

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Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: You speak and understand any language.

Wind Walk: Targets turn to dust and fly in a gust of wind.

4th-Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

Shadow Walk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5th-Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.

6th-Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dream World: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject for a year and a day.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1st-Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2nd-Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3rd-Level Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Freed object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4th-Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5th-Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

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Reversible Spells

Spells are reversible if possible.

New Spells

It is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration.

Monsters

Creation: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic defense = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense.

Monsters and non-player characters don't have stats.

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTIPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: immitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws+9 (1d6), bite+9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREEET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyses, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: morning-star +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: greataxe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: greatsword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

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- GOBLIN:** AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight
- GOLEM:** AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning
- GORGON:** AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas
- GREY OOZE:** AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold
- GRIFFON:** AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (2d6) S: flies
- HARPY:** AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song
- HELL HOUND:** AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)
- HIPPOGRIFF:** AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies
- HOBGOBLIN:** AC: 13 HD: 1d6 AT: weapon +1 (1d6)
- KOBOLD:** AC: 12 HD: 1d6 AT: weapon (1d6)
- LIZARDMAN:** AC: 15 HD: 2d6 AT: weapon (1d6)
- LYCANTHROPE, WEREBEAR:** AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 damage if both claws hit
- LYCANTHROPE, WEREOAR:** AC: 15 HD: 4d6 AT: tusk +6 (2d6) S: lycanthropy, attack +6 instead of +4 because of rage
- LYCANTHROPE, WERERAT:** AC: 12 HD: 3d6 AT: bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4
- LYCANTHROPE, WERETIGER:** AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4
- LYCANTHROPE, WEREWOLF:** AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy
- MANTICORE:** AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total
- MEDUSA:** AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to hit by 4 and grants +2 to medusa attacks
- MERMAN:** AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim
- MINOTAUR:** AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)
- MUMMY:** AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells
- NIXIE:** AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm
- OCHRE JELLY:** AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage
- OGRE:** AC: 14 HD: 4d6 AT: weapon +4 (2d6)
- ORC:** AC: 13 HD: 1d6 AT: weapon +1 (1d6)
- OWLBEAR:** AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite+5 (1d6) S: hug for additional 2d6 if both claws hit
- PEGASUS:** AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies
- PURPLE WORM:** AC: 13 HD: 15d6 AT: bite+15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round
- ROC:** AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)
- SALAMANDER:** AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons
- SHADOW:** AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow
- SKELETON:** AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells
- SPECTER:** AC: 17 HD: 6d6 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels will rise 24h later as a specter
- STIRGE:** AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round
- TOAD, GIANT:** AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue
- TROLL:** AC 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round
- VAMPIRE:** AC: 17 HD: 9d6 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

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WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock+9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always loose initiative

This list is a bit short on fey & sylvan creatures (unicorns, treants), underwater creatures (sharks, sea devils), and outsiders (demons, devils, angels).

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Swords against Sorcery



A Microlite 20 distribution - Pacificon 2008 Edition - 8/26/08 draft

Introduction

Swords against Sorcery ("SvS") is a distribution (mash-up, blend, whatever) of the Microlite20 game ("M20"). This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are three stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6 for each stat, dropping the die of your choice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Hit Points = STR Stat + 1d6/Level.

All characters speak common tongue, as well as their native language; humans speak common natively. Characters may speak one additional language per point of MIND over 10.

Characters begin at Level 1, with 0 experience points.

Races

Dwarves get STR +2.

Elves get MIND +2.

Halflings get DEX +2.

Humans get +1 to any two stats.

Classes

Fighters add +1 to all attack and damage rolls.

Every five levels starting at five (5, 10, 15, etc.) add another +1 to attack and damage rolls. They receive a +3 on Physical skill rolls.

Wizards cast arcane spells, and read arcane scrolls and spellbooks. They receive a +3 on all Knowledge skill rolls.

Clerics cast divine spells. A Cleric can Turn Undead ($2 + \text{Level} + \text{MIND Bonus}$) times per day. They receive a +3 on all Communication skill rolls.

Skills

There are 5 skills : Physical, Subterfuge, Knowledge, Communication, Survival. Roll higher than the given Difficulty Class to succeed.

Skill rank = level + class and race bonuses.

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

Starting characters can spend 3 points on skills - including class-bonused skills - but no skill can be higher than +4 at start.

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP if favorite	2	4	6	8	10	12	
Min. Caster Level	1	3	5	7	9	11	

Wizards casting in armor pay additional HP equal to their armor bonus. There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Note that there are no separate "saving throws" in this game: use STR bonus + your level for Fortitude saves and use DEX bonus + your level for Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.



Gear

Weapons

Unarmed = 1d4

Light Weapons = 1d6

Medium Weapons = 1d8

Heavy Weapons = 1d10

Armor

Light = +2 AC
 Medium = +4 AC
 Heavy = +6 AC

Shields

Light = +1 AC
 Heavy = +2 AC

Surprise

At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Combat

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
 Missile attack bonus = DEX bonus + Level
 Magic attack bonus = MIND bonus + Level
 Armor Class (AC) = 10 + DEX bonus + Armor bonus
 Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. A 1 is always a miss.

Damage

Damage = d6 or weapon + fighter bonus. Add + STR bonus if a melee attack; x2 for 2-handed weapons.

If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of STR.



Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Arcane Spells

Wizards can cast any arcane spell they learn. Learning an arcane spell means copying it by hand into one's spell book. A wizard can only learn a spell equal or below 1/2 their class level, rounded up. Wizards start with three first levels arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book.

0-Level Spells

Arcane Mark: Permanently inscribes a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1st-Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Read Magic: Allow target to read arcane scrolls and spellbooks. Duration 1 minute per level.

Scribe Scroll: Store a spell that you cast on a scroll to be released by reading it. This requires a use of Read Magic beforehand.

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: Grants ability to walk on walls and ceilings.

Ventriloquism: Throws voice.

2nd-Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.
Command Undead: Undead creature obeys your commands.
Detect Thoughts: Allows “listening” to surface thoughts.
Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify.
Fly: Subject flies at speed of 60 ft.
Hold Person: Paralyzes one humanoid.
Invisibility: Subject is invisible until it attacks.
See Invisibility: Reveals invisible creatures or objects.
Web: Fills area with sticky spiderwebs.

3rd-Level Spells

Craft Wand: Store a spell that you cast into a wand to be released using a command word.
Dispel Magic: Cancels magical spells and effects.
Fireball: 1d6 damage per level, 20-ft. radius.
Gentle Repose: Preserves one corpse.
Haste: One creature/level moves faster or gets a second melee attack.
Major Image: Image plus sound, smell and thermal effects.
Summon Monster: Calls extraplanar creature to fight for you.
Tongues: Speak any language.
WindWalk: Targets turn to dust and fly in a gust of wind.

4th-Level Spells

Animate Dead: Creates undead skeletons and zombies.
Charm Monster: Makes monster believe it is your ally for a day.
Create Wondrous Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast.
Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.
Scrying: Spies on subject from a distance.
ShadowWalk: Take subjects into shadow to travel rapidly.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Stone Shape: Sculpts stone into any shape.

5th-Level Spells

Cone of Cold: 1d6/level cold damage.
Dominate Person: Controls humanoid telepathically.
Magic Jar: Enables possession of another creature.
Permanency: Makes certain spells permanent.
Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.
Polymorph: Transforms subject into harmless animal.
Seeming: Changes appearance of one person per two levels.
Telepathic Bond: Link lets allies communicate.
Teleport: Instantly transports subjects hundreds of miles.



6th-Level Spells

Create Golem: Creates constructs made of dead material.
Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.
Disintegrate: Makes one creature or object vanish.
DreamWorld: Creates a permanent portal to a new pocket dimension.
Geas: Commands subject.
Petrify: Turns subject creature into statue.
Plane Shift: Subjects travel to another plane.
True Seeing: Lets you see all things as they really are.

Divine Spells

Clerics may cast any divine spell, with a spell level equal or below 1/2 their class level, rounded up. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however). Clerics can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed.

O-Level Spells

Cure Minor Wounds: Cures 1 point of damage.
Detect Poison: Detects poison in one creature or object.

1st-Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.
Bless: Allies gain +1 on attack rolls and saves against fear.
Cure LightWounds: Cures 1d8 damage +1/level (max +5).
Shield: AC +2 +1/6 level.

2nd-Level Spells

Augury: Learns whether an action will be good or bad.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Zone of Truth: Subjects within range cannot lie.
3rd-Level Spells
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Remove Curse: Freed object or person from curse.
Speak with Dead: Corpse answers one question/two levels.

4th-Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5th-Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.
Raise Dead: Restores life to subject who died as long as one day/level ago.
Hallow: Designates location as holy.
Commune: Deity answers one yes-or-no question/level.

Reversible Spells

Spells are reversible if possible.

New Spells

It is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration.

Scrolls

There are arcane and divine scrolls. Arcane scrolls are created by wizards, and can only be read by wizards or those under a Read Magic spell. They cost wizards no hp to cast; those using Read Magic must pay the hp cost as if the scroll spell was a favorite spell.

Divine scrolls are created by clerics. They can be cast by any able to read by anyone, and cost no hp to cast.

Monsters

Creation: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic defense = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense. Monsters and non-player characters don't have stats.



ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTIPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: immitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws+9 (1d6), bite+9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFFECT: AC: 16 HD: 10d6 AT: slam (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyses, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: greataxe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: greatsword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S:flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANthrope, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 damage if both claws hit

LYCANthrope, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S: lycanthropy, attack +6 instead of +4 because of rage

LYCANthrope, WERERAT: AC: 12 HD: 3d6 AT: bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4

LYCANthrope, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANthrope, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite+5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite+15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d4G) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d8 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels

will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock+9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always loose initiative.



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M20 Heroic – A Microlite20 Variant

Definition: Player Characters (PCs)

A PC is any character controlled by a player that is not the Game Master (GM). Player Characters have the following numeric traits (followed by a definition):

Abilities

Strength Score (Str): measures a character's physical strength.

Dexterity Score (Dex): measures a character's agility and nimbleness.

Intelligence Score (Int): measures a character's ability to think and reason.

Charisma Score (Cha): measures a character's strength of will and personality.

A modifier for each ability, used for calculating the other traits.

Combat Statistics

Attack Bonus (AB): chance to damage an enemy with a weapon.

Magic Bonus (MB): chance to successfully use magic.

Defence Bonus (DB): chance to avoid being damaged by a weapon.

Damage Bonus (DMG): increases the damage you cause with successful weapon attacks.

Hit Points (HP): vitality, endurance and morale; do not represent physical condition.

Wound Points (WP): physical condition, life force

Movement Speed (SPD): the number of squares you can move during your turn in combat.

Resistances

Fortitude Bonus (Fort): chance to resist effects targeting the body's toughness (e.g. poison).

Reflex Bonus (Ref): chance to resist effects targeting the body's reflexes.

Perception Bonus (Per): chance to notice something or being aware of something.

Willpower Bonus (Will): chance to resist effects targeting the mind.

Advancement

Level (LVL): used to measure the character's overall power compared to other creatures in the world.

Experience (XP): used to determine when the character's level increases.

Definition: Character class

A character's class provides hints for the player how to act out their characters as well as it modifies some of the character's traits. Every class description features the following entries that detail how a character's traits are modified.

Primary Ability: this ability score automatically increases by +1 every 3 levels (3rd, 6th, 9th, etc).

Attack: added to the character's **AB**

Magic: added to the character's **MB** ("none" means the character's **MB** stays 0)

Resistance: added to the character's **Resistances**

Equipment: determines the starting equipment for the character.

Special: special rules for the character class are mentioned here

Definition: Ability Score Modifiers & Special Rules

Characters with ability modifiers above +0 automatically become subject to the special rules detailed in the following table:

Modifier	Strength	Dexterity	Intelligence	Charisma
+1	Wear light armour without a penalty to attack and defence rolls.	Wield shields without a penalty to attack and defence rolls.	Read/Write and speak a foreign language.	+2 bonus to checks made to convince people.
+2	Wear medium armour without a penalty to attack and defence rolls.	Your receive a +1 bonus to your SPD while wearing only light or no armour.	Choose a topic. +4 bonus to checks made regarding that topic.	+2 bonus to checks made to lie / detect lies.
+3	Wear heavy armour without a penalty to attack and defence rolls.	The penalty for attacking with two melee weapons decreases by 2.	You occasionally receive clues from the GM.	You don't suffer penalties for interacting with people of foreign cultures.
+4	+4 DMG with melee weapons.	+4 DMG with ranged weapons.	Select one special rule from another class. You benefit from this rule from now on.	+8 bonus to hp
+5	You may move enemies of up to your size 1 square after a successful melee attack.	You may move before and after making an attack (but you cannot exceed your SPD).	Casting magic spells costs you 1 hp less.	You attract 1d6 followers per level (the GM determines which).
+6 or higher	You may reroll any damage roll in melee once.	You may reroll any attack roll once.	You may reroll any magic roll once.	Allies that can hear and see you receive a +1 bonus to all rolls.

Definition: Check

A check is one roll of a twenty-sided die where the result can be modified for different reasons. A check serves to determine whether an action is successful or not. In order to do that, the modified result of the die roll is compared to a number, the so called **Difficulty Class** (DC). If the modified result of the die roll is **greater than or equal to** the DC, the action is successful, else it failed.

The DC and modifiers for a check are set by the GM. As a general rule, a character receives a +2 bonus to a check for every beneficial circumstance or detail the player gives while describing the action the character tries to perform. Any hindering circumstance may incur a -2 penalty to the check (again, the GM decides whether a penalty applies). The following table gives a guideline on how to set check DCs.

DC	Description
10	A normal task, an average person has a good chance to succeed
15	A hard task, requires some time and the right tools for average people
20	A very hard task, only the skilled have a real chance to succeed
25	A heroic task, a lot of luck and skill is required
30	An epic task, only a true master, maybe with divine help can succeed

Definition: Roll

A roll is used to determine a certain number, often a DC. The result of the roll equals $1d20 +$ bonus indicated by the name. Examples: A defence roll is the result of $1d20$ and the character's defence bonus. A reflex roll is the result of $1d20$ and the character's reflex bonus.

Definition: Attacks and Defence

An attack requires a successful attack roll to deal damage. An attack roll is a check using a character's **AB** as a modifier. The creature targeted by the attack makes a defence roll, with the result being used as the DC for the attack roll.

If the attack is successful, the attacker rolls for damage, as indicated by the weapon he uses and adds his damage bonus. The creature targeted by the attack loses that much hp. If the creature has 0 or less hit points, it loses one wound point for every 5 points of damage dealt.

Definition: Armour

Armour is protective gear worn on the body in order to decrease the chance to take damage. Thus armour increases a character's DB while worn. Depending on the type of armour worn, the character may suffer some penalties. Shields a free hand to be used and can be worn together with armour. The effects of armour and shields stack.

Type	Defence Bonus	Maximum Speed	Penalty
light armour	+2	unaffected	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6
small shield	+1	unaffected	-1
large shield	+2	unaffected	-2

Type: the type of the armour.

Defence Bonus: this figure is added to the character's DB while wearing the armour / shield.

Maximum Speed: the character's speed is reduced to this figure while wearing the armour.

Penalty: the penalty is applied to all attack, defence and magic rolls and to all checks related to physical activity such as climbing or sneaking.

Definition: Weapon

A weapon determines the amount of damage the character deals with a successful attack. Weapons with a range of 1 square are called melee weapons. Weapons with a greater range are called ranged weapons. Shields cannot be used while employing a two-handed weapon.

Type	Damage	Range
light	1d6	1
one-handed	1d6+2	1
two-handed	2d6	1
one-handed missile	1d6	15
two-handed missile	1d6+2	30
throwing	1d6+2	5

Type: the type of the weapon.

Damage: the amount of damage the weapon deals on a successful attack.

Range: how many squares the target of the attack can be away; ranged weapons can also target creatures farther away (up to double range), but the attacker receives a -2 penalty to his attack roll when doing so.

Character Classes

Fighter

Primary Ability: Strength **Attack:** +5 **Magic:** +0 **Resistance:** Fort +3, Ref +2, Will +1

Equipment:

- ◊ one-handed melee weapon and large shield **or** two-handed melee weapon
- ◊ any kind of armour
- ◊ any missile or throwing weapon

Special:

Toughness: the total penalty for lost wp is decreased by your Str modifier.

Stalwart: when targeted by an opposed effect, you may immediately spend 5 hp to increase your resistance bonus by +5.

Power Attack: before making an attack roll you can spend a number of hit points up to your level. Your DMG increases by that number for this attack.

Scout

Primary Ability: Dexterity **Attack:** +3 **Magic:** +3 **Resistance:** Ref +3, Per +2, Fort +1

Equipment:

- ◊ one-handed melee weapon and small shield **or** two light weapons
- ◊ light or medium armour
- ◊ any missile weapon and a throwing weapon

Special:

Fleet of Foot: add your Dex modifier to your SPD.

Critical Hit: your DMG increases by +10 against enemies with 0 or less hp.

Skirmishing: by spending 2 hp you can actively move one square without provoking an opportunity attack. You cannot exceed your SPD this way.

Mage

Primary Ability: Intelligence **Attack:** +0 **Magic:** +5 **Resistance:** Will +3, Per +2, Fort +1

Equipment:

- ◊ light melee weapon
- ◊ any missile weapon

Special:

Arcane Reach: Spellcasting-effects have a range of at least 6 without requiring you to apply any modifiers or spending additional hit points.

Spellmaster: you add your DMG to the damage caused by effects of the *Spellcasting* special rule.

Spellcasting: can make magic checks (1d20 + MB) to use the following effects as a special ability:

- Drain (Fort): the target loses 1d6 hit points. For every 5 or 6 you roll you restore 1 hp.
- Wound (Fort): roll 1d6. For every 5 or 6 you roll the target loses one wp.
- Damage (Ref): the target receives 1d6+1 points of damage.
- Entangle (Ref): the target's SPD is reduced by 1d3 until the end of the round.
- Telekinesis (Fort): Move the target 1d3 squares in any direction.

Leader

Primary Ability: Charisma **Attack:** +0 **Magic:** +5 **Resistance:** Will +3, Per +2, Ref +1

Equipment:

- ◊ one-handed melee weapon or light melee and light missile weapon
- ◊ light armour or small shield

Special:

Inspiring Presence: War Cry-effects affect at least a 5x5 area without requiring you to apply any modifiers or spending additional hit points.

Icon: you add your DMG to the number of hp restored by effects of the *War Cries* special rule.

War Cries: can make magic checks (1d20 + MB) to use the following effects as a special ability:

- Raise Morale: the target recovers 1d3+1 hit points.
- Weaken (Will): the damage of the target's next attack is reduced by 1d6.
- Fear (Will): move the target 1d3+1 squares away from you and your allies.
- Bolster : the target's DMG increases by 1d3+1 until the end of the round.
- Awe (Will): the target suffers a 1d3 penalty to all attack and defence rolls until the end of the next round.

Creating A Character

- 1) Your character's *ability scores* (Str, Dex, Int, Cha) all start at 10. You have 5 points to freely distribute among them and you may lower one ability score by 2 to get 2 additional points (but you can only lower one ability score). Your character starts at level 1 with 0 experience points.
- 2) Calculate the character's *ability modifiers*. An ability's modifier is used to calculate the other traits of your character later. The *ability modifier* equals the associated ability's $(score - 10) / 2$. Any fractions are rounded down.
- 3) Now the remaining traits are calculated (note any results from this step on a piece of scrap paper, as they are likely to be modified in the next step). Refer to the following table to figure out all remaining traits:

Trait	Calculation
AB	LVL + class bonus
MB	LVL + class bonus
DB	LVL + Dex modifier
DMG	LVL + Int modifier
HP	1d6 + 4 + Cha modifier
WP	5 + Str modifier
Fort	LVL + Str modifier + class bonus
Ref	LVL + Dex modifier + class bonus
Per	LVL + Int modifier + class bonus
Will	LVL + Cha modifier + class bonus

- 4) Select the character's class. This choice is very important as it determines how you play the game, especially in combat. A class only defines how the character performs in combat with rules; everything else can be invented or interpreted by you and GM. While the class for example might be called Mage here you still decide whether it describes a eerie and terrifying necromancer, a magician using fire to lay waste to anything that angers him or a benevolent healer that simply tries to make the world a better place. Upon this description all interaction with this character out of combat is based and also what this character is capable of that is not described with rules here. There may be no rules here for raising an army of rattling skeleton warriors or creating a fire that only scorches liars and thieves, but after all imagining and reacting to actions like this is what makes the game fun and encourages you to use your creativity!
- 5) Update any figures from step 3) that have changed and note them down on your character sheet together with your starting equipment. Ask the GM for additional equipment your character may get. It is also a good idea to think about the character's background and history now and tell the other players about it. Think of three adjectives describing your character; these are his *motivators* – they keep him going on and summarize his personality. You can describe your character in more detail – you are encouraged to do so – but your character can only have three motivators nevertheless.
- 6) Start Playing!

Playing the Game: Motivators and Conviction

In the beginning of the game your character has 1 conviction point (CP). Conviction points can be used any time to maximize the result of any single die. You receive a conviction point whenever your character acts according to his motivators. You can never have more conviction points than three plus half your level (rounded down). The GM may allow other uses for conviction.

Playing the Game: Character Advancement

For every combat won, your character receives 10 experience points, for every lost combat he receives 5. Remember that a combat counts as "won" when the enemies are overcome, no matter what means where used. Additionally the GM can award experience points to a character for excellent roleplaying, personal sacrifices and outstanding actions, but never more than $30 \times$ the average character LVL of the party in total per session.

A character's LVL increases by one whenever he has collected 100 points of experience. Remember to recalculate any character traits that are level dependent such as the attack bonus and the resistances. When reaching a new level, the character's maximum number of hp increases by $1d6 + \text{Cha modifier}$. When reaching a level that is divisible by (2nd, 4th, 6th, etc.) you may increase any ability **score** by 1. When reaching 10th level, your character may choose one special rule from another class to benefit from now on.

Playing the Game: Using Magic and Special Abilities

For simplicity's sake, the term "magic" in this document also describes any other special abilities of a character, for example the use of rhetoric to determine the actions of other people. Probably any ability that requires a large amount of training and concentration can be handled with the rules presented here. Using such abilities requires the expenditure of hit points, representing the strain the characters put on themselves and fatigue in general. The process of using a magic special ability is composed of three parts: **Effect**, **Modifier** and **Execution**.

The **Effect** is either determined by the class (if it has an obvious combat use) or by the player (for all other effects). Combat related effects always have a range of 1, target an 1x1 area and last 1 round. Effects don't distinguish between friend or foe – any creature in the area is affected, including your allies.

Most effects specify a **save** – the **Resistance** of the targeted character used for the DC during the execution phase. Such effects are called **opposed effects**. Targets that are willing are automatically affected.

Modifiers change the details of an effect, for example how far the target can be away. Applying modifiers to an effect costs you additional hit points and can increase the difficulty of using the special ability. The same modifier can be applied more than once, unless noted otherwise, though you can only apply as many as your LVL modifiers to a single use of a special ability. The modifiers shown here can always be applied to an effect, though you may use additional or other modifiers depending on your class. The modifiers listed here (the so called **standard modifiers**) cost 2 hp each to apply. Casting a spell / using a special ability **always costs at least 2hp**.

During the **Execution** the user pays the necessary hp before he makes the check to see whether the effect is applied successfully. Which character trait is used for making the check is given in the special ability's description (for combat related effects only).

Summary of using a special ability:

1. Choose the desired *Effect*
2. Choose any modifiers you want to apply
3. Choose the target of the special ability
4. Pay the hp cost for the modifiers and make the check specified by the effect; if the effect specifies a **save** the DC for the check equals $10 + \text{the target's resistance bonus}$. If that is not the case, use the table below for finding the DC. The effect only affects its targets if this check is successful.

Standard modifiers:

- **Range:** the range increases by 2.
- **Area:** the length of the square targeted by the effect increases by 1.
- **Duration:** the duration of the effect increases by 1 (the effect is applied once each round it lasts).
- **Targets:** the spell targets one additional individual creature instead of an area.
- **Power:** if the effect specifies a save, the target suffers a -1 penalty to its resistance bonus.
- **Efficiency:** every numeric variable (including die) in the effect increases by 1.

Determining the DC for non-opposed effects

The check DC for non-opposed effects (e.g. out-of-combat effects or spells) depends on the amount of hit points spent to modify the effect.

HP spent	DC
2 - 6	10
7 - 12	15
13 - 18	20
19 - 24	25
25 - 30	30
31 - 36	35
37+	40

Playing the Game: Combat

Combat is one of the most complex topics in any role-playing game, so this chapter is quite rules-heavy. A combat is defined as any situation where characters are in danger of getting wounded or losing their lives due to a conscious effort taken by other creatures (also called “enemies”). In this chapter the term **party** refers to the player characters and **enemies** to any creatures that try to oppose them. Individual characters and creatures take one **turn** each and after all members of the party and the enemy have had their turns, a new **round** begins. Add the perception bonuses on both sides together. The side with the higher sum decides who is attacking. The attacking side is called **aggressor** whereas the other side is called the **defender**.

A combat round represents 6 seconds of time passing for the characters. During combat, distance is measured in **squares**. Use any size for a square you are comfortable with, though 5ft (1,5m) is recommended.

Combat Sequence:

1. Begin of the **round**.
2. All **aggressors** take their turns in any order
3. All **defenders** take their turns in any order
4. End of the **round**.

This sequence is repeated until one side is unable to continue the combat, surrenders or manages to escape.

During his turn a character can perform each of the following **actions** once, in any order:

- **Move:** Move up to your SPD in squares or retrieve an item from your backpack.
- **Standard:** Make an attack or use an item.
- **Minor:** shout an order, activate an item, drop to the ground, stand up, etc..

You can always perform an additional move action instead of a standard action.

Movement can be **active** or **passive**. Active movement is the movement you make during your turn with a move action and the number of squares moved can never exceed your SPD. Passive movement is any movement caused by special effects or generally spoken any forced movement. Squares moved passively are never counted against your SPD, i.e. you can move an infinite number of squares passively. Movement through **difficult terrain** costs two squares per square of difficult terrain crossed (e.g. moving through 5 squares of difficult terrain requires at least a SPD of 10). A creature **cannot end its movement in a square occupied by an enemy**. The standard **SPD** for **human sized** creatures is **6**.

Opportunity Attacks:

All squares a character can attack with an equipped melee weapon are called the character's **threat range**. Whenever an enemy moves out of a character's threat range (actively or passively), that character gets to make a an attack against that enemy (**opportunity attack**). Any character can only perform one opportunity attack per round.

Fighting with two weapons:

Characters wielding two weapons can make two attacks instead of one when taking a standard action. When making two attacks the character receives a -4 penalty to both attack rolls (-2 if one weapon is light).

Losing HP and WP:

A loss of hp represents small scratches, fading endurance or morale. After combat, characters can regain $1d6 + \text{Cha modifier}$ hp for every two full levels they possess by taking a short rest of 5 minutes. This can only be done once after each combat; after that they regain their Cha modifier in hit points (but at least 1 hp) every 10 minutes of time passed.

Losing wound points means the character is physically harmed and in danger of losing his life. For every wound point lost, the character receives a -1 penalty to all rolls. Any character that has lost more wound points than his Str modifier can only move actively at half SPD. A character that has 0 wound points remaining is dead. Wound points recover at a rate of one per week.

Running the Game: Environmental Hazards

The player characters are likely to visit environments that are dangerous enough to pose a threat by themselves. The rules described here serve to determine the effects the environment has on the player characters and can be used by the GM to make terrain and climate play an more important role, requiring the players to plan and to be creative. Additionally these rules can be used to represent creature special attacks.

There are two types of hazards:

- ◊ **lethal** hazards deal **wp** and **hp** damage.
- ◊ **non-lethal** hazards deal **only hp** damage. If a character has no hp left he starts losing wp as from a normal attack (1 per 10 hp lost)

The damage done by a hazard of either type can belong to any of the following categories:

- ◊ **continuous** damage is applied in certain time intervals. The victim is entitled to a resistance check at every interval to avoid taking damage.
- ◊ **instant** damage is applied only once. The victim is entitled to a resistance check to avoid taking damage.
- ◊ **escalating** damage works like continuous damage, but the resistance check DC increases by +1 for every previous check.

Characters are subject to continuous and escalating damage as long as they find themselves in the dangerous area, or, if a specific duration duration is given, until that duration has expired.

The GM is free to increase the difficulty of any hazard, but should not increase it by more than the average character level in the party.

Examples:

Poison: lethal, continuous (every round; 2 rounds), Damage 1 wp + 1d6 hp, Fort DC 15

Suffocation: non-lethal, escalating (every round), Damage 1d6 hp, Fort DC 15

Extreme Temperature: non-lethal, escalating (every 10 minutes), Damage 2d6 hp, Fort DC 15

Trap: lethal, instant, Damage 1wp (2d6 hp on a successful resistance check), Ref DC 10

Loose Terrain: lethal, instant, Damage 1d6 wp + 1d6 hp, Ref DC 10 or Per DC 15

Losing the Way: non-lethal, escalating (every hour), Damage 4d6 hp, Per DC 10

Madness: non-lethal, escalating (every day), Damage 8d6 hp, Will DC 15

Hallucinations: lethal, escalating (every day), Damage 1 wp + 2d6 hp, Will DC 15 or Per DC 10

Running The Game: Enemies

The statistics of enemies are determined by the average character level of the PCs. All enemies share the same hit points, attack and defense bonuses and resistances. In addition to that, an enemy can have one or more special rules from the list below. A creature's damage is determined either by its size for natural weapons such as claws or by the weapon it uses. When creating a battle for the player characters the sum of the levels of all enemies should not exceed the sum of the PCs' levels.

Creature Statistics (to be modified by the table below):

HP: any creature receives 1d6 hp per level. **AB & DB:** +1 per level

Resistances: +level+3 for one resistance, +level for the other resistances

SPD: double for quadrupedal creatures of small or larger size.

Size Category	Height / Space	SPD	WP	DMG	HP per level	AB / DB
Fine	15cm / 0,125	1	0	1	-3	+8
Diminutive	30cm / 0,25	2	0	1d2	-2	+4
Tiny	60 cm / 0,5	3	0	1d3	-1	+2
Small	1,2m / 1	4	1	1d4	+0	+1
Medium	2,4m / 1	6	1	1d6	+0	+0
Large	4,8m / 2	8	1	1d8	+0	-1
Huge	9,6m / 3	10	2	1d10	+1	-2
Gargantuan	19,2m / 4	12	3	1d12	+2	-4
Colossal	38,4m / 6	14	4	2d6+2	+3	-8

Creature Special Abilities (choose one):

Regeneration: Regain 1 WP every minute (10 rounds).

Unbreakable: Damage received is decreased by 2.

Mindless: +20 bonus to Will; cannot make *attacks of opportunity*.

Charger: +10 damage with melee attacks after moving full SPD before the attack.

Swift: Suffer only half damage from attacks of opportunity.

Fly: able to move through the air and end movement in a square occupied by a non-flying creature. +2 bonus to damage rolls against non-flying creatures.

Leader: +2 bonus to attack and damage roll for all allied creatures within 18 squares.

IRON HEARTBREAKERS 1.51

By John Bell

This is a rules-light adaptation of d20 fantasy heartbreakers. PCs have very limited access to magic and must rely on their swords, armour and cleverness to survive.

Attributes

Characters have three attributes: **Strength (STR)**, **Dexterity (DEX)**, and **Mind (MIND)**. Each attribute has an associated modifier.

To generate a character's attributes, roll 4d6 and drop the lowest die. Assign it to one of the character's attributes. Repeat this for each attribute.

A character's attribute modifier is calculated by the following formula: $(\text{Attribute} - 10)/2$. Round towards zero if a fraction results.

Characters have a number of **Hit Points (HP)** equal to their STR modifier + 1d6 per level. If their HP total reaches 0 they are dead.

Backgrounds

Each character has a background: Where they came from before they became an adventurer. Pick one for your character:

City-Dweller +2 to Knowledge +1 to DEF

Farmer + 2 to Athletics +1d6 HP

Noble +2 to Interaction +1 to MAB and RAB

Tribesman +2 to Skulduggery +2 to damage

Fighting Style

Each character has a fighting style. Pick one for your character. Characters normally start at level 1 of their fighting style.

Bruisers wear any kind of armour and use shields. They have a +2 bonus to Athletics. They add their STR modifier again to all damage rolls. This increases by +1 at 5th level and every five levels on. They can add their STR modifier to their armour's DR. This increases by +1 at 5th level and every five levels on.

Sneaks wear light armour. They have a +2 bonus to Skulduggery or to Interaction. They can add their DEX modifier again to their AC. This increases by +1 at 5th level and every five levels on. If they successfully sneak up on a foe they can add their DEX modifier to their attack roll and their Skulduggery skill rank to the damage of their next attack. If they successfully distract, bluff or feint a foe, they can add their DEX modifier to their attack roll and their Interaction skill rank to the damage of their next attack.

Tacticians wear light or medium armour and use shields. They have a +2 bonus to both Knowledge and Interaction. They add their MIND modifier to all attack rolls. This increases by +1 at 5th level and every five levels on.

Skills

There are four skills: **Athletics**, **Interaction**, **Knowledge**, and **Skulduggery**.

Athletics governs climbing, jumping, running and swimming as well as lifting and moving heavy objects.

Interaction governs persuasion, oratory, lying, intimidation, insight into another's motives or behaviour and other means of manipulation and expression.

Knowledge governs a character's education, reasoning, memory for trivia and common knowledge of the world around them.

Skulduggery governs sneaking, hiding, and larcenous talents such as picking locks and concealing objects on the body.

Your **Skill Rank** in each skill is equal to your level plus any modifiers you have for your background and/or class.

Characters make skill rolls by rolling a d20 and adding their skill rank and the modifier of an appropriate stat. They try to roll over a **Difficulty Class (DC)** assigned by the DM.

A DC of average difficulty is 15 + level of the challenge.

Characters may also need to oppose other characters with their skills. They each make a skill roll. Whoever gets higher wins. Ties reroll. Monsters may add their attack bonus instead of their attribute modifier and skill rank.

PCs may need to make saving throws to resist the effects of poisons, spells, diseases, and other environmental hazards.

Resist Physical Effect (Fortitude) = Level + STR modifier

Dodge Effect (Reflexes) = Level + DEX modifier

Resist Mental Effect (Will) = Level + MIND modifier

The DC for saving throws against spells cast by monsters is equal to 15 + the caster's level unless otherwise listed in the monster entry.

Combat

Roll for initiative at the start of combat. Each PC and monster rolls a d20 and adds their DEX modifier. Higher results go before lower results.

Each combatant gets one action a round. A round is approximately 6 seconds long.

In a round, a PC can move a number of metres equal to his Dexterity attribute, or they can move a number of metres equal to half their Dexterity attribute and perform an action (attacking, digging something out of their pack, etc.).

Attacking: Roll a d20 and add the appropriate attack bonus. If you roll equal to or higher than your opponent's DEF you have hit them. On a natural 20, you automatically hit and do double damage.

Your **Melee Attack Bonus (MAB)** is equal to your level + STR modifier
Your **Ranged Attack Bonus (RAB)** is equal to your level + DEX modifier
Your **Defence (DEF)** is equal to your level + 10 + DEX modifier + Shield bonus (if any)

If characters wield light weapons, they may use their DEX modifier in place of their STR bonus for their MAB.

Characters can wield two weapons. They take a -2 penalty on every attack they make while wielding them, but can make one extra attack each round with the second weapon.

Characters may execute manoeuvres like tripping, disarming, targeting a weak point, etc. on their foes by beating them in opposed attack rolls. Ties are rerolled. These may add bonuses to hit or to damage on attacks or otherwise affect their opponents at the discretion of the DM.

i.e. A Tactician wants to trip his opponent. Both roll d20 + their MAB with the higher result winning. If the Tactician wins, he successfully trips his opponent. If he fails, his attack does not succeed.

Damage and Health

After you hit successfully, roll weapon damage + STR modifier. If you are wielding a melee weapon in two hands, it is weapon damage + (STR modifier x 2).

Defenders roll their **Damage Resistance** for their armour. They subtract their roll from the damage. If a positive number is left after DR is subtracted from damage, lose that many HP.

i.e. An attacker attacks and deals 12 points of damage. You roll DR and get 9. You take 3 points of damage. An attacker attacks and deals 7 points of damage. You roll DR and get 9. You do not take any damage.

Characters heal a number of HP equal to their level + their STR modifier each day (minimum 1).

Hazards

Characters take 1d6 points of damage for each ten feet they fall. They can make an Athletics + DEX modifier check with a DC equal to the number of feet they fell to not be damaged.

Poisons can be resisted with a level + STR modifier check. Some poisons will still deal partial damage even on a successful save. Most poisons deal damage and have effects like unconsciousness, nausea or disorientation.

If PCs are not wearing protection while exposed to extreme climates, they must make a level + STR modifier check (DC 15 +1 per each previous check) every ten minutes or take 1d6 damage.

While swimming in adverse conditions, a PC must make an Athletics + STR modifier check (DC 10 + 1 per every previous check) every minute or start drowning. Drowning is 1d6 points of damage every thirty seconds (5 rounds) until the PC can make the check or someone can pull them out.

Equipment List

Exchange Rates

1 platinum piece equals 10 gold pieces equals 100 silver pieces equals 1000 copper pieces.

Starting Money

All characters begin with 100 gold pieces. They may spend this on equipment. They may keep any money left over from this process for when play begins.

Weapons

The **Cost** entry of a weapon includes the minor equipment required to maintain it as well as a scabbard, holster or sling to carry it.

The **Damage** entry is the damage it deals on a successful hit.

The **Range** increment of a weapon is the number of metres it can be fired or thrown without penalty. For each full increment beyond the first, the attack suffers a -2 penalty. Thrown weapons can be thrown up to five range increments. Bows and other missile weapons can be fired up to 10 range increments.

i.e. A dagger can be thrown up to 5m without penalty. If it was thrown 8m, the attack would take a -2. If it was thrown 10m, the attack would take a -2. If it were thrown 14m, the attack would be a -4. A dagger cannot be thrown more than 25m.

Weapons	Cost	Damage	Range
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Light Weapons

Dagger	1 gp	1d4	5m
Rapier	20 gp	1d8	-
Short Sword	10 gp	1d6	-
Throwing Axe	5 gp	1d6	5m
Unarmed Strike	-	1d3	-
Whip	2 gp	1d4	-

One-Handed Weapons

Arming Sword	10 gp	1d8	-
Battle Axe	30 gp	1d10	-
Bastard Sword	30 gp	1d10	-
Flail	10 gp	1d8	-
Mace / Club	5 gp	1d6	-
Lance	15 gp	1d10	-
Short Spear	5 gp	1d6	5m
War Hammer	30 gp	1d10	-

Two-Handed Weapons

Great Axe	40 gp	2d10	-
Great Club	25 gp	1d20	-
Greatsword	40 gp	3d6	-
Halberd	25 gp	2d8	-
Longspear	5 gp	2d6	-
Poleaxe	40 gp	2d10	-
Quarterstaff	5 gp	1d8	-

Ranged Weapons

Hunting Bow	30 gp	1d8	25m
Javelin	2 gp	1d8	15m
Recurve bow	75 gp	1d10	50m
Net	1 gp	-	5m
Sling	1 gp	1d6	25m

Armour Type	Cost	Damage Resistance
-------------	------	-------------------

Light Armour

Leather Overcoat	5 gp	1d2
Studded Leather Jack	25 gp	1d4

Medium Armour

Chain Hauberk	35 gp	1d6
Scale Mail	50 gp	1d8

Heavy Armour

Half-Plate	250 gp	1d10
Plate Mail	1000 gp	2d6

Shield Type	Cost	Defense Bonus
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Buckler	2 gp	+1 vs. melee attacks only
Light Shield	5 gp	+1
Heavy Shield	25 gp	+2

Converting Monster Entries

Monster abilities that are expressed in feet should be converted to metres, rounding down. Monster abilities that are expressed in 5' squares should be rounded up to 2m squares.

Monsters without attributes listed in their entries should use their attack bonus in its place.

Monsters with d12 Hit Dice have DR equal to their HD. Monsters with d8 Hit Dice have no DR except from armour.

A monster's DEF is equal to its AC.

A monster's STR is the higher of its Strength and Constitution scores. A monster's DEX is its Dexterity score. A monster's MIND is the highest of its Wisdom, Intelligence or Charisma scores.

Advancement

All monsters have an **Encounter Level (EL)** equal to their Hit Die. Double the EL each time the number of monsters doubles. e.g. 2 EL 1 monsters are an EL 2 encounter; four are EL 3.

Add the EL of each encounter you survive together. When the total number of ELs is equal to your current level \times 10, you advance to the next level.

Every time a character gains a level he gains:

+1d6 HP

All the bonuses based on his level (MAB, RAB, Skill Rank) go up by 1.

If the character has just achieved a level that is divisible by 5, their class gives them an additional bonus.

If the character has just achieved a level that is divisible by 3, they may add 1 point to their STR, DEX or MIND

Version Notes

- 1.1 Healing rules added. Minor rewrites for clarity throughout.
- 1.2 Spell system removed. Sorceror class removed. Additional bonuses for races. Additional abilities for Sneak class, additional armour proficiency (medium) for Tactician. The word "modifier" replaces "bonus" everywhere in the text except for MAB and RAB. "Armour Class" replaced by "Defense". "Converting Monsters" becomes its own section. Shrunk the size of the license's font down.
- 1.3 Rewrote attribute section for clarity. Renamed "Races" to "Backgrounds". Removed armour and weapons to separate equipment section.
- 1.4 Changed the names of the skills for clarity. Introduced movement rules. Defined the length of a round. Clarified DM's purview in combat in the combat section. Saving Throws are now all level + modifier. Additional material about distances in the Convert Monster section. Opposed skill rolls added.
- 1.5 Bonuses for backgrounds and classes reduced to +2s from +3s. "Classes" renamed "Fighting Styles". Brief skill descriptions included. Last vestiges of the tyrannical reign of the "Physical" skill removed from Hazards section. Added the equipment list into the main text. Fixed minor spelling and grammatical errors. Changed how HP are calculated. Removed Reserve Points. Added opposed attack rolls for maneuvers.
- 1.51 Some minor clarifications and terminology changes.

MICROLITE IRON HEARTBREAKERS

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Microlite11

Microlite20 is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion. Microlite11 replaces Microlite20's standard Race + Class system with a Point-Buy system for creating customized characters or new Races and Classes.

Stats

There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Stat bonus = $(\text{STAT}-10)/2$, round down.

For character creation, there are two methods for determining stats. The GM may optionally allow trading stat points for Character Points at a ratio of 2:1.

1. **Random:** Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.
2. **Point Trade:** Each stat starts at 11. Trade points from one stat to another up/down to minimums/maximuns set by the GM.

Traits

Characters begin at Level 1 and have 11 Character Points with which any combination of the following 11 traits (cost in parentheses) may be bought. Every level gives you 1 more Character Point to spend.

1. **Arcane Magic (3):** Cast 0th-level Arcane Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level. Cannot use if the caster is wearing armor.
2. **Class (6):** Classes in are character templates of preselected Traits and Skills.
3. **Combat Bonus (2):** +1 to hit and damage.
4. **Divine Power (2):** Cast 0th-level Divine Spells. Access to higher Spell Levels requires the investment of an additional Character Point per Spell Level.
5. **Heavy Armor (1):** Capably wear Heavy Armor.
6. **Light Weapons Proficiency (1):** Use DEX instead of STR when using light weapons. Wield and attack with 2 light weapons in a round with -2 penalty on all attack rolls. Rapiers are light weapons, but you cannot wield two at the same time.
7. **Race (4):** Each race comes with a 4 Character Points' worth of stat bonuses, Abilities, or Skills, predetermined by the GM or the game rules.
8. **Skill (1):** +1 on the skill of your choice.
9. **Sneak Attack (2)** adds your Character's Subterfuge skill rank to the damage of her first attack, if she successfully Sneaks (usually sub+DEX, but depends on situation) up on a foe. Impossible if wearing a shield or medium/heavy armor.
10. **Stat Bonus (2):** Add +1 to the stat of your choice.
11. **Turn Undead (1):** Repel undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Some games will require that specific traits are purchased. For example, the standard Microlite20 configuration requires each character pick a Race (4) and a Class (7), thereby using up all 11 Character Points.

Skills

There are just 4 skills: Physical, Subterfuge, Knowledge, Communication. Roll higher than the given Difficulty Class to succeed. Character Points invested in Skills are called Skill Points.

Skill Rank = Your level x 1/3 Skill Points + Skill Points + Racial Bonus
Skill roll = d20 + skill rank + applicable stat bonus + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

There are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Armor Class (AC) = 10 + DEX bonus + armor bonus (+2 Light, +4 Medium, +6 Heavy, +1 Shield). By default, all characters can wear light or medium armor and use a shield.

Healing: All characters recover hit points lost due to wounds at a rate equal to one-half their level (round up) per one night of rest. If a character has lost Strength due to wounds, she recovers Strength instead of HP at a rate equal to her Strength bonus per full day rest.

Magic

Casting a spell of any kind costs Hit Points. The cost is twice the level of the spell being cast plus up to 3 Hit Points, depending upon the Mana Level the caster's current location. This loss **cannot** be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet
Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = XP1. 2 kobolds = XP2. 4 kobolds = XP3, etc.

Individual characters can also earn 1 experience point for every 100 gold pieces found in treasures (or taken from monsters) and then spent in "frivolous" ways (e.g., wine, women, song, donations to a temple without getting anything in return, generic "training," etc.)

Add up the Experience Points (XPs) of every encounter you take part in and treasure spent. When the total = 20 x your current level, advance to the next level. Reset the total to 0 after advancing.

Equipment

Characters start with one of three Fast Packs plus 25 to 100 gold pieces or additional items based on their class.

Microlite11

Microlite20 is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion. Microlite11 replaces Microlite20's standard Race + Class system with a Point-Buy system for creating customized characters or new Races and Classes.

Races & Classes (Optional)

Microlite20's adaptation of the Primary Fantasy SRD requires that characters be built with both a Race and a Class. For Races, it gives +1 to all Skills to Humans, +2 MIND to Elves, +2 STR to Dwarves, and +2 DEX to Halflings. Classes are as follows and function exactly as they do in the original Microlite20, except for one minor edit to the Rogue.

- **Fighter:** Combat Bonus, Light Weapons Proficiency, Heavy Armor, +3 Physical; 2 Character Points reinvested in Combat Bonus every 5th level.
- **Rogue:** Light Weapons Proficiency, Sneak Attack, +3 Subterfuge, +1 to other Skill
- **Mage:** Arcane Magic (0th, 1st), +3 Knowledge; 1 Character Point invested in a new Spell Level every other level.
- **Cleric:** Divine Spells (0th, 1st), Turn Undead, +3 Communication; 1 Character Point invested in a new Spell Level every other level.

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Stats

There are 3 stats: Fortitude (FORT) (Replaces Strength and Constitution), Reflexes (REF) (Replaces Intelligence and Dexterity) and Willpower (WILL) (Replaces Wisdom and Charisma).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls

Fey get +2 MIND

Ffolk get +2 DEX

Feyborne: Fiendish, Celestial, Divine, Fire, Air, Earth, Water, Metal, Nature, Dragon

Wolves get +2 DEX, Natural Weapons*

Ravens get +2 DEX, "raven strength**", Flight

Bears get +4 FORT, -2 DEX, Natural Weapons*

Squirrels get +4 DEX and "squirrel strength**"

*Natural Weapons are considered Unarmed attacks and do 1d8 damage. Races with Natural Weapon, gain an additional +2 to AC when not wearing armor.

**"raven strength" and "squirrel strength" means that the character can not lift and carry more than what a raven or a squirrel might be considered able to carry. The trade off is that they are extremely small and can go places that other characters might not due to their size.

Classes

The classes are:

Warriors can wear any kind of armour and use any shields. Warriors add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on. Warriors have a +3 bonus to Physical.

Warriors can "Mark" an opponent they are in combat with. A Marked opponent gets -1 to their attack rolls against anyone except that Warrior as long as they are Marked. The penalty increases by 1 at 5th level, and by another 1 every 5 levels after. An opponent can only have one "Mark" at a time. Once per encounter, against a Marked target, a Warriors may add their level to the damage from one roll. Once per day, against a Marked target, they may add twice their level.

Rogues can use light armour and a light shield. Rogues have a +3 bonus to Subterfuge.

Rogues can Sneak Attack foes. A Rogue that successfully Sneaks (usually Sub+REF, but depends on situation) up on a foe has Combat Advantage and can add their Subterfuge skill rank to the damage of their attack. Once per encounter, if they have Combat Advantage, a Rogue may add their level to the damage. Once per day, if they have Combat Advantage, they may add twice their level.

Warriors and Rogues can fight unarmed (kicks, punches, etc) doing d6 damage. Their unarmed damage increases by one dice type (d6->d8, d8->d10, etc) every 5 levels. If they are wearing no more than loose fitting clothes their unarmed attack counts as a light weapon and they gain a +2 mobility bonus to AC. If they are wearing armor their unarmed attack does not count as a light weapon and they gain no extra AC bonus.

Warriors and Rogues can also trade their regular weapon damage for Exploits. Exploits are special attacks, that mechanically work like Mage Spells, but replace the damage of a weapon with the damage or effect of the Exploit. A Warriors or Rogues can spend up to their level number of hit points on a single Exploit but only if they have an appropriate weapon. Unarmed attacks can be an appropriate weapon for some Exploits. Warriors (but not Rogues) can perform an equivalent Exploit to the Healing Word Spells but the hit point cost is twice what it would be for a Mage. The Healing Word Exploit does not require a weapon or implement.

Warriors and Rogues can use a number of hit points per day equal to their level to power Exploits. These hit points heal normally. After that, hit points lost to activate Exploits cannot be healed normally and "Second Wind" and Heroism won't heal the loss either. The loss is only fully recovered after an extended (6-8 hours) rest.

Mages can wear up to light armor. They can cast Spells and perform Rituals. Mages have a +3 bonus to Knowledge.

Mages can use a number of hit points per day equal to their level to power Spells. These hit points heal normally. After that, hit points used to cast Spells cannot be healed normally and "Second Wind" and Heroism won't heal the loss either. The loss is only fully recovered after an extended (6-8 hours) rest. Mages can spend up to their level number of hit points on a single Spell only if they have an appropriate attuned Implement (Wand, Staff or Athame). Otherwise they can only cast basic Spells.

Exploits and Spells

The first basic combat Spell/Exploit is a Bolt. The basic Bolt affects one Target, is a hand to hand attack and costs no hit points. The basic Bolt can do three different levels off effect depending on the choices of the Player.

- Effect 1 does 1d6 damage.
- Effect 2 does 1d4 damage and causes a Condition until the end of the Player's next turn.
- Effect 3 causes a Condition on the Target until the Target makes a Saving Throw.
- For 1 hit point a Bolt can be made a ranged attack with a range of Short. For 2 hit points a Bolt can be given a range of Medium. For 3 hit points a Bolt can be given a range of Long.
- For 1 hit point two effects can be added together. For 2 hit point three effects can be added together. For 4 hit points four effects can be added together.

The second basic combat Spell/Exploit is a Burst. The basic Burst affects all Targets in its area and costs 1 hit point. The basic burst can do two levels of effect.

- Effect 1 does 1d6 damage to all Targets in the Area. The area of the basic Burst is the square it is cast on plus a radius of 1 (9 squares total). Target gets a Saving Throw for half damage.
- Effect 2 causes a Condition on the Target. The area of the basic Burst is the square it is cast on plus a radius of 1 (9 squares total). The condition lasts until the end of the Player's next turn or until the Target makes a Saving Throw, whichever comes later.
- For 1 hit point the origin square can be immune to the effect of a Burst.
- For 1 hit point a Burst can be made a ranged attack with a range of Short. For 2 hit points a Burst can be given a range of Medium. For 3 hit points a Burst can be given a range of Long.
- For 1 hit point two effects can be added together. For 2 hit points three effects can be added together. For 4 hit points four effects can be added together.
- For 1 hit point the radius can be increased by 1 (20 squares total). For 2 hit points the radius can be increased by 2 (36 squares total). For 4 hit points the radius can be increased by 3 (49 squares total).

Combat Spell/Exploit damage increases by one dice type (d4->d6, d6->d8, etc) every four levels.

A Healing Word is a Spell/Exploit that gives the target another Second Wind in combat. Each Healing Word Spell will only work on a given target once per day. The basic healing Spell/Exploit is the Minor Healing Word.

- * Minor Healing Word costs 1 hit point for Mages and 2 hit points for Warriors.
- * Lesser Healing Word costs 2 hit points for Mages and 4 hit points for Warriors.
- * Greater Healing Word costs 4 hit points for Mages and 2 hit points for Warriors.
- * Major Healing Word costs 8 hit points for Mages and 16 hit points for Warriors.

Heroism

Every Player Character has a number of d6 Heroism dice, equal to their level, which can be added to the following rolls once per encounter: Attack, Damage, Skill, Hit Points. They can be added, 1 die per roll, before, during or after a roll. At level 11+ you can add 2 die per roll. At level 21+ you can add 3 die per roll. A Mage can not use Heroism on any Spell effects unless he is using an attuned Implement.

Any Player can give their Character's Heroism dice to another Player's Character instead of using them on themselves.

Skills

There are 3 standard skills: Physical, Subterfuge and Knowledge.

Roll higher than the given Difficulty Class to succeed.

Skill rank = $1 + 1/2 \text{ your level (round down)}$ + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example:

Climbing would use Physical + FORT bonus.

Dodging a falling rock is Physical + REF bonus.

Finding a trap is Subterfuge + WILL bonus.

Disabling a trap is Subterfuge + REF bonus.

Use Physical + FORT or REF bonus for Fortitude and Reflex saves.

Level Advancement

Every level add +5 to Hit Points

If the level divides by two (2,4,6...) add +1 to all attack rolls and +1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to FORT, REF or WILL and +1 to one skill and +1 to Level Bonus for AC.

All melee and missile damage (but not Spell and Exploit damage) is doubled at level 21 and beyond and are considered magical attacks.

Combat

Hit Points = FORT Stat + (REF Stat OR WILL Stat) + (5 x Level). If HPs reach 0 Character is unconscious and near death. Further damage directly reduces FORT. If that reaches 0, Character dies.

Armour Class (AC) = 10 + REF bonus + (Armour bonus OR Level bonus).

Melee Attack Bonus = FORT bonus + Level

Missile Attack Bonus = REF bonus + Level

Magic Attack Bonus = WILL bonus + Level

Roll d20 + REF bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. For melee or missile attacks, if your d20 roll plus Attack Bonus is higher than the target's AC (10+ REF + Armor or Lvl Bns), you hit.

For magic attacks you must beat the target's level+ the appropriate bonus (REF for rays or bolts, WILL for illusions, charms, or mental effects, FORT for alterations like flesh to stone).

A natural 20 automatically hits and does maximum damage regardless of the opponent's defences.

A Natural 1 is always a miss.

Warriors and Rogues using a light weapon can use their REF bonus instead of FORT when attacking. They can also wield 2 light weapons and attack twice in a round (at the same time in combat order), but with a -2 to all attack rolls that round. If only one attack is made, the second weapon can be used to parry, granting +1 AC. Rapiers count as a light weapon, but two rapiers cannot be used at the same time. The hand to hand attacks of the Unarmed Warrior and Unarmed Rogue count as light weapons. Hand to hand attacks for Mages and Commoners do 1d4 damage and do not count as light weapons.

Second Wind

Once per Encounter, between Encounters, a character can get a "Second Wind". This will heal 5+Con Bonus+Character Level number of Hit Points. Use of a "Second Wind" on an unconscious character automatically brings that character back to 1 Hit Point and then heals them normally. Healing Words can give a Character another "Second Wind". Each "level" of Healing Word will only work on a Character once per day. Healing Words can be used at any time.

Combat Advantage and Conditions

A character has Combat Advantage (CA) if their target is incapacitated, confused, blinded, unable to see them, or the character is behind them. Rogues can get CA on a successful Sneak. A character with CA gets +2 to hit that target and adds their best Stat bonus to Melee damage in ADDITION to any other bonuses. (Yes this means that a Rogue Sneak Attack is absolutely frightening...) Exploits and Spells can create Conditions. A Target affected by a Condition, gets -2 to all rolls for each Condition until they make a Saving Throw but that Condition does not necessarily provide CA to an opponent.

Saving Throws

Roll d20 at the end of your turn, if you get 11 or more, you are no longer affected by any Condition (including Unconsciousness).

Other Hazards

Falling: 1d6 damage per 10', half damage on successful save.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, roll to save once every 10 minutes, taking 1d6 damage on each failed save.

MICROLITE20 Variant untitled

Stats

Str, Con, Dex, Int, Wis, Cha

Point Buy (10 points)

All stats start at 0

Score	Cost
0	0
1	1
2	2
3	4
4	8
5	16

You can reduce a score to -1 to add one extra point to the pool. Reducing a score from -1 to -4 adds an additional 1 point to the pool.

Rolling for Stats

roll 1d8 per stat, divide by two, round down. If you rolled a 1, flip a coin. Heads the stat is 0. Tails the stat is -1.

Assign each stat to one attribute

or

roll 4d6 per stat, drop lowest. Subtract 10 from the sum, divide by two. Assign to a stat.

Races

Humans +1 to one stat
+1 to all NAD

Eladrin +1 Dex, Int
+1 will
Once per encounter, teleport 25 feet.

Elves +1 Dex, Wis.
Moves 35 feet.
Can reroll one attack roll per encounter, must use second roll.

Half Elves +1 con, cha
+1 to one NAD
Once per day, can reroll one attack roll, must use second roll.

Dwarves +1 Con, Wis.
Moves 25 feet,
can carry heavy load
unaffected by bulky armor.
Forced movement is reduced by 5 feet.

Halflings +1 Dex, Cha
Uses small weapons (Reduce damage die by one)
Once per encounter, force enemy to reroll an attack, must use second roll.

Tiefling +1 int, cha
Fire Resist equal to 5 + 1/2 level

Classes

Fighters +2 fortitude
Base HP: 15 HP gained per level: 6
wear any kind of armor and use shields.
Can mark enemy, if enemy is adjacent to you, make a basic attack against the enemy if the marked enemy attacks an ally or if move/shift away.

Paladins +1 fortitude, reflex, will
Base HP: 15 HP gained per level: 6

Use any kind of armor and use shields.

Can mark enemy, deal 1/2 level (min 3) + cha radiant damage if marked enemy attacks an ally.

Lay on Hands - (Can use [Wis] times a day) one ally gains HP equal to 1/4 their total HP

Rogues +2 reflex

Base HP: 12 HP gained per level: 5

can use light armor.

Use dex for attack and damage rolls with daggers.

+1 to attack rolls with daggers

Once per round, when attack from behind, +2d6 damage. At level 11 becomes +3d6, at level 21 becomes +5d6.

You may choose to allow rogues to sneak attack when they successfully sneak (dex + subt check) or when they have combat advantage (as per the D&D 4e rules) instead.

Wizards +2 will

Base HP: 10 HP gained per level: 4

Wear no armour.

Use int for attacking with spells.

Can cast wizard spells.

Clerics +2 will

Base HP: 12 HP gained per level: 5

can wear light or medium armor.

They cast cleric spells.

Use wisdom for cleric spell attacks.

Can cast minor healing twice per encounter, heals 1/4 of target's health.

Turn Undead once per encounter. (Burst 10 feet) (25 feet at level 11, 40 at level 21)

Wisdom vs. Will

1d10 + wis, push undead 10 feet per tier. The number of d10s increases by 1 every 5 levels.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication.

Skill mod = level + appropriate skill + appropriate stat

Skill check = d20 + skill mod + situational modifiers

For example, Climbing would use Physical + str. Dodging a falling rock is Physical + dex. Finding a trap is Subterfuge + wis. Disabling a trap is Subterfuge + dex.

When creating your character, divide 4 points among these 4 skills in any manner you see fit.

Skill DCs for someone untrained with no real knack.

Easy: level + 5

Medium: level + 10

Hard: level + 15

Magic

Two methods

You may choose that spellcasters should not choose certain spells but rather describe what they cast, you can refer to the damage by level table (In the GM's guide). If using this method, the DM can decide an appropriate effect and spellcasters should be given damage points. When using this method, spells should use the spellcaster's class' primary stat for attack rolls and target an appropriate defense.

Spellcasters can cast spells that they know. Upon character creation, choose two level 0 spells you can cast at any time. Everytime a spellcaster levels, they choose a single spell of their level. You can only cast a number of spells per day equal to your twice your level. Neither cantrips nor Level 0 spells do not count toward this number. High-power spells count as casting 3 spells. If using the D&D 4e books for the spell lists, at-will spells count as level 0 spells, daily spells count as high-power spells. If using this method, spellcasters do not get damage points. Attack spells use the listed stat and target the listed defense and should be rolled to see if they hit.

Health

HP: 10 + Class' Base HP + 2*Con

Each level gain HP based on your class. Also, if you increase your constitution at that level, remember that your HP increases by 2.

Defenses

AC with heavy armor: 10 + level + armor

AC with light armor: 10 + level + armor + higher of Dex or Int

Fortitude: 10 + level + higher of Str or Con

Ref: 10 + level + higher of Dex or Int

Will: 10 + level + higher of Wis or Cha

Combat

Attacking

♦ For each creature you are attacking, make an Attack Roll

♦ If your attack roll is higher than the enemy's appropriate defense, you hit. Roll for damage.

Attack Roll

d20 + level + Appropriate Stat + Weapon Prof + situational modifiers + misc. bonuses and penalties

If you roll a natural 20 on an attack roll, you automatically do maximum damage and extra damage equal to your level. Any other damage from class abilities such as sneak attack is also maxed.

Weapon Damage Roll

1[W] + appropriate stat

When making both attack and damage rolls, Melee attacks usually use strength as the appropriate stat, ranged attacks usually use dex.

Different classes may use different stats for their attack and damage rolls, for example, rogues use dexterity for melee attacks with light blades and ranged attacks, Swordmages use int for both melee and ranged attacks.

Actions

Two methods. In both methods, players can do things that take almost no time for free, such as talking or dropping a weapon.

Everyone can do one thing on their turn; move, attack, cast a spell, etc.

Players can make a minor action, move action, and standard action on their turn. A minor action is something like marking or drinking a potion, a move action involves movement, and a standard action is something like attacking or casting a spell.

You can make one action per round when it isn't your turn, but only when a power or ability lets you. Being granted a free action doesn't count for this.

Opportunity Attack: When an enemy who is adjacent to you moves away or when an enemy makes a ranged attack when adjacent to you, make a melee basic attack against that enemy.

Marking

Marked enemies take a -2 penalty to attacks when attacking a creature that isn't who marked them.

Heroic Surge

Characters have heroism points equal to their level to use every day. Players must choose how many heroism points and what they are doing with each one before making an attack roll.

Characters can expend a heroism point to increase the number of die rolled of a single attack.

Expendng a heroism point can also let the character inflict appropriate conditions to the enemy. For example, the player may wish to jab the enemy's leg, expending a damage point might slow the enemy (save ends). Most conditions added should be save ends, though particularly powerful conditions such as blindness may be until the end of the player's next turn. The key to deciding these effects is determining what is appropriate based on how the player described their actions. As a player levels, they should be able to have conditions become more prevalent. At level one, a player may only be able to throw sand in someone's eyes, blinding them for a single turn. However, at level 30, a player might be able to bombard an enemy with the light of their god, blinding them (save ends).

One can also use heroism points to increase an attack roll, saving throw, or skill check by 2. Should these be able to be assigned after attacking, saving, or making the check or not?

Saving Throws

Savings throws are made to end negative ongoing conditions. At the end of your turn, roll a d20 for each negative ongoing condition. A roll of 10 or greater ends the condition.

Other Hazards

Falling : 1d10 damage per 10', reduce by 1/2 of Phys+DEX check.

Spikes : extra d6 damage

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR check once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Creating Spells

When a spellcaster casts a spell, the spell is likely to have effects other than simply damage. The three main categories for spell-types are high damage to a single target, medium damage to multiple targets, control, and healing.

High Damage single target

The most seen example of these spells are fire spells. These spells most often target the reflex defense, but choose a defence that makes sense for the attack. Use 1d10 + Appropriate stat to assign damage. To convey an even more powerful attack, a spellcaster should use heroism points to further increase the damage.

Medium Damage to multiple targets

A burst of fire that engulfs a 15' x 15' area would be an example of this. These attacks also often target the reflex defense. The wider the area, the lower the damage should be. For a 15' x 15' area, using 1d6 + Appropriate stat, to each enemy is appropriate damage. Decreasing to a 10' x 10' area would increase the damage to 1d8 + appropriate stat, and further decreasing it to a 5' x 5' area would make the attack a high damage single target attack with 1d10 + Appropriate stat. If the player wished to attack a 20' x 20' area, using 1d4 + appropriate stat would work. If a player wishes to increase the area beyond that, they can choose to expend a damage point to increase the area by an additional 10' x 10'. Expending a damage point can also add things such as burning, (creature takes 5 ongoing fire damage (save ends) to each creature targeted.

Control Spells

These spells are often cold spells, lightning spells, or illusions. These spells often attack a single target, but are certainly not limited by that. Feel free to use heroism points to increase the radius. If you wanted your ice ray to freeze the enemy, it might slow the enemy until the end of your next turn. However, these spells do less damage, you should use 1d6 + appropriate mod to assign damage for these spells. If you want to make the effect more powerful, such as dazing the enemy, you can use a heroism point. These might increase the spell to daze until the end of your next turn and increase damage to 2d6 + appropriate mod. At a higher level you might summon a hand of ice that grabs the enemy, immobilizing the enemy and dealing constant damage.

Healing

These spells are often the domain of clerics. By using heroism points, clerics are able to offer various types of healing to their party member's. Using one heroism surge allows the target to heal 1/4 of their maximum health.

	High Damage, Single Target	Medium damage, multiple targets	Control, single target
Base	1d10 + appropriate stat	1d6 + appropriate stat	1d6 + appropriate stat
Heroism Surge	Increase number of dice rolled	Increase area in both directions by 5 ft or increase dice size	Increase potency of effect or dice size

Level Advancement

At levels 4,8, 14,18, 24,28, increase a stat by 1.

If you increase your constitution, remember that doing so would increase your max HP by 2.

Monster Generation

HP: 10 + 6*level

AC: level + 14

NAD: level + 12

Attack bonus vs. AC: level +5

Attack bonus vs. NAD: level +3

Damage: Coming soon

You should then increase and decrease the stats to fit your specific monster. For example, zombies should have very low reflex and low will. Dragons might have $20 + 10 * \text{level}$ health. You may wish to increase the defenses of your bosses and give them more health. Archers might do more damage but have little health. Things that attack multiple creatures should have their attack bonus reduced by 2.

MULRAH: Microlite20 with Utilities Leveraging Role-playing Advancements Heuristically

MULRAH is a role-playing game that plugs indie-style rules (boxed text) into a modified Microlite20 (unboxed text), fully compatible with the Primary Fantasy SRD rules (see license). Optional rules/setting Modules can be grafted onto the Core Rules. Brackets [] indicate Endnotes.

Core Rules

Core Mechanic: Whenever the outcome of a task or conflict is uncertain, a player will roll a 20-sided die (d20) plus modifiers against a Difficulty Class (DC) for a Task or an opponent's d20 in a Conflict. Exceeding the DC or the opponent's roll(s) indicates success. Modifiers usually include the relevant Stat, bonuses from Skills/Abilities/Aspects, and situational bonuses/penalties, all described below.

Player Characters (PCs) start at **Level 1** with **3 Stats**, a **Skill Expertise**, **2 Abilities**, **1 Aspect** (optional), and **2 Keys**.

Setting-Based Character Creation has players build their Characters as the GM describes the recent history of the setting. During each historical period the GM demarcates, players describe what their character was doing and pick one of 5 traits (Skill Expertise, 2 Abilities, 2 Keys) their Character gained as a result of their activities.

Stats are Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 2d4-4, assign to a Stat, and then repeat [1]. Secondary Stats are:

- **Hit Points (HP)** = d8 + STR per Level. If HP reach 0, the Character falls unconscious and must make a Fortitude Save every round to avoid death. HP lost due to wounds recovers at a rate equal to 1/2 Character Level (round up) per night of rest.
- **Sanity Points (SP)** = 8 + MIND + Level/2. Whenever a Character has a horrific experience, he must roll lower than his SP on a d20 or lose a SP. When SP reach 0, he goes permanently insane.

Final Stand kicks in at the player's request when her Character reaches 0 HP. Upon regaining consciousness, her Character remains at 1 HP and recedes, unable to attack or be harmed, into the background. In a final, climactic encounter that the player chooses as her Character's "final stand," the Character instantly regains all HP and doubles all roll bonuses. At the end of the encounter, the Character must retire.

Skills provide a +4 bonus to any related Tasks. Each Character can have one Skill, reflecting his background. Players are free to create a Skill based on any profession, craft, or upbringing, but the following four are the default starting points, each with a handful of associated Skills from the Primary Fantasy SRD and other sources. [2] Tally failures in each Skill, and, at the end of each session, roll a d20 against the accumulated tally. If the roll is less than or equal to the tally, then the Character has learned from the failures and gains +1 in that Skill; reset tally.

MULRAH Skill	Primary SRD or Other Skills (Stat)
Knowledge	Appraise (MIND), Decipher Script (MIND), Knowledge (MIND; pick type), Literacy (MIND), Research (MIND)
Survival	Handle Animal (MIND/STR), Heal (MIND), Ride (DEX), Swim (STR), Survival (MIND)
Physical	Balance (DEX), Climb (DEX/STR), Jump (DEX/STR), Swim (STR), Tumble (DEX)
Subterfuge	Disable Device (MIND/DEX), Escape Artist (DEX/STR), Forgery (DEX), Gambling (MIND) Open Lock (DEX), Sleight of Hand (DEX)

Story-oriented or "old school" groups may wish to ignore rolling dice to determine the outcome of discrete Tasks, focusing instead on Conflicts (below) or player skill (e.g., describing exactly how and where you are

looking for traps rather than just rolling for it), respectively. If you are using Skills, the following two options can substantially enhance their enactment in the game.

- **Stakes:** Failing at a Task leads to d6 Damage or a Mild Wound (see below) *but not necessarily failure of the task itself*. A Natural 1 causes double Damage or a Moderate Wound. Failing a roll to climb a wall could mean the Character takes damage or loses her grappling hook, but still makes it to the top.
- **Skill Challenges** are useful for engaging the entire party in striving toward a common goal. Success requires that players complete (2 + 2 x Complexity) Tasks successfully before failing 3 times. GM selects Complexity (1 to 5). DC = EL + Base (5 - Easy, 10 - Medium, 15 - Hard).

Conflicts begin whenever one Character attempts to avoid, influence, change, or harm another Character. The group agrees upon what the Conflict will decide; these are the Stakes. Some Conflicts are best approached with prior Preparation (sneaking, scouting). Many Conflicts then start with Talking (bluffing, persuading, taunting, etc.), but can also start with or **Escalate** into Physical conflict (intimidating, shoving, punching, etc.) or even Combat (fighting with weapons). To resolve a Conflict, the opposing sides roll a d20, add relevant Stats, Abilities (see below), and situational modifiers. Unless one side chooses to Escalate or begin Pain (see below), the higher total wins the Stakes, and ties go against the instigator.

Conflicts between two or more characters are resolved with a quick d20 roll for each side (not each character), plus the relevant Stat and Ability (see below) of the lead character as well any situational modifiers based on help from other characters, the environment, etc. The side with the higher total wins, and ties go against the instigator. This applies to any kind of conflict (avoiding, talking, physical, combat). The lead character of a side that loses by 4 or more must take a Consequence (see below) and, when appropriate, Damage to Hit Points (based on (the weapon type + STR - opponent's Armor Bonus) x 2 for 2-handed weapons or if snuck up on). Conflicts can be extended in two ways:

- 1 **Escalation:** Any character can shift from one type of four types of conflict to another. All d20s are immediately rerolled, and this character becomes the instigator. The types of Conflict include Preparation (sneaking, scouting), Talking (bluffing, persuading, taunting, etc.), Physical conflict (intimidating, shoving, punching, etc.), and Combat (fighting with weapons).
- 2 **Pain:** Only at a player's (not the GM's) request, a Conflict can be handled in a task-by-task manner. In this case, each individual rolls a d20 for each action, modified as above but compared to a static target number of 10 + the opponent's relevant modifiers. Success costs the opponent a Consequence *or*, when appropriate, damage to Hit Points.

Abilities provide bonuses during Conflicts and improve as a Character Levels. Players select two Abilities for each Character by combining a Conflict Type with a Style. A Character who takes the exact same Ability twice can either have the bonuses stack or gain an extra action per Round, as long as that action is related to the Ability.

Conflict Type: Any Character participate in any type of Conflict, but each Character has one or two areas in which she excels.

1. **Stealth:** Notice, avoid, or otherwise minimize the risk of a Conflict before it begins; includes Disguise, Hide, Listen, Move Silently, Spot, Search, etc.
2. **Communication:** Talk through a Conflict; includes Diplomacy, Intimidation, persuasion, taunting, etc.

- 3. Brawling:** Fighting without weapons; includes brawling, kicking, punching, wrestling, etc.
- 4. Combat:** Fighting with weapons; includes swords, knives, bows, shields, etc.

Style indicates the type of bonus the Character gets.

- **Aggressor:** Add Level to all Attacks.
- **Defender:** Add Level to all Defense.
- **Specialist:** Select a specific discipline within the Conflict Type (e.g., Taunting, Kung Fu, Crossbows, etc.) and add Level to both Attacks and Defense only when engaged in this specific Conflict.
- **Opportunist:** Reroll up to Level/2 times per game session.
- **Hero:** Add Level to any roll once per Conflict; add twice Level to any roll once per game session.

Aspects are non-mechanical parts of a Character that a player wants to influence the story. An epithet, quote, relationship, possession, or anything else can be an Aspect. Characters start with one Aspect in the 1st Level and can gain more with Leveling Bonuses. For each Aspect, a player gets a Story Point (perhaps measured with a poker chip or other counter) at the beginning of each session. At any time during the session, the player may invoke an Aspect prior to any die roll by describing how it comes into play and spending a Story Point, thereby gaining a +4 to the roll. The GM or any other player may also invoke that Character's Aspect(s). If the player refuses, then she must spend a Story Point; if she accepts, then she gains a Story Point.

Consequences are types of Aspects and can be taken (up to four at once) instead of any major hit to HP or SP. Alternatively, they can be a -1 to a Stat of the player's choice.

- **1st Consequence** = Mild Wound or Short-Term Insanity, can absorb loss of up to 1/4 HP or SP, fades upon winning a Conflict.
- **2nd Consequence** = Moderate Wound or Long-Term Insanity, can absorb loss of up to 1/2 HP or SP, fades with a night's rest.
- **3rd Consequence** = Severe Wound or Long-Term Insanity, requiring 2d6-4 weeks to heal; 0 = 6 days, -1 = 5 days, -2 = 4 days, -3 = 3 days; can absorb loss up to 3/4 HP or SP.
- **4th Consequence** = Permanent Wound or Indefinite Insanity, only removed with magic or other extraordinary measure.

Keys are goals for which characters gain Experience Points (XP) when they accomplish them. Each Character has two Keys and may (optionally) change one every 5th Level. Three Keys inspired by various editions of the Primary Fantasy SRD are below. See Sweet20 for more.

- **The Key of Glittering Gold** gives 1 XP for every 100 gp the Character gains, divided by his Level.
- **The Key of Conquest** garners 1 XP for each HD or Level of opponent defeated plus 1 XP for each doubling of foes. Divide sum by Character's Level.
- **Keys of Alignment** (Law vs. Chaos, Good vs. Evil) act like the Key of Bloodlust but earn double the XP for defeating foes of the opposite Alignment and none for those of the same Alignment.
- **The Key of Conflict** provides 1 XP for every Consequence taken over the course of a session.
- **The Key of Challenge** provides 1 XP for every Complexity Level in each Skill Challenge the PCs overcome.

Level Advancement occurs when the XP equals 15 [4]. Reset XP to 0 after advancing. With a new Level, gain (d8+STR) HP. Every 3 Levels, a Character gains a **Leveling Bonus**, which allows him to add +1 to a Stat or gain a new Aspect. A Character can save her Leveling Bonuses and then use two of them (at 6th, 12th, etc. Level) to gain a new Ability, essentially "multi-classing."

Magic

Divine Magics (Ability) provide access to Divine Spells of 1/2 the caster's Level and Turning Undead. Each spell costs HP = 1 + 2 x the Spell's Level, a loss that can be healed **only** after 8 hours rest. A player-chosen "signature spell" for each Spell Level above 0th costs 1 less HP. Turn Undead requires a successful Magic Attack and can be used (2 + Level + MIND) times per day. DC is the current HPs of the Undead, destroyed if DC exceeded by 10. Casters cannot use two weapons at once.

Alchemy (Ability) is a Goblin method of accessing Arcane Spells. With access to water, Alchemist's Ingredients (5 gp per use per Level), and a successful roll of d20+Level+MIND vs a DC of 10 + 5 x Spell Level, an Alchemist can create potions for spells of a Spell Level up to 1/2 the Alchemist's Level. These potions can be used up to 24 hours after their creation; creating a potion with no expiration adds 25 to the DC. Each subsequent potion created in a day adds +2 to the DC. Gain +2 bonus to potion creation every 3rd Level. Goblins only.

The World Beyond

All PCs in the World Beyond must select a Race, Religion, and Nationality. Races besides Humans/Goblins are rare and at -1 to Skills.

- **Humans** have spread their religion through out most of Ytarria. Three Christian nations (Megalos, Caithness, Cardiel, and Araterre) and two Muslim nations--al-Wazif (Sunni) and al-Haz (Shi'ite)--exist. Judaism is the third most common religion, but Jews are spread among the six kingdoms. The Megalan Empire's closest rival is al-Wazif, with Cardiel being a much-disputed realm with a diverse, relatively egalitarian society. Caithness is a sparsely populated frontier with weak mana (and thus no magical characters) to the West, and Araterre is an island nation of seafarers to the South.
- **Goblins** (-2 STR, +1 DEX, +1 MIND, +1 Skills) are the second most populous Race on Yrth and comprise a substantial portion of the mercantile class in most cities, particularly in southern Megalos (Yibyorak and Sho'joor). Most have assimilated to the prevailing religion of the surrounding Humans (Christianity, Islam, Judaism), but a rare few follow cult deities of their former world.
- **Twadyn/"Gnomes"** and **Halflings** (+1 DEX) are surface-dwelling herders or farmers. They live peacefully alongside Humans and Goblins, usually in rural areas. Many have difficulty distinguishing between the Elder Race of Gnomes and Halfling newcomers. The former tends to live near their Dwarven cousins in Zarak and worship the ancient elemental deities Hubabeh (Air) and Hsarragg (Water), while the latter hail from the slightly warmer, weed-growing climates of Megalos, where Christianity is prevalent.
- **Reptile-Men** (+2 STR, -1 MIND) are most prevalent in the Steppes of Arachine but can be found in any plain or swamp area. Little is known of the religious ways of most Reptile Men. Descendants of those who assimilated with Human nomads in the early days of Islam live alongside Humans in the Muslim nations.

Endnotes

1. To convert from the Primary Fantasy SRD rules, use the relevant Ability Score's bonus. From older versions, Stat = (Relevant Ability Score - 10)/2.
2. Note that MULRAH splits Microlite20's Subterfuge Skill between the Subterfuge Skill and the Stealth Ability. Microlite20's Communication Skill is now an Ability.
3. In MULRAH, anybody can try to sneak up on someone, but only those with Stealth will have any real success.
4. This amount is calibrated to the XP amounts (divided by 100) in Erin Smale's "Building the Perfect Class." All Characters have the same progression of Hit Points (d8 per Level = 2 XP) and weapon/armor restrictions; none progress in "Saving Throws" or Combat outside of Abilities. Abilities are essentially a Combat Progression of +1/Level, worth 4 XP, slightly more than Smale's Special I/II abilities. Thieves' Skills, which include about twice the number of skills as a MULRAH Skill, are worth 4 XP in Smale's calculation, so MULRAH Skills count for just 2 XP. Leveling Bonuses are worth 4 XP.

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LITE20

FANTASY ROLE-PLAYING RULES

PLAYER'S GUIDE

BASED UPON THE SYSTEM REFERENCE DOCUMENT

[HTTP://WWW.WIZARDS.COM/D20](http://www.wizards.com/d20)

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Lite20

Welcome to Lite20! This is a trimmed-down version of the SRD rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of the SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans: +1 to all skill rolls. Move 30'/per round or 20'/round in heavy armor.

Dwarves: +2 STR. Move 20'/per round even in heavy armor. Have darkvision and stonecunning (+2 racial bonus on Knowledge checks to notice unusual stonework).

Halflings: +2 DEX. Move 20'/per round or 15'/round in heavy armor. A halfling gains a +1 size bonus to Armor Class and a +4 size bonus on Subterfuge checks to hide in outdoor environments and +2 morale bonus to saves against fear effects.

Elves: +2 MIND. Move 30'/per round or 20'/round in heavy armor. Have darkvision and immunity to magic sleep effects and ghoul paralysis.

Gnomes: +2 STR. Move 20'/per round or 15'/round in heavy armor. A gnome gains a +1 size bonus to Armor Class, +2 bonus to saving throws against illusions and a +4 size bonus on Subterfuge checks to hide in underground environments. Once per day a gnome may speak with burrowing animals (duration 1 minute).

Half-Elves: +1 MIND. Move 30'/per round or 20'/round in heavy armor. Have immunity to magic sleep effects.

Classes

The classes are Fighter, Rogue, Sorcerer, Cleric. All characters begin at Level 1 with an attack bonus of +1.

Fighters can wear any kind of armor and use shields. Every 6 levels the fighter gains an additional attack (e.g., at 6th level the fighter may attack twice in one combat round). They have a +3 bonus to Physical skill checks. They use d10 for hit dice. They gain a +1 attack bonus (AB) to all attack rolls. This bonus increases by +1 per level.

Special Ability: If you deal a creature enough damage to kill a creature in a single blow, you get an immediate, extra melee attack against another creature within reach. No movement is allowed.

Rogues can use light armor. They have a +3 bonus to Subterfuge. They use d6 for hit dice. Rogues gain a +1 attack bonus (AB) every 4 levels.

Special Ability: May Find/Remove Traps, Move Silently, Hide in Shadows, and Pick Pockets with a

successful Subterfuge check.

Special Ability: A rogue may sneak attack for extra damage with a light weapon. The attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter.

Sorcerers wear no armor. May only use Daggers. They can cast arcane spells, and gain a +3 bonus to Knowledge. They use d4 for hit dice. Sorcerers gain a +1 attack bonus (AB) every 6 levels. Sorcerers gain 1d6 + Mind bonus spell points each level.

Special Ability: Sorcerers can double the power of the spell they are casting. All variable, numeric effects of an empowered spell are doubled. The spell point cost of an empowered spell is triple.

Clerics can wear light or medium armor and use shields. They can cast divine spells. They gain +3 bonus to Communication. They use d8 for hit dice. Clerics gain a +1 attack bonus (AB) every 4 levels. Clerics gain 1d6 + Mind bonus spell points each level.

Special Ability: Clerics may turn away or destroy undead creatures. Turning is a Communication check vs the Turn Undead DC.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

Hit Points

At 1st level all characters add their Strength score to their hit points. When a character's hit points reach zero or less, the character has died.

Darkvision

Darkvision is the ability to see even in total darkness. It is black and white only but otherwise like normal sight but does not grant one the ability to see in magical darkness.

Skills

There are 4 skills - Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus. Turning Undead is Communication + MIND bonus.

Examples

Appraise – COM+MIND bonus

Balance - PHYS+DEX bonus

Bluff - COM+MIND bonus

Climb - PHYS+DEX bonus or STR bonus, whichever is highest
Decipher Script - KNOW+MIND bonus or COM+MIND bonus
Diplomacy - COM+MIND bonus
Disable Device - SUB+MIND bonus or SUB+DEX bonus
Disguise - SUB+MIND bonus
Escape Artist - SUB+DEX bonus or SUB+STR bonus, depending on how the character is held
Forgery - COM+MIND bonus
Handle Animal - COM+MIND bonus or COM+STR bonus if the animal is bigger than you
Heal - KNOW+MIND bonus
Hide - SUB+DEX bonus
Intimidate - could be PHYS+STR bonus, or SUB+MIND bonus or COM+STR bonus. This is dependent upon the situation.
Jump - PHYS+STR bonus (long jump) or PHYS+DEX bonus (high jump)
Knowledge - KNOW+MIND bonus
Listen - SUB+MIND bonus
Move Silently – SUB+DEX bonus, may not be possible in armor heavier than leather
Perform - COM+MIND bonus, though it could be DEX bonus if you're juggling, or STR bonus if you're a weightlifter
Profession – usually COM+MIND bonus
Ride - COM+DEX bonus
Search - SUB+MIND bonus
Sense Motive - COM+MIND bonus
Spellcraft - COM+MIND bonus
Spot - SUB+MIND bonus
Survival - PHYS+STR bonus to survive, or SUB+DEX bonus or STR bonus to hunt or to track in the wilderness.
Swim - PHYS+STR bonus
Tumble - PHYS+DEX bonus

Equipment

All characters start with 3d6x10 gp and may purchase equipment from the tables below.

Weapons

Weapons	Cost	Dmg	Range**
Arrows (20)	1 gp	—	—
Axe, throwing*	8 gp	1d6	10 ft.
Battleaxe	10 gp	1d8	—
Bolts, crossbow (10)	1 gp	—	—
Bullets, sling (10)	1 sp	—	—
Club	—	1d6	10 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dagger*	2 gp	1d4	10 ft.
Dagger, punching	2 gp	1d4	—
Dart	5 sp	1d4	20 ft.
Falchion	75 gp	2d4	—
Flail	8 gp	1d8	—
Flail, heavy	15 gp	1d10	—
Gauntlet*	2 gp	1d3	—
Gauntlet, spiked*	5 gp	1d4	—
Glaive	8 gp	1d10	—

Greataxe	20 gp	1d12	—
Greatclub	5 gp	1d10	—
Greatsword	50 gp	1d12	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Hammer, light*	1 gp	1d4	20 ft.
Handaxe*	6 gp	1d6	—
Javelin	1 gp	1d6	30 ft.
Lance	10 gp	1d8	—
Longbow	75 gp	1d8	100 ft.
Longbow, composite	100 gp	1d8	110 ft.
Longspear	5 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Mace, light*	5 gp	1d6	—
Morningstar	8 gp	1d8	—
Net	20 gp	—	10 ft.
Pick, heavy	8 gp	1d6	—
Pick, light*	4 gp	1d4	—
Quarterstaff	—	1d6	—
Ranseur	10 gp	2d4	—
Rapier*	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Scythe	18 gp	2d4	—
Shield, heavy	special	1d4	—
Shield, light	special	1d3	—
Shortbow	30 gp	1d6	60 ft.
Shortbow, composite	75 gp	1d6	70 ft.
Shortspear	1 gp	1d6	20 ft.
Sickle*	6 gp	1d6	—
Sling	—	1d4	50 ft.
Spear	2 gp	1d8	20 ft.
Spiked armor	special	1d6	—
Spiked shield, heavy	special	1d6	—
Spiked shield, light	special	1d4	—
Sword, bastard	35 gp	1d10	—
Sword, short*	10 gp	1d6	—
Trident	15 gp	1d8	10 ft.
Unarmed strike*	—	1d3	—
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

* Light Weapons

** Range increments for thrown weapons is 3 iterations of the range increment. Range increments for projectile weapons is 5 iterations of the range increment. Each iteration adds an additional -1 to the attack roll.

Armor

Armor	Cost	Bonus
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Leather	10 gp	+2
Studded leather	25 gp	+3
Scale mail	50 gp	+4
Chain mail	150 gp	+5
Splint mail	200 gp	+6
Half-plate*	600 gp	+7
Full plate*	1,500 gp	+8
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Armor spikes	+50 gp	—
Shield spikes	+10 gp	—

* Heavy Armor

Adventuring Gear

Goods	Cost
Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltrops (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp

Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp

Mounts and Related Gear

Mount	Cost
Barding	2x armor type
Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp

Level Advancement

Each level adds additional Hit Points as per hit dice of the character class and +1 to all skills. Clerics and Sorcerers gain access to new spell levels at levels 3,5,7,9,etc.

All characters gain a level as per the Experience Table below:

Level	XP	Level	XP
1st	0	11th	480000
2nd	2000	12th	600000
3rd	4000	13th	720000
4th	8000	14th	840000
5th	16000	15th	960000
6th	32000	16th	1080000
7th	64000	17th	1200000
8th	128000	18th	1320000
9th	240000	19th	1440000

10th	360000	20th	1560000
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Spells

Sorcerers can cast any arcane (sorcerer) spell, and Clerics can cast any divine (clerical) spell, with a spell level equal or below 1/2 their class level, rounded up.

A spell is a formula for collecting and using magical energies. The caster controls these energies with a memorized set of words and hand motions: the spell. Only clerics and sorcerers can learn these formulas, and thus only they can cast spells.

Casting a spell of any kind costs Spell Points. The cost is 1 + the level of the spell being cast. Spell Points are recovered after 8 hours rest. There is no need to memorize spells in advance.

Note: Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character, and select two 'signature' spells that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less Spell Point to use.

Saving Throws

Generally, when a creature or player character is subject to an unusual or magical attack, they get a saving throw to avoid or reduce the effect. A saving throw is usually a d20 roll plus Will saving throw bonus. However, spells with a large area of effect use a d20 roll plus Reflex saving throw bonus instead to reduce the damage to one-half. To successfully save, the roll must be better than 10 + spell level + caster Mind bonus.

Spell Attributes

Damage, range, area of effect and duration of a given spell is handled by the following table when not in the spell description. The GM is the final arbiter of all spell effects.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d4* per spell point used
Range	Touch	30' per spell point used
Area of effect	0	10' radius per spell point used
Duration	Instant	1 round per spell point used

*Damage dice can be incremented (e.g., from a d4 to a d6 or from a d6 to a d8, etc.) by spending an additional spell point per die to be rolled.

Spell List

Order of Presentation: In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

Reversible Spells: Spells marked with a "*" in the spell name can be cast to have the reverse effect as listed in the spell description. Casting a spell this way may be considered an evil act.

Cleric Spells

0-Level Cleric Spells

Create Water: Creates 2 gallons/level of pure water.

Cure Minor Wounds*: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or object.

Guidance: +1 on one attack roll, saving throw, or skill check.

Light*: Object shines like a torch for one hour per level.

Mending: Makes minor repairs on an object.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Read Magic: Read scrolls and spellbooks.

Resistance*: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-Level Cleric Spells

Bless*: Allies gain +1 on attack rolls and saves against fear.

Bless Water*: Makes holy water.

Command: One subject obeys selected command for 1 round.

Comprehend Languages*: You understand all spoken and written languages.

Cure Light Wounds*: Cures 1d8 damage +1/level (max +5).

Deathwatch: Reveals how near death subjects within 30 ft. are.

Detect Evil*: Reveals creatures, spells, or objects of evil alignment.

Detect Undead: Reveals undead within 60 ft.

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Doom: One subject takes -2 on attack rolls, damage rolls, saves, and checks.

Endure Elements: Exist comfortably in hot or cold environments for one hour per level.

Entropic Shield: Ranged attacks against you have 20% miss chance.

Hide from Undead: Undead can't perceive one subject/level.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Magic Weapon: Weapon gains +1 bonus.

Obscuring Mist: Fog surrounds you.

Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Remove Fear*: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Sanctuary: Opponents can't attack you, and you can't attack.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Summon Monster I: Calls creature to fight for you.

2nd-Level Cleric Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary

hp +1/level (max +10).

Augury: Learns whether an action will be good or bad.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Consecrate*: Fills area with positive energy, making undead weaker.

Cure Moderate Wounds*: Cures 2d8 damage +1/level (max +10).

Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.

Delay Poison: Stops poison from harming subject for 1 hour/level.

Enthrall: Captivates all within 100 ft. + 10 ft./level.

Find Traps: Notice traps as a rogue does.

Gentle Repose: Preserves one corpse.

Hold Person: Paralyzes one humanoid for 1 round/level.

Make Whole: Repairs an object.

Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.

Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Shatter: Sonic vibration damages objects or crystalline creatures.

Shield Other: You take half of subject's damage.

Silence: Negates sound in 20-ft. radius.

Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.

Spiritual Weapon: Magic weapon attacks on its own.

Status: Monitors condition, position of allies.

Summon Monster II: Calls creature to fight for you.

Zone of Truth: Subjects within range can not lie.

3rd-Level Cleric Spells

Animate Dead: Creates undead skeletons and zombies.

Continual Light: Makes a permanent, heatless torch.

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Daylight*: 60-ft. radius of bright light. shadow in 60-ft. radius.

Dispel Magic: Cancels spells and magical effects.

Glyph of Warding: Inscription harms those who pass it.

Helping Hand: Ghostly hand leads subject to you.

Invisibility Purge: Dispels invisibility within 5 ft./level.

Locate Object: Senses direction toward object (specific or type).

Magic Circle against Evil*: As *protection* spells, but 10-ft. radius and 10 min./level.

Magic Vestment: Armor or shield gains +1 enhancement per four levels.

Meld into Stone: You and your gear merge with stone.

Prayer: Allies +1 bonus on most rolls, enemies -1 penalty.

Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

Remove Blindness/Deafness*: Cures normal or magical conditions.

Remove Curse*: Frees object or person from curse.

Remove Disease*: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, more against undead.

Speak with Dead: Corpse answers one question/two levels.

Stone Shape: Sculpts stone into any shape.

Summon Monster III: Calls creature to fight for you.

Water Breathing: Subjects can breathe underwater.

Water Walk: Subject treads on water as if solid.

Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Cleric Spells

Air Walk: Subject treads on air as if solid (climb at 45-degree angle).

Control Water: Raises or lowers bodies of water.

Cure Critical Wounds*: Cures 4d8 damage +1/level (max +20).

Death Ward: Grants immunity to death spells and negative energy effects.

Dimensional Anchor: Bars extra-dimensional movement.

Discern Lies: Reveals deliberate falsehoods.

Dismissal: Forces a creature to return to native plane.

Divination: Provides useful advice for specific proposed actions.

Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.

Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.

Imbue with Spell Ability: Transfer spells to subject.

Magic Weapon, Greater: +1 bonus/four levels (max +5).

Neutralize Poison*: Immunizes subject against poison, detoxifies venom in or on subject.

Planar Ally, Lesser: Exchange services with a 6 HD extraplanar creature.

Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

Restoration: Restores level and ability score drains.

Sending: Delivers short message anywhere, instantly.

Spell Immunity: Subject is immune to one spell per four levels.

Summon Monster IV: Calls creature to fight for you.

Tongues: Speak any language.

5th-Level Cleric Spells

Atonement: Removes burden of misdeeds from subject.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Command, Greater: As *command*, but affects one subject/level.

Commune: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass*: Cures 1d8 damage +1/level for many creatures.

Dispel Evil*: +4 bonus against attacks.

Disrupting Weapon: Melee weapon destroys undead.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Hallow*: Designates location as holy.

Insect Plague: Locust swarms attack creatures.

Mark of Justice: Designates action that will trigger *curse* on subject.

Plane Shift: As many as eight subjects travel to another plane.

Raise Dead*: Restores life to subject who died as long as one day/level ago.

Righteous Might: Your size increases, and you gain combat bonuses.

Scrying: Spies on subject from a distance.

Spell Resistance: Subject gains SR 12 + level.

Summon Monster V: Calls creature to fight for you.

Symbol of Pain: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.

True Seeing: Lets you see all things as they really are.
Wall of Stone: Creates a stone wall that can be shaped.

6th-Level Cleric Spells

Animate Objects: Objects attack your foes.
Antilife Shell: 10-ft. field hedges out living creatures.
Banishment: Banishes 2 HD/level of extraplanar creatures.
Blade Barrier: Wall of blades deals 1d6/level damage.
Bull's Strength, Mass: As *bull's strength*, affects one subject/level.
Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
Cure Moderate Wounds, Mass*: Cures 2d8 damage +1/level for many creatures.
Dispel Magic, Greater: As *dispel magic*, but up to +20 on check.
Find the Path: Shows most direct way to a location.
Forbiddance: Blocks planar travel.
Geas/Quest: As *lesser geas*, plus it affects any creature.
Glyph of Warding, Greater: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Heal*: Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
Planar Ally: As *lesser planar ally*, but up to 12 HD.
Summon Monster VI: Calls creature to fight for you.
Symbol of Fear: Triggered rune panics nearby creatures.
Symbol of Persuasion: Triggered rune charms nearby creatures.
Undeath to Death: Destroys 1d4 HD/level undead (max 20d4).
Wind Walk: You and your allies turn vaporous and travel fast.
Word of Recall: Teleports you back to designated place.

7th-Level Cleric Spells

Control Weather: Changes weather in local area.
Cure Serious Wounds, Mass*: Cures 3d8 damage +1/level for many creatures.
Destruction: Kills subject and destroys remains.
Ethereal Jaunt: You become ethereal for 1 round/level.
Holy Word*: Kills, paralyzes, blinds, or deafens nongood subjects.
Refuge: Alters item to transport its possessor to you.
Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Repulsion: Creatures can't approach you.
Restoration, Greater: As *restoration*, plus restores all levels and ability scores.
Resurrection: Fully restore dead subject.
Scrying, Greater: As *scrying*, but faster and longer.
Summon Monster VII: Calls creature to fight for you.
Symbol of Stunning: Triggered rune stuns nearby creatures.
Symbol of Weakness: Triggered rune weakens nearby creatures.

8th-Level Cleric Spells

Antimagic Field: Negates magic within 10 ft.
Create Greater Undead: Create shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass*: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.
Earthquake: Intense tremor shakes 80-ft.-radius.

Fire Storm: Deals 1d6/level fire damage.
Holy Aura*: +4 to AC, +4 resistance, against evil spells.
Planar Ally, Greater: As *lesser planar ally*, but up to 18 HD.
Spell Immunity, Greater: As *spell immunity*, but up to 8th-level spells.
Summon Monster VIII: Calls creature to fight for you.
Symbol of Death: Triggered rune slays nearby creatures.
Symbol of Insanity: Triggered rune renders nearby creatures insane.

9th-Level Cleric Spells

Energy Drain: Subject gains 2d4 negative levels.
Gate: Connects two planes for travel or summoning.
Heal, Mass*: As *heal*, but with several subjects.
Implosion: Kills one creature/round.
Miracle: Requests a deity's intercession.
Soul Bind: Traps newly dead soul to prevent resurrection.
Storm of Vengeance: Storm rains acid, lightning, and hail.
Summon Monster IX: Calls creature to fight for you.
True Resurrection: As *resurrection*, plus remains aren't needed.

0-Level Sorcerer Spells

Acid Splash: Orb deals 1d3 acid damage.
Arcane Mark: Inscribes a personal rune (visible or invisible).
Dancing Lights: Creates torches or other lights.
Daze: Humanoid creature of 4 HD or less loses next action.
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (-1 on attack rolls).
Ghost Sound: Faint sounds.
Light*: Object shines like a torch.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Message: Whispered conversation at distance.
Open/Close: Opens or closes small or light things.
Prestidigitation: Performs minor tricks.
Ray of Frost: Ray deals 1d3 cold damage.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Touch of Fatigue: Touch attack fatigues target.

1st-Level Sorcerer Spells

Alarm: Wards an area for 2 hours/level.
Animate Rope: Makes a rope move at your command.
Burning Hands: 1d4/level fire damage (max 5d4).
Charm Person: Makes one person your friend.
Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage.
Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.
Comprehend Languages: You understand all spoken and written languages.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Disguise Self: Changes your appearance.
Endure Elements: Exist comfortably in hot or cold environments.
Enlarge Person*: Humanoid creature doubles in size.
Erase: Mundane or magical writing vanishes.
Expeditious Retreat: Your speed increases by 30 ft.

Feather Fall: Caster falls slowly.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
Grease: Makes 10-ft. square or one object slippery.
Hold Portal: Holds door shut.
Hypnotism: Fascinates 2d4 HD of creatures.
Identify: Determines properties of magic item.
Jump: Subject gets bonus on Jump checks.
Mage Armor: Gives subject +4 armor bonus.
Magic Aura: Alters object's magic aura.
Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Magic Weapon: Weapon gains +1 bonus.
Mount: Summons riding horse for 2 hours/level.
Obscuring Mist: Fog surrounds you.
Protection from Evil*: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
Ray of Enfeeblement: Ray deals 1d6 +1 per two levels Str damage.
Shield: Invisible disc gives +4 to AC, blocks magic missiles.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Silent Image: Creates minor illusion of your design.
Sleep: Puts 4 HD of creatures into magical slumber.
Summon Monster I: Calls creature to fight for you.
True Strike: +20 on your next attack roll.
Unseen Servant: Invisible force obeys your commands.
Ventriloquism: Throws voice for 1 min./level.

2nd-Level Sorcerer Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
Alter Self: Assume form of a similar creature.
Arcane Lock: Magically locks a portal or chest.
Blur: Attacks miss subject 20% of the time.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Command Undead: Undead creature obeys your commands.
Continual Light*: Makes a permanent, heatless torch.
Darkvision: See 60 ft. in total darkness.
Daze Monster: Living creature of 6 HD or less loses next action.
Detect Thoughts: Allows "listening" to surface thoughts.
False Life: Gain 1d10 temporary hp +1/level (max +10).
Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
Fog Cloud: Fog obscures vision.
Fox's Cunning: Subject gains +4 Mind for 1 min./level.
Ghoul Touch: Paralyzes one subject, which exudes stench.
Glitterdust: Blinds creatures, outlines invisible creatures.
Gust of Wind: Blows away or knocks down smaller creatures.
Hideous Laughter: Subject loses actions for 1 round/level.
Hypnotic Pattern: Fascinates (2d4 + level) HD of creatures.
Invisibility: Subject is invisible for 1 min./level or until it attacks.
Knock: Opens locked or magically sealed door.
Levitate: Subject moves up and down at your direction.
Locate Object*: Senses direction toward object (specific or type).
Magic Mouth: Speaks once when triggered.
Minor Image: As silent image, plus some sound.
Mirror Image: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

Misdirection: Misleads divinations for one creature or object.
Obscure Object: Masks object against scrying.
Phantom Trap: Makes item seem trapped.
Protection from Arrows: Subject immune to most ranged attacks.
Pyrotechnics: Turns fire into blinding light or choking smoke.
Resist Energy: Ignores first 10 (or more) points of damage/attack from specified energy type.
Rope Trick: As many as eight creatures hide in extra-dimensional space.
Scare: Panics creatures of less than 6 HD.
Scorching Ray: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
See Invisibility: Reveals invisible creatures or objects.
Shatter: Sonic vibration damages objects or crystalline creatures.
Spectral Hand: Creates disembodied glowing hand to deliver touch attacks.
Spider Climb: Grants ability to walk on walls and ceilings.
Summon Monster II: Calls creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Touch of Idiocy: Subject takes 1d6 points of Mind damage.
Web: Fills 20-ft.-radius spread with sticky spiderwebs.

3rd-Level Sorcerer Spells

Arcane Sight: Magical auras become visible to you.
Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.
Daylight*: 60-ft. radius of bright light.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels magical spells and effects.
Displacement: Attacks miss subject 50%.
Explosive Runes: Deals 6d6 damage when read.
Fireball: 1d6 damage per level, 20-ft. radius.
Flame Arrow: Arrows deal +1d6 fire damage.
Fly: Subject flies at speed of 60 ft.
Gaseous Form: Subject becomes insubstantial and can fly slowly.
Gentle Repose: Preserves one corpse.
Halt Undead: Immobilizes undead for 1 round/level.
Haste*: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Illusory Script: Only intended reader can decipher.
Invisibility Sphere: Makes everyone within 10 ft. invisible.
Keen Edge: Doubles normal weapon's threat range.
Lightning Bolt: Electricity deals 1d6/level damage.
Magic Circle against Evil*: As protection spells, but 10-ft. radius and 10 min./level.
Magic Weapon, Greater: +1/four levels (max +5).
Major Image: As silent image, plus sound, smell and thermal effects.
Nondetection: Hides subject from divination, scrying.
Phantom Steed: Magic horse appears for 1 hour/level.
Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
Rage: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
Ray of Exhaustion: Ray makes subject exhausted.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil: Creates text symbol that immobilizes reader.
Shrink Item: Object shrinks to one-sixteenth size.
Sleet Storm: Hampers vision and movement.

Stinking Cloud: Nauseating vapors, 1 round/level.
Suggestion: Compels subject to follow stated course of action.
Summon Monster III: Calls creature to fight for you.
Tiny Hut: Creates shelter for ten creatures.
Tongues: Speak any language.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.
Water Breathing: Subjects can breathe underwater.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Sorcerer Spells

Animate Dead: Creates undead skeletons and zombies.
Arcane Eye: Invisible floating eye moves 30 ft./round.
Black Tentacles: Tentacles grapple all within 20 ft. spread.
Charm Monster: Makes monster believe it is your ally.
Confusion: Subjects behave oddly for 1 round/level.
Contagion: Infects subject with chosen disease.
Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Detect Scrying: Alerts you of magical eavesdropping.
Dimension Door: Teleports you short distance.
Dimensional Anchor: Bars extra-dimensional movement.
Enervation: Subject gains 1d4 negative levels.
Enlarge Person, Mass*: Enlarges several creatures.
Fear: Subjects within cone flee for 1 round/level.
Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.
Fire Trap: Opened object deals 1d4 damage +1/level.
Geas, Lesser: Commands subject of 7 HD or less.
Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.
Hallucinatory Terrain: Makes one type of terrain appear like another (field into forest, or the like).
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.
Invisibility, Greater: As invisibility, but subject can attack and stay invisible.
Locate Creature: Indicates direction to familiar creature.
Minor Creation: Creates one cloth or wood object.
Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.
Polymorph: Gives one willing subject a new form.
Rainbow Pattern: Lights fascinate 24 HD of creatures.
Remove Curse*: Frees object or person from curse.
Resilient Sphere: Force globe protects but traps one subject.
Scrying: Spies on subject from a distance.
Secure Shelter: Creates sturdy cottage.
Shadow Conjunction: Mimics conjunction below 4th level, but only 20% real.
Shout: Deafens all within cone and deals 5d6 sonic damage.
Solid Fog: Blocks vision and slows movement.
Stone Shape: Sculpts stone into any shape.
Stoneskin: Ignore 10 points of damage per attack.
Summon Monster IV: Calls creature to fight for you.
Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.
Wall of Ice: Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
Whispering Wind: Sends a short message 1 mile/level.

5th-Level Sorcerer Spells

Animal Growth: One animal/two levels doubles in size.

Baleful Polymorph: Transforms subject into harmless animal.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Str damage.

Cone of Cold: 1d6/level cold damage.

Contact Other Plane: Lets you ask question of extraplanar entity.

Dismissal: Forces a creature to return to native plane.

Dominate Person: Controls humanoid telepathically.

Dream: Sends message to anyone sleeping.

Fabricate: Transforms raw materials into finished items.

False Vision: Fools scrying with an illusion.

Feeblemind: Subject's Mind drop to 1.

Hold Monster: As hold person, but any creature.

Interposing Hand: Hand provides cover against one opponent.

Mage's Faithful Hound: Phantom dog can guard, attack.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Magic Jar: Enables possession of another creature.

Major Creation: As minor creation, plus stone and metal.

Mind Fog: Subjects in fog get -10 to Mind and Will checks.

Mirage Arcana: As hallucinatory terrain, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Passwall: Creates passage through wood or stone wall.

Permanency: Makes certain spells permanent.

Persistent Image: As major image, but no concentration required.

Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.

Prying Eyes: 1d4 +1/level floating eyes scout for you.

Secret Chest: Hides expensive chest on Ethereal Plane; you retrieve it at will.

Seeming: Changes appearance of one person per two levels.

Sending: Delivers short message anywhere, instantly.

Shadow Evocation: Mimics evocation below 5th level, but only 20% real.

Summon Monster V: Calls creature to fight for you.

Symbol of Pain: Triggered rune wracks nearby creatures with pain.

Symbol of Sleep: Triggered rune puts nearby creatures into catatonic slumber.

Telekinesis: Moves object, attacks creature, or hurls object or creature.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports you as far as 100 miles/level.

Transmute Rock to Mud*: Transforms two 10-ft. cubes per level.

Wall of Force: Wall is immune to damage.

Wall of Stone: Creates a stone wall that can be shaped.

Waves of Fatigue: Several targets become fatigued.

6th-Level Sorcerer Spells

Acid Fog: Fog deals acid damage.

Analyze Dweomer: Reveals magical aspects of subject.

Antimagic Field: Negates magic within 10 ft.

Bull's Strength, Mass: As bull's strength, affects one subject/ level.

Cat's Grace, Mass: As cat's grace, affects one subject/level.

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Circle of Death: Kills 1d4/level HD of creatures.

Contingency: Sets trigger condition for another spell.

Control Water: Raises or lowers bodies of water.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dispel Magic, Greater: As dispel magic, but +20 on check.

Eyebite: Target becomes panicked, sickened, and comatose.

Flesh to Stone*: Turns subject creature into statue.

Forceful Hand: Hand pushes creatures away.

Fox's Cunning, Mass: As fox's cunning, affects one subject/level.

Freezing Sphere: Freezes water or deals cold damage.

Geas/Quest: As lesser geas, plus it affects any creature.

Globe of Invulnerability: As lesser globe of invulnerability, plus 4th-level spell effects.

Guards and Wards: Array of magic effects protect area.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Legend Lore: Lets you learn tales about a person, place, or thing.

Mislead: Turns you invisible and creates illusory double.

Move Earth: Digs trenches and builds hills.

Permanent Image: Includes sight, sound, and smell.

Planar Binding: As lesser planar binding, but up to 12 HD.

Programmed Image: As major image, plus triggered by event.

Repulsion: Creatures can't approach you.

Shadow Walk: Step into shadow to travel rapidly.

Suggestion, Mass: As suggestion, plus one subject/level.

Summon Monster VI: Calls creature to fight for you.

Symbol of Fear: Triggered rune panics nearby creatures.

Symbol of Persuasion: Triggered rune charms nearby creatures.

Transformation: You gain combat bonuses.

True Seeing: Lets you see all things as they really are.

Undeath to Death: Destroys 1d4/level HD of undead (max 20d4).

Veil: Changes appearance of group of creatures.

Wall of Iron: 30 hp/four levels; can topple onto foes.

7th-Level Sorcerer Spells

Arcane Sight, Greater: As arcane sight, but also reveals magic effects on creatures and objects.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Control Undead: Undead don't attack you while under your command.

Control Weather: Changes weather in local area of up to 10 miles for 1 hour per level.

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Kills one subject.

Forcecage: Cube or cage of force imprisons all inside.

Grasping Hand: Hand provides cover, pushes, or grapples.

Hold Person, Mass: As hold person, but all within 30 ft.

Insanity: Subject suffers continuous confusion.

Instant Summons: Prepared object appears in your hand.

Invisibility, Mass: As invisibility, but affects all in range.

Limited Wish: Alters reality within spell limits.

Mage's Magnificent Mansion: Door leads to extra-dimensional mansion.

Mage's Sword: Floating magic blade strikes opponents.

Phase Door: Creates an invisible passage through wood or stone.

Plane Shift: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less.

Prismatic Spray: Rays hit subjects with variety of effects.

Project Image: Illusory double can talk and cast spells.

Reverse Gravity: Objects and creatures fall upward.

Scrying, Greater: As scrying, but faster and longer.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Shadow Conjuration, Greater: As shadow conjuration, but up to 6th level and 60% real.

Simulacrum: Creates partially real double of a creature.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

Statue: Subject can become a statue at will.

Summon Monster VII: Calls creature to fight for you.

Symbol of Stunning: Triggered rune stuns nearby creatures.

Symbol of Weakness: Triggered rune weakens nearby creatures.

Teleport Object: As teleport, but affects a touched object.

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Vision: As legend lore, but quicker and strenuous.

Waves of Exhaustion: Several targets become exhausted.

8th-Level Sorcerer Spells

Antipathy: Object or location affected by spell repels certain creatures.

Binding: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As charm monster, but all within 30 ft.

Clenched Fist: Large hand provides cover, pushes, or attacks your foes.

Clone: Duplicate awakens when original dies.

Create Greater Undead: Create shadows, wraiths, spectres, or devourers.

Demand: As sending, plus you can send suggestion.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Iron Body: Your body becomes living iron.

Irresistible Dance: Forces subject to dance.

Maze: Traps subject in extradimensional maze.

Mind Blank: Subject is immune to mental/emotional magic and scrying.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

Planar Binding, Greater: As lesser planar binding, but up to 18 HD.

Polar Ray: Ranged touch attack deals 1d6/level cold damage.

Polymorph Any Object: Changes any subject into anything else.

Power Word Stun: Stuns creature with 150 hp or less.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells: Confers +8 resistance bonus.

Prying Eyes, Greater: As prying eyes, but eyes have true seeing.

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision, scrying.

Shadow Evocation, Greater: As shadow evocation, but up to 7th level and 60% real.

Shout, Greater: Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

Summon Monster VIII: Calls extraplanar creature to fight for you.

Sunburst: Blinds all within 10 ft., deals 6d6 damage.

Symbol of Death: Triggered rune slays nearby creatures.

Symbol of Insanity: Triggered rune renders nearby creatures insane.

Sympathy: Object or location attracts certain creatures.

Telekinetic Sphere: As resilient sphere, but you move sphere telekinetically.

Temporal Stasis: Puts subject into suspended animation.

Trap the Soul: Imprisons subject within gem.

9th-Level Sorcerer Spells

Astral Projection: Projects you and companions onto Astral Plane.

Crushing Hand: Large hand provides cover, pushes, or crushes your foes.

Dominate Monster: As dominate person, but any creature.

Energy Drain: Subject gains 2d4 negative levels.

Etherealness: Travel to Ethereal Plane with companions.

Foresight: Sixth sense warns of impending danger.

Freedom: Releases creature from imprisonment.

Gate: Connects two planes for travel or summoning.

Hold Monster, Mass: As hold monster, but all within 30 ft.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchants magic items.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Prismatic Sphere: As prismatic wall, but surrounds on all sides.

Refuge: Alters item to transport its possessor to you.

Shades: As shadow conjuration, but up to 8th level and 80% real.

Shapechange: Transforms you into any creature, and change forms once per round.

Soul Bind: Traps newly dead soul to prevent resurrection.

Summon Monster IX: Calls creature to fight for you.

Teleportation Circle: Circle teleports any creature inside to designated spot.

Time Stop: You act freely for 1d4+1 rounds.

Wail of the Banshee: Kills one creature/level.

Weird: As phantasmal killer, but affects all within 30 ft.

Wish: As limited wish, but with fewer limits.

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CHARACTER CREATION

STATS

There are four stats : Strength (STR), Dexterity (DEX), Charisma (CHA) and Mind (MIND).

- You can either divide 42 points amongst them, or
- Assign the following scores: 14,12,10,8 or
- Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

No Stat may have a score of less then 1. Stat modifiers are based on stat value:

Stat Value	Modifier
1	-5
2	-4
3-4	-3
5-6	-2
7-8	-1
9-11	
12-13	+1
14-15	+2
16-17	+3
18-19	+4
Additional +2	Additional +1

RACES

Bugbear get +6 STR, +2 DEX, -4MIND, -4 CHA , +2 natural armor AC– Favored Class: Rogue. Large. Effective Level +3
Dwarves get +2 STR , -2 CHA – Favored Class: Fighter

Elves get +2 MIND , -2 STR – Favored Class: Mage

Gnomes get +2 CHA, -2 STR – Favored Class: Rogue, can cast Pregiditation and Ghost Sound regardless of class. Small. Effective Level +1

Goblin get +2 DEX, -1 STR and -1 CHA – Favored Class: Rogue. Small

Half-Dwarf get +1STR, -1 CHA – Favored Class: Fighter

Half-Elf get +1MIND, -1 STR – Favored Class: Any

Half-Orc get +2STR, -1MIND, -1 CHA – Favored Class: Fighter

Halflings get +2 DEX, -2 STR – Favored Class: Rogue. Small

Humans get +1 to all skill rolls and one extra Feat. – Favored Class: Any

Hobgoblin get +2 STR, +2 DEX, -2MIND, -2 CHA – Favored Class: Fighter

Lizardmen get +2 STR, -2 MIND, +1 natural armor AC, claws 1d6 damage – Favored class: Cleric. Effective Level +2

Kobold get -2STR, +2 DEX – Favored Class: Mage. Small

Ogre get +10STR, -2 DEX, -4MIND, -4 CHA , +1 natural AC– Favored Class: Fighter. Large. Effective Level +4

Orc get +4STR, -2MIND, -2 CHA – Favored Class: Fighter

Troll get +12 STR, +2 DEX, -6MIND, -8 CHA , +3 natural armor AC, claws 1d6, regenerates 3 hp per round unless hit by fire or acid– Favored Class: Fighter. Large. Effective Level +5

All non humans can see in the dark.

CLASSES

The classes are Fighter, Rogue, Mage, Cleric, Monks. Characters begin at Level 1. All characters are trained in Light weapons.

Fighters

Weapons training: All

Armour training: All

Shield Training: All

Primary Skill: Physical

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Knowledge

Special abilities: +1 to all damage rolls. This increases by +1at 5th level and every five levels.

Fighters receive 1 extra hit Points at each level.

Requirement: STR 10+

Rogues

Weapons training: Light, One handed and Basic Ranged weapons.

Armour training: Light

Shield Training: None

Primary Skill: Subterfuge

Secondary Skill: Physical, Knowledge and Communication

Tertiary Skill: None

Special: Rogues receive a +1 to all rolls to Search, Disable and Save against Traps. This increases by +1 at 5th level and every five class levels.

If they successfully Sneak (usually sub + DEX, but depends on situation) up on a foe they can add 1d6 of damage to their first attack, this increases by 1d6 at 5th level and every five levels.

Rogues can employ restricted magic items by rolling Knowledge + Mind versus a difficulty of 20.

Requirement: DEX 10+.

Magi

Weapons training: Light and Basic Ranged weapons

Armour training: None

Shield Training: None

Primary Skill: Knowledge

Secondary Skill: Subterfuge and Communication

Tertiary Skill: Physical

Special: They can cast arcane spells.

Requirement: MIND 10+

Clerics

Weapons training: Light and Basic Ranged weapons

Armour training: Light

Shield Training: None

Clerics must choose either One handed weapons, Shield Training or Medium Armour

Primary Skill: Communication

Secondary Skill: Physical and Knowledge

Tertiary Skill: Subterfuge

Special:

Good Clerics: A Cleric can Turn Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success inflicts (class Level)d6 of damage to the undead. This can be used (2 + class Level + CHA Bonus) times per day.

Evil Clerics: A Cleric can Bolster Undead with a successful CHA+Knowledge. DC is 10+ Hit Dice of the Undead. Success grants an extra (class Level)d6 Hit Points. This can be used (2 + class Level + CHA Bonus) times per day.

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 class 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).

Druids can Turn AND Bolster Animals exactly like Clerics can Turn or Bolster Undead.

Requirement: CHA 10+

Monks

Weapons training: Light, One and Two-handed Weapons and Basic Ranged weapons

Armour training: None

Shield Training: No

Primary Skill: Physical

Secondary Skill: Subterfuge, Knowledge and Communication

Tertiary Skill: None

Special: Can fight unarmed (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies).

Their unarmed damage increases every four class 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 class level (rounded up) provided they are wearing no more than loose fitting clothes.

Level	1-2	3-4	5-6	7-8	9-10	11-15	16-19	20
AC Bonus	+1	+2	+3	+4	+5	+6	+7	+8

At choice Monks can use DEX bonus instead of STR bonus as melee attack bonus if unarmed.
Monks can make one extra attack per round by taking -2 on all attack rolls for that round.

Requirement: DEX, MIND and CHA 10+

SKILLS

There are just 4 skills :

Physical, Subterfuge, Knowledge and Communication.
Roll higher than the given Difficulty Class to succeed.

Skill rank :

For Primary skills: your level + 3+any bonus due to your class,feats or race.

For Secondary skills: your level + any bonus due to your class,feats or race.

For Tertiary skills: (your level/2-rounded down)+ any bonus due to your class, feats or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Wearing Armour –or shields- can influence Dex or Str based Tests applying a negative modifier equal to it's AC modifier.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against mind magic is usually Knowledge+MIND bonus.

Appraise - com+MIND

Balance - phys+DEX

Bluff - com+CHA

Climb - phys+DEX or STR, whichever is highest

Craft - know+DEX

Decipher Script - know+MIND or com+MIND

Diplomacy - com+CHA

Disable Device - sub+MIND or sub+DEX

Disguise - sub+CHA

Escape Artist - sub+DEX or sub+STR, depending on what you're escaping out of

Forgery - com+DEX

Gather Information - com+CHA

Handle Animal - com+CHA 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+CHA, 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.

Spellcraft – know+MIND

Spot - sub+MIND

Survival - phys+STR to survive, or sub+DEX or STR to hunt stuff.

Swim - phys+STR

Tumble - phys+DEX

Use Rope - Use phys+DEX.

WHEN IN DOUBT ...REMEMBER

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the '**GM's Friend**'...the 50% chance. Have them roll whatever check seems most appropriate. A roll of 1-10 is a failure, a roll

of 11-20 is a success. If you feel that the situation warrants that you favor them, assign a +2 bonus to their roll. If the situation determines that they be hindered, then assign a -2 penalty.

FEATS

Acquiring Feats: Characters do not “buy” feats, they simply select 1(or 2 if human) feat(s) at 1st Level, and then again every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).

Fighters may take “Fighter” Feats, as Magi may take “Magi” feats, Monks may take “Monk” feats, Rogues may take “Rogue” Feats, and Clerics may take “Cleric” feats.

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric
(Pre:)=Prerequisite Required for Feat

Abjuration: (M/C) The character gets a +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5'.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5' of each other and can do nothing else while taking part to the circle for the circle to work. Any distraction or attack that deals damage will break the circle.

The highest level member is designated circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.

While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member's Spell points to cast spells or use Counter-magic.

Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus: to AC, damage, attack rolls, skills or attributes.

Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls.

Cloaks, boots and rings can grant bonuses to AC, skills and attributes.

Each item can grant a bonus to a single thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.

Cost: bonus X item base cost X 300gp

Creating an item requires one week of work per +1 granted.

Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5', you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.

Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses
Recharging an existing item costs half as much per charge.

Creating an item requires one week of work, recharging takes simply one day.

Items open to all classes require twice the costs and times.

Enduring spell (M/C)(Pre: Spellcaster level 6th): Increases spell duration by 1 step with an extra cost of Hit Points equal to spell level.

Extra Turning: (C) Turn undead four times more per day.

Extended Spell(M/C)(Pre: Spellcaster level 6th): Increases spell range by 1 step with an extra cost of Hit Points equal to spell level.

Far Shot: (A) (Pre: Point Blank Shot) Any projectile weapon's range increases by $\frac{1}{2}$ again.

Favored Enemy: (F) The character may select a type of creature and gains a +3 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skill applications against creatures of this type. Likewise, he gets a +3 bonus on weapon damage rolls against such creatures.

Find Familiar: (M/C) Character selects an animal to become its familiar. The animal may not have more HD than the character's level/2 rounded up.

The animal adds the Character level to its Hit Points.

The Master and Familiar can communicate telepathically within 1.5 km, all spells cast by the master affecting self, automatically affect the familiar as well if within 5 feet.

The master can cast spells through the familiar if within telepathic contact range.

If the familiar dies, the Master must roll Phys+STR vs 15 or take 1d6 of damage per Hit Dice of the familiar.

Frenzy: (F) The character can fly into a rage a number of times per day equal to half its level round down. In a rage, the character temporarily gains a +4 bonus to Strength, and a +2 bonus on saves against mind-affecting magic, but he takes a -2 penalty to Armor Class.

Frenzied characters do not employ missile weapons but instead charge in melee the nearest eligible target.

The increase in Strength affects both attack and damage rolls and hit points, but these hit points go away at the end of the rage when his Strength score drops back to normal. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Improved Defense, item creation feats, and magic feats. A fit of rage lasts for a number of rounds equal to $3 + \text{the character's (newly improved) Strength modifier}$. A character may prematurely end his rage.

At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.

Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) Any character now gets a Critical Hit on any roll of 19-20, doing Max Damage.

Improved Defense: (A) Any character now may take a -4 to all attack rolls to add a +4 to its AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) Any character gets a +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) You get a +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) You take 1HP less damage when you cast a spell, or 2HP less when casting signature spell.

Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksman: (A) The character is trained in the use of marksman weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from -4 to -2.

Mounted Combat: (F) Once per round, of your mount is hit, you can negate the hit. The Ride check must be higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of One handed weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit.
May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at -2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell.
Scrolls open to all classes require twice the costs and times.

Shield Training: (A) The character is trained in the use of Shields.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain.

Surface Track DC
V. Soft Ground 5
Firm Ground 15
Soft Ground 10
Hard Ground 20

GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

RESERVE

Each character has a Reserve equal to its 3 plus its character level. Reserve is spent at the following rates:

Action	Cost
Add 1d6 to a check	1
Remove 1d6 damage	1
Take an extra action on your turn	2

When you reach a new level of experience your Reserve Points total is reset back to equal 3 plus your level. Any unused Reserve Points are lost.

MAGIC

Magi cast or learn arcane spells, and Clerics cast divine spells, with a Spell level equal or below 1/2 their class level, rounded UP. Any magic using characters can only learn and cast spells of a Level up to (Class attribute-10).

Casting a spell of any kind costs Hit Points. The cost is 1+ double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
Cost	1	3	5	7	9	11	13	15	17	19

Hit points lost to magic use can not be healed by magic, and are recovered only through a full night of rest.

Clerics can cast all spells from the list, Magi must first memorize spells to cast them, a magi can keep in memory up to MIND+Mage Level Spells.

Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells.

First level Magi start with a spell book including all 0 level spells and two first level spells.

New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell. Scrolls get used up in the copying process.

First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.

All Magi and Clerics should select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing less HP to use.

The Difficulty Class (DC) to resist all spells is 10 + Spell-caster's class Level + Caster's MIND/CHA bonus.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level

All Spells have the following characteristics:

Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are:

Self (affecting only the caster)

Touch (Target must be touched)

Near (within 10 yards)

Short (up to 100 yards)

Far (target must be in sight of the caster)

Special (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)

Duration: How long the spell lasts:

Instant(only a moment, although it's effects could be permanent)

Concentration (as long as the caster concentrates on the spell doing nothing else, usually no more than 20 minutes)

Short(up to 1 Hour)

Hours (up to 6 hours)

Day (a whole day)

Week (a whole week)

Feat (till a specific condition set by the spell or the caster is met).

Save: How saving against the spell works:

None(No save possible)

Half (Saving denies half effect)

Full(Saving denies all effects)

Counter magic: A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spell-caster's spell instead of taking an action.

The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.

Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6.

Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

ARCANE SPELLS

0-level arcane spells (cantrips)

Arcane Mark (Touch/Instant/None): Inscribes a permanent personal rune (visible or invisible).

Dancing Lights (Short/Concentration/None): Creates illusory lights or torches.

Detect Magic (Self/Concentration/None): Detects spells and magic items within 60 ft..

Ghost Sound (Short/Concentration/None): Creates figment sounds.

Light (Touch/Short/None): Object shines like a torch.

Mage Hand (Near/Concentration/None): 5-pound telekinesis.

Prestidigitation (Near/Concentration/None): Performs minor tricks.

Read Magic (Self/Concentration/None): Read scrolls and spell books. Needed to decipher Scrolls and Spell books by other wizards.

1st-level arcane spells

Charm (Near/Hours/Full): Makes the target creature friendly.

Feather Fall (Self/Feat/None): Objects or creatures fall slowly until landing.

Floating Disk (Near/Hours/None): Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Mage Armor (Self/Hours/None): Gives subject +4 armor bonus.

Message (Far/Concentration/None): Allows to send and receive silent messages.

Magic Missile (Far/Instant/None): 1d4+1 damage at one target; +1 missile per two levels above 1st (max 5).

Sleep (Near/Hours/None): Puts 4 HD of creatures into magical slumber.

Shocking Grasp (Touch/Instant/None): Touch attack delivers 1d6/level electricity damage (max 5d6).

2nd- level arcane spells

Acid Arrow(Short/Instant/None): Ranged Touch attack 2d4 damage for 1 round +1round/three levels.

Flaming Sphere (Near/Concentration/Half): Creates rolling ball of fire, 2d6 damage, moves 10 feet/round.

Invisibility (Self/Short/None): Subject is invisible until it attacks.

Knock (Near/Instant/None): Opens locked or magically sealed door.

Levitate (Near/Concentration/None): Subject moves up and down.

Spider Climb (Self/Concentration/None): Grants ability to walk on walls and ceilings.

3rd-level arcane spells

Clairaudience/Clairvoyance (Special/Concentration/None): Hear or see at a distance.

Dispel Magic(Near/Instant/None): Cancels magical spells and effects.

Fireball (Short/Instant/Half): 1d6 damage per level, within Near range of strike area.

Fly (Self/Short/None): Subject flies at speed of 60 ft.

Lightning Bolt (Far/Instant/Half): Electricity deals 1d6/level damage.

Vampiric Touch (Touch/Instant/None): Touch attack deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-level arcane spells

Animate Dead (Near/Hours/None): Creates level X2 HD of undead skeletons or zombies.

Arcane Eye (Near/Concentration/None): Invisible floating eye moves 30 ft./round.

Black Tentacles (Near/Short/Full): Tentacles grapple all within 20 ft. Spread.

Dimension Door (Self/Instant/None): Teleports you up to 500 feet.

Polymorph (Near/Hours/Full): Gives one willing subject a new form.

Stoneskin (Self/Hours/None): Ignore 10 points of damage per attack. Lasts until discharged or spell ends.

5th-level arcane spells

Cloudkill (Near/Short/None-Full): Kills 3 HD or less; 4-6 HD save or die, 6+ HD take level d6 damage.

Contact Other Plane (Special/Concentration/None): Lets you ask one question of extraplanar entity.

Feeblemind (Near/Hours/Full): Subject's MIND score drops to 1.

Passwall (Near/Hours/None): Creates passage through wood or stone wall.

Permanency (Near/Special/None): Makes certain spells permanent.

Teleport (Self/Instant/None): Instantly transports you as far as 100 miles/level.

6th-level arcane spells

Antimagic Field (Self/Short/None): Negates magic within 10 ft..

Chain Lightning (Far/Instant/Half): 1d6/level damage; 1secondary bolt/level each deals half damage.

Contingency (Near/Feat/None): Sets trigger condition for another spell. Lasts until discharged.

Disintegrate (Near/Instant/Full): Destroys one creature or object.

Geas (Near/Days/Full): Commands any creature, binding it to a specific task.

True Seeing (Self/Concentration/None): Lets you see all things as they really are.

7th-level arcane spells

Delayed Blast Fireball (Touch/Feat/Half): 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt (Self/Short/None): You become ethereal.

Finger of Death (Near/Instant/Full): Kills one subject.

Plane Shift (Near/Instant/None): As many as eight subjects travel to another plane.

Power Word Blind (Near/Instant/None): Blinds creature with 200 hp or less for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning (Self/Hours/None): Reflect 1d4+6 spell levels back at caster duration or until expended.

8th-level arcane spells

Clone (Near/Special/None): Duplicate awakens when original dies.

Horrid Wilting (Near/Instant/None): Deals 1d6/level damage within range.

Incendiary Cloud (Near/Short/Half): Cloud deals 4d6 fire damage/round.

Irresistible Dance (Near/Short/None): Forces subject to dance for 1d4+1 rounds.

Power Word Stun (Near/Instant/None): Stuns creature with 150 hp or less for 2d4 rounds.

Trap the Soul (Near/Permanent/None): Imprisons subject within gem.

9th-level arcane spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.

Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.

Gate (Near/Concentration/None): Connects two planes for travel or summoning.

Meteor Swarm (Far/Instant/Half): Four exploding spheres each deal 6d6 fire damage within 30ft.

Power Word Kill (Near/Instant/None): Kills one creature with 100 hp or less.

Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

DIVINE SPELLS

0-level divine spells (orisons)

Create Water (Near/Permanent/None): Creates 2 gallons/level of pure water.

Detect Poison (Self/Concentration/None): Detects poison in one creature or item within 60ft.

Guidance (Near/Feat/None): +1 on one attack roll, saving throw, or skill check.

Light (Touch/Concentration/None): Object shines like a torch.

Purify Food and Drink (Near/Permanent/None): Purifies 1cu. ft./level of food or water.

Resistance (Touch/Hours/None): Subject gains +1 on saving throws.

Virtue (Touch/Instant/None): Subject gains 1 hp.

1st-level divine spells

Bless (Near/Concentration/None): Allies gain +1 on attack rolls and communication + MIND checks against fear.

Bless Water (Near/Permanent/None): Makes holy water.

Cure Light Wounds (Touch/Instant/None): Cures 1d8 damage +1/level (max +5).

Divine Favor (Self/Short/None): You gain +1 per three levels on attack and damage rolls.

Magic Stone (Touch/Short/None): Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts until discharged or expiration.

Sanctuary (Touch/Short/None): The target can not attack nor be attacked.

Shield of Faith (Touch/Short/None): Aura grants +2 or higher AC bonus.

2nd- level divine spells

Aid (Self/Short/None): +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds (Touch/Instant/None): Cures 2d8 damage +1/level (max +10).

Delay Poison (Touch/Hours/None): Stops poison from harming subject for duration of the spell.

Gentle Repose (Touch/Hours/None): Preserves one corpse.

Remove Paralysis (Touch/Instant/None): Freed one or more creatures from paralysis or slow effect.

Restoration, Lesser (Touch/Instant/None): Dispels magical ability penalty or repairs 1d4 ability damage.

3rd- level divine spells

Create Food and Water (Near/Instant/None): Feeds three humans (or one horse)/level.

Cure Serious Wounds (Touch/Instant/None): Cures 3d8 damage +1/level (max +15).

Prayer (Near/Short/None): Allies get a +1 bonus on most rolls, enemies take a -1 penalty.

Remove Disease (Touch/Instant/None): Cures all diseases affecting subject.

Searing Light (Near/Instant/Half): Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead (Near/Feat/None): Corpse answers 2 questions/level.

4th- level divine spells

Cure Critical Wounds (Touch/Instant/None): Cures 4d8 damage +1/level (max +20).
Discern Lies (Near/Concentration/Full): Reveals deliberate falsehoods.
Freedom of Movement (Touch/Short/None): Subject moves normally despite impediments.
Neutralize Poison (Touch/Short-Instant/None): Immunizes subject against poison or detoxifies venom in or on subject.
Restoration (Touch/Instant/None): Restores level and ability score drains.
Tongues (Self/Short/None): Speak any language.

5th- level divine spells

Atonement (Near/Instant/None): Removes burden of misdeeds from subject.
Commune (Self/Feat/None): Deity answers one yes-or-no question/level.
Cure Light Wounds, Mass (Near/Instant/None): Cures 1d8 damage +1/level to all within range.
Flame Strike (Far/Instant/Half): Smite foes with divine fire (1d6/level damage).
Raise Dead (Near/Instant/None): Restores life to subject who died as long as one day/level ago.
True Seeing (Self/Concentration/None): Lets you see all things as they really are.

6th-level divine spells

Banishment (Near/Instant/None): Banishes 2 HD/level of extraplanar creatures.
Cure Moderate Wounds, Mass (Near/Instant/None): Cures 2d8 damage +1/level to all within range.
Harm (Near/Instant/Half): Deals 10 points/level damage to target.
Heal (Near/Instant/None): Cures 10 points/level of damage, all diseases and mental conditions.
Heroes' Feast (Near/Day/None): Food for one creature/level cures disease and grants +1 combat bonus.
Quest (Near/Feat/Full): Commands any creature, binding it to a specific task. Lasts until discharged.

7th- level divine spells

Cure Serious Wounds, Mass (Near/Instant/None): Cures 3d8 damage +1/level to all within range.
Destruction (Near/Instant/Full): Kills subject and destroys remains.
Ethereal Jaunt (Near/Short/None): You become ethereal.
Regenerate (Touch/Instant/None): Subject's severed limbs grow back, cures 4d8 damage +1/level.
Restoration, Greater (Touch/Instant/None): As restoration, plus restores all levels and ability scores.
Resurrection (Touch/Instant/None): Fully restores a dead subject from a small portion of the corpse.

8th-level divine spells

Antimagic Field (Self/Short/None): Negates magic within 10 ft. for 10 min./level.
Cure Critical Wounds, Mass (Near/Instant/None): Cures 4d8 damage +1/level to all within range.
Dimensional Lock (Near/Weak/None): Teleportation and interplanar travel blocked.
Discern Location (Special/Instant/None): Reveals exact location of creature or object.
Fire Storm (Far/Instant/Half): Deals 1d6/level fire damage to all within Near range.
Holy Aura (Touch/Short/None): +4 to AC, +4 resistance, and immunity to all evil spells.

9th-level divine spells

Astral Projection (Near/Hours/None): Projects you and companions onto Astral Plane.
Etherealness (Near/Hours/None): Travel to Ethereal Plane with companions.
Gate (Near/Short/None): Connects two planes for travel or summoning.
Heal, Mass (Near/Instant/None): As heal, to all within range.
Implosion (Near/Concentration/Full): Kills one creature/round until concentration ends.
Soul Bind (Near/Permanent/None): Traps newly dead soul to prevent resurrection.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. One turn lasts about five seconds.

Melee attack bonus = STR bonus + Physical

Missile attack bonus = DEX bonus + Physical

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

Both Armor class and attack rolls are modified by the creatures Size:

Size	AC and Attack bonus
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2

Touch attacks ignore the AC bonus due to armour and shields, but not those due to spells or enchantment bonuses on items.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Add STR bonus to Melee damage.

If HP reach 0, unconscious and near death.

Further damage directly reduces STR. If that reaches 0, death.

If the total melee attack bonus is +6 or more a second attack can be made in the same action with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. A fourth attack is possible at -15 if the total bonus is still positive, four attacks is the maximum possible number of attacks without magic, special abilities or two weapons combat.

Fighters and Rogues can use DEX bonus as Melee attack bonus instead of STR if wielding a light weapon.

Fighters and Rogues can wield 2 light weapons and attack with both in a round gaining an extra attack at base bonus if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

Unarmed attacks deal 1d2 damage points.

Defending: a character can forfeit the chance to attack and spend the turn defending, add the character's Physical skill. Fighters may add their Weapon of choice bonus as well if wielding their weapon of choice.

Natural healing: Hit points are recovered at the rate of 1d4 per day of rest.

Movement: each character can act and move a number of feet per round depending on its size:

Size	Base speed
Tiny	10
Small	20
Medium	30
Large	40
Huge	50

As a full round action a character can **Run** moving four times as fast.

Encumbrance: Each character can carry a number of item Slots equal to Str.

Small items count as 1 slot, Medium items count as two slots, Large items count as four slots. Worn armor does not add to this total, carried armor does. Carried characters count as many slots as their Str.

Characters wearing Heavy armor have base speed halved.

LEVEL ADVANCEMENT

Encounter Level equal to Level or Hit Dice plus Effective Level modifiers of defeated monsters, or the given EL for the trap, situation, etc.

Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in.

When the total equals 10 x your current character level-plus Effective Level modifiers for some races-, you've advanced to the next level. If your character is multi-classing and does not have it's race favourite class as one of its classes, it must gain 12xcurrent character level to advance.

Reset the total to 0 after advancing.

Each level adds:

+1d6 to Hit Points

+1 to Primary and Secondary skills of chosen class

+1 to Tertiary skill on even class level of chosen class

At character levels 3,6,9,12, 15 and 18 the character may learn a feat allowed to the class it is taking a level in.

To Multiclass in Mini20 simply take an additional class at your next level break, subject to GM permission and the meeting of class requirements. Gaining first level in a new class gets the character all weapons training, skill bonus and special abilities of the new class.

It is not recommended for Games Masters to allow more than two class combinations however as this can lead unbalanced games. Characters Multiclassing to first level mage do not get a spell book for free.

EXAMPLE

The 1st level adventurers have just completed a dungeon and defeated an EL2 trap, 16 kobolds (EL 5) 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 3rd Level.

SAMPLE CHARACTER

Amindel - 1st level Mage Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee:+0, Missile:+2 AC: 11

Skills: Phys +0, Know +4, Sub +1, Comm+1

Reserve: 4

Special Abilities: Dark vision

Feats: Find Familiar, Light weapons

Hit Points: 12

Equipment: Dagger, short sword, clothes, spell book

Known Spells: all 0 level spells, Mage Armour, Magic Missile

Amindel - 4th level Mage/ 2nd level Rogue Elf

Attributes: Str 8 (-1), Mind 15 (+2), Dex 12 (+1), Cha 10

Attack Melee:+4, Missile:+6 AC: 14

Skills: Phys +4, Know +9, Sub +9, Comm+6

Reserve: 9

Special Abilities: Dark vision, Back stab +1d6, +1 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude.

Hit Points: 35

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells

Amindel - 6th level Mage/ 5th level Rogue Elf

Attributes: Str 8 (-1), Mind 16 (+3), Dex 12 (+1), Cha 10

Attack Melee:+4, Missile:+7 AC: 14

Skills: Phys +8, Know +14, Sub +14, Comm+11

Reserve: 14

Special Abilities: Dark vision, Back stab +2d6, +2 to Save/Disable/Search Traps, Use Magic items

Feats: Find Familiar, Light and one-handed weapons, Light armours, Dodge, Magical Aptitude, Personal Improvement.

Hit Points: 55

Equipment: Dagger, Short sword, clothes, Leather armour, spell book

Known Spells: all 0, 1st and 2nd level spells, Fireball and Dispelling Magic

EQUIPMENT LIST

The most common coin is the gold piece (gp).

A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

You begin with a certain amount of acquired wealth, determined by your character class.

Class Amount

Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Monks	30 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armour, and adventuring equipment, using the price lists on the tables below.

WEAPONS

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The Damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range.

However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

Note that crossbows require one round to reload.

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
<i>Light Weapons</i>			
Axe, throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, light	1gp	1d6	20 ft.
Handaxe	6 gp	1d4	-
Mace, light	5 gp	1d6	-
Pick, light	4 gp	1d4	-
Sap	1gp	1d6	-
Sickle	6 gp	1d6	-
Sword, short	10 gp	1d6	-
<i>One-Handed Weapons</i>			
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1gp	1d6	20 ft.
Sword, bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip	1gp	1d3	-
<i>Two-Handed Weapons</i>			
Chain, spiked	25 gp	2d4	-
Falchion	75 gp	1d6	-
Flail, heavy	15 gp	1d8	-
Glaive	8 gp	1d8	-
Greataxe	20 gp	1d10	-
Greatclub	5 gp	1d8	-
Greatsword	50 gp	2d6	-
Guisarme	9 gp	2d4	-
Halberd	10 gp	1d10	-

Lance	10 gp	1d8	-
Longspear	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.

Basic Ranged Weapons

Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 SP	1d4	20 ft.
Javelin	1gp	1d6	30 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.

Marksman

Longbow	75 gp	1d8	100 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Net	20 gp	-	10 ft.

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Armour	Cost	AC Bonus
<i>Light Armour</i>		
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
<i>Medium Armour</i>		
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
<i>Heavy Armour</i>		
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1500 gp	+8
<i>Shields</i>		
Buckler	15 sp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment	Cost
<i>Adventuring Gear</i>	
Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 SP
Bedroll	1SP
Bell	1gp
Blanket, winter	5 SP
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp

Bucket (empty)	5 SP
Caltrops	1gp
Candle	1CP
Canvas (sq. yd.)	1SP
Case, map or scroll	1gp
Chain (10 ft.)	30 g
Chalk, 1piece	1CP
Chest (empty)	2 gp
Craftsman's Tools	5 gp
Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1CP
Fishhook	1SP
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 CP
Flint and Steel	1gp
Grappling Hook	1gp
Hammer	5 SP
Healer's Kit	50 gp
Holy Symbol, wooden	1gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1oz. Vial)	8 gp
Inkpen	1SP
Jug, clay	3 CP
Ladder, 10 ft.	5 CP
Lamp, common	1SP
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 CP
Musical Instrument	5 gp
Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 gp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp

Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp
Clothing	
Cleric's Vestments	3 gp
Cold Weather Outfit	8 gp
Courtier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp
Mounts and Related Gear	
Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 CP
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 SP
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

FAST PACKS

This chapter provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

Choose a pack or roll 1d6 to select one randomly, cost is 50 Gold Pieces each.

Finally, add the following, based on your Class:

- Cleric:** Silver Holy symbol & 5 Gold Pieces
- Fighter:** Vial of Holy Water & 5 Gold Pieces
- Mage:** Spell book & 2 Spell Pouches & 5 Gold Pieces
- Rogue:** Thieves Tools

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Backpack
Belt Pouch	Belt Pouch	Belt Pouch
Bedroll	Bedroll	Bedroll
Lantern (hooded)	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	10 pieces of chalk Flint & Steel	5 Oil Flasks
Shovel	10ft Pole	50ft Rope
2 sets of Caltrops	Mirror	Flint & Steel
Signal Whistle	Crowbar	Grappling Hook
Waterskin	Waterskin	10ft Pole
Iron Rations (4 days)	Iron Rations (4 days)	Waterskin
		Iron Rations (4 days)

GAME MASTER'S GUIDE

DISEASE

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized below. The entries for diseases include the following information:

Name of the disease: Type, DC, incubation, damage.

Type lists the disease's method of delivery (contact, inhaled, or injury). DC lists the phys+STR check DC needed to prevent infection. Incubation lists the time before damage begins. Damage lists the ability damage the character takes after incubation and each day afterward.

Cackle Fever: Inhaled, DC 16, 1day, -1d6 MIND.

Filth Fever: Injury, DC 12, 1d3 days, -1d3 DEX and 1d3 STR.

Mindfire: Inhaled, DC 12, 1day, -1d4 MIND.

Red Ache: Injury, DC 15, 1d3 days, -1d6 STR.

Shakes: Contact, DC 13, 1day, -1d8 DEX.

EXTREME HEAT & COLD

If not wearing suitable protection, a character must make a Phys+STR check once every 10 minutes (DC 15, +1per previous check), taking 1d6 damage on each failed save.

FALLING DAMAGE

A falling character takes 1d6 hp of damage per 10 feet fallen. If the character makes a successful Phys+DEX roll, he takes only half damage. The DC for the phys+DEX roll is equal to the depth fallen in feet.

In the event that the fall ends in an area laden with spikes or jagged rocks, add +1hp of damage to falling damage per 10' fallen (with a maximum of +10 hp).

POISON

Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. Several typical poisons are summarized below.

The entries for poisons include the following information:

Name of the poison: Type, DC, damage, price.

Type lists the poison's method of delivery (contact, ingested, inhaled, or injury). DC lists the phys+STR check DC needed to avoid the poison's damage.

Damage is expressed as "xdx/xdx." The first number is the initial damage, taken immediately upon failing the phys+STR check against the poison.

The second number is the secondary damage, taken one minute after exposure to the poison if a second phys+STR check is failed. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Unconsciousness lasts 1d3 hours.

Price lists the cost for one dose of the poison. It can usually only be obtained through less- than-reputable sources, as the possession of poisons are commonly illegal.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Nitharit: Contact, DC 13, 01-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, O/unconsciousness, 90 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/-1d2 STR, 100 gp.
Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/-1d4 STR, 200 gp.
Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/-1d6 STR, 400 gp.
Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/- 1d2 STR, 85 gp.
Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.
Monstrous Spider (large): Injury, DC 13, -1d6 STR/- 1d6 STR, 250 gp.
Monstrous Spider (huge): Injury, DC 16, -1d8 STR/- 1d8 STR, 500 gp.
Sassone Leaf Residue: Contact, DC 16, -2d12 hp/- 1d8 STR, 300 gp.
Sleep Poison: Injury, DC 13, unconsciousness/ unconsciousness for 2d4 hours, 75 gp.
Snake (medium viper): Injury, DC 11, -1d6 STR/- 1d6 STR, 120 gp.
Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.
Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.
Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

TRAPS

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying Encounter Levels are summarized below. The entries for traps include the following information:

Type of trap: Attack (damage), Save DC, Search DC, Disable DC.

Type lists the trap used and the effect it has. Attack shows the traps attack bonus or type of effect.

Damage shows the amount and type of damage the trap deals.

Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only 1/2 the listed damage (if this is possible).

Search DC lists the DC for the know+MIND check necessary to find the trap without triggering it. Disable DC lists the DC for the sub+DEX check necessary to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search know+MIND DC 20, Disable sub+DEX DC 20.

Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, Disable DC 20.

Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for 1/2 damage; Search DC 26, Disable DC 26.

Large Net Trap: Atk +5 (-); Save DC 14 to avoid; Search DC 20, Disable DC 25.

Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for 1/2 damage; Search DC 27, Disable DC 27.

Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.

Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for 1/2 damage; Search DC 29, Disable DC 29.

Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17, Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.

Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for 1/2 damage; Search DC 28, Disable DC 28.

Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.

Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11secondary targets, electricity); Save DC 19 for 1/2 damage; Search DC 31, Disable DC 31.

Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.

Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.

Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.

Incendiary Cloud Trap: spell effect (4d6/round for 15 rounds, fire); Save DC 22 for 1/2 damage; Search DC 33, Disable DC 33.

Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.

Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.

Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

MONSTER LIST

Skills: All unintelligent creatures have Physical as Primary Skill, Subterfuge and Communication as Secondary skills and Knowledge as Tertiary skill such creatures have a level equal to their number of Hit Dice. If the creature is intelligent, decide skill bonuses and Level/Hit Dice by class assigned to the monster.

Add stat bonuses to suit and as logic dictates.

Monster Advancement: To make a tougher monster, add more Hit Dice; each additional HD/Level adds to their skills.

For each doubling of the Hit Dice, increase the dice size for natural attacks (ie, d4->d6, d6->d8, etc) and AC by 2 points.

Create your own: Assign Hit Dice/Level. Skill levels are based either on class or standard monster skills. Add stat bonuses to suit.

Animal

Badger: HD 1 (6 hp), AC 15, Claw +4 (1d2-1) - Size S

Black Bear: HD 3 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1(1d6+2) - Size L

Brown Bear: HD 6 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4) - Size L

Bison: HD 4 (37 hp), AC 13, Gore +8 (1d8+9) - Size L

Boar: HD 3 (25 hp), AC 16, Gore +4 (1d8+3) - Size M

Cat: HD 0 (2 hp), AC 14, Claw +4 (1d2-4) - Size T

Crocodile: HD 3 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6) - Size M

Dog: HD 1 (6 hp), AC 15, Bite +2 (1d4+1) - Size S

Donkey: HD 2, AC 13, Bite +1(1d2) - Size L

Eagle: HD 1 (5 hp), AC 14, Talons +3 (1d4), flies - Size S – EL +1

Giant Crocodile: HD 7 (59 hp), AC 16, Bite +11(2d8+12) or tail slap +11(1d12+12) - Size L

Horse (heavy): HD 2 (19 hp), AC 13, Hoof -1 (1d6+1) - Size L

Horse (light): HD 2 (19 hp), AC 13, Hoof -2 (1d4+ 1) - Size L

Mule: HD 1, AC 13, Hoof +4 (1d4+3) - Size M

Pony: HD 1 (19 hp), AC 13, Hoof -1 (1d6+1) - Size M

Snake (constrictor): HD 3 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4) - Size M

Snake (giant constrictor): HD 11, AC 15, Bite +13 (1d8+10), constrict (1d8+10) - Size L

Snake (small viper): HD 1, AC 17, Bite +4 (1d2-2 plus poison) - Size T – EL +1

Snake (medium viper): HD 1, AC 16, Bite +4 (1d4-1 plus poison) - Size T – EL +1

Snake (large viper): HD 3 (19 hp), AC 15, Bite +4 (1d4 plus poison) - Size M – EL +1

Snake (huge viper): HD 6, AC 15, Bite +6 (1d6+4 plus poison) - Size L – EL +1

War Dog: HD 2, AC 16, Bite +3 (1d6+3) - Size S

Warhorse (heavy): HD 4, AC 14, Hoof +6 (1d6+4) - Size L

Warhorse (light): HD 3, AC 14, Hoof +4 (1d4+3) - Size L

Warpony: HD 2, AC 13, Hoof +3 (1d3+2) - Size M

Wolf: HD 2, AC 14, Bite +3 (1d6+1) - Size M

Ankhेग Effective Level +1

HD 3, AC 18, Bite +7 (2d6+7 plus 1d4 acid) - Size L

Assassin Vine

HD 4, AC 15, Slam +7 (1d6+7), constrict (1d6+7) - Size M

Choker

HD 3, AC 17, Tentacle +6 (1d3+3) - Size L

Cockatrice Effective Level +2

HD 5, AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate), flies- Size H

Dinosaur

Deinonychus: HD 4, AC 16, Talons +6 (2d6+4) or bite +1(2d4+2) - Size L

Megaraptor: HD 8, AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2) - Size H

Triceratops: HD 16, AC 18, Gore +20 (2d8+15) - Size H

Tyrannosaurus: HD 18, AC 14, Bite +20 (3d6+13) - Size H

Dire Animal

Dire Bear: HD 12, AC 17, Claw +19 (2d4+10) and bite +13 (2d8+5) - Size H

Dire Rat: HD 1, AC 15, Bite +4 (1d4 plus disease) - Size M – EL +1

Dire Wolf: HD 6, AC 14, Bite +11 (1d8+10) - Size L

Dragon Effective Level +2

Very Old: HD 31, AC 36, Bite +40 (4d6+13) or breath 18d10 fire, DC 33 phys+DEX to dodge for half, flies - Size H

Adult: HD 23, AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half, flies- Size H

Young Adult: HD 19, AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half, flies - Size H

Young: HD 13, AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge for half, flies - Size L

Earth Elemental (large)

HD 8, AC 18, Slam +12 (2d8+7) -Size L

Gargoyle Effective Level +2

HD 4, AC 16, Claw +6 (1d4+2), immune to non magical attacks, flies –Size M

Gelatinous Cube Effective Level +2

HD 4, AC 3, Slam +1(1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate) –Size L

Ghoul Effective Level +1

HD 2, AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis) –Size M

Griffon

HD 7, AC 17, Bite +11(2d6+4), flies- Size L

Hellhound Effective Level +1

HD 4, AC 16, Bite +5 (1d8+1 plus 1d6 fire) - Size L

Hill Giant

HD 12, AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7) - Size H

Nymph Effective Level +2

HD 2, AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate) – Size M

Otyugh Effective Level +1

HD 6, AC 17, Tentacle +4 (1d6 plus disease) – Size L

Owlbear

HD 5, AC 15, Claw +9 (1d6+5) – Size L

Rust Monster Effective Level +1

HD 5, AC 18, Antennae touch +3 (rust)- Size M

Shadow Effective Level +2

HD 3, AC 13, Incorporeal touch +3 (1d6 Str) , immune to non magical attacks or non silver weapons- Size M

Shambling Mound

HD 8, AC 20, Slam +11(2d6+5), constrict (2d6+7) – Size L

Skeleton Warrior

HD 1, AC 15, Scimitar +1(1d6+1) or claw +1melee (1d4+1) – Size M

Stirge Effective Level +1

HD 1, AC 16, Touch +7 (attach),flies - Size T

Stone Golem

HD 14, AC 26, Slam +18 (2d10+9) – Size H

Treant Effective Level +1

HD 7, AC 20, Slam +12 (2d6+9) – Size M, May animate 1d6 trees having same stat as himself

Vampire Spawn Effective Level +2

HD 4, AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR) - Size M

Vermin Effective Level +1

Monstrous Scorpion (tiny): HD 0, AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison)

Monstrous Scorpion (small): HD 1, AC 14, Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (large): HD 5, AC 16, Claw+6 (1d6+4) or sting +1(1d6+2 plus poison)

Monstrous Scorpion (huge): HD 10, AC 20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison)

Monstrous Spider (tiny): HD 0, AC 15, Bite +5 (1d3-4 plus poison)

Monstrous Spider (small): HD 1, AC 14, Bite +4 (1d4-2 plus poison)

Monstrous Spider (large): HD 4, AC 14, Bite +4 (1d8+3 plus poison)

Monstrous Spider (huge): HD 8, AC 16, Bite +9 (2d6+6 plus poison)

Wererat Effective Level +2

Human Form: HD 1, AC 15, Rapier +2 (1d6+1) or light crossbow +1(1d8) - Size M

Dire Rat Form: HD 2, AC 17, Bite +6 (1d4+1 plus disease), immune to non magical attacks or non silver weapons - Size S

Hybrid Form: HD 3, AC 16, Rapier +5 (1d6+1) or light crossbow +4 (1d8), immune to non magical attacks or non silver weapons - Size M

Werewolf Effective Level +2

Human Form: HD 1, AC 17, Longsword +3 (1d8+1) or light crossbow +2 (1d8) - Size M

Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3), immune to non magical attacks or non silver weapons- Size M

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 (1d4+2), immune to non magical attacks or non silver weapons- Size M

Wight Effective Level +3

HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1 plus energy drain), immune to non magical attacks -Size M

Wraith Effective Level +3

HD 5d12 (32 hp), AC 15, Incorporeal touch +5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate), immune to non magical attacks- Size M

Wyvern Effective Level +2

HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4), flies -Size H

Zombie

HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1) -Size M

Mini20

CHARACTER SHEET

Reserve

NAME	
Class/Level	
Race	
Gender	
Height	
Weight	
Hair Color	
Eye Color	

CHARACTER STATISTICS

Score	Mod.

Hit Points

1

Armour Class

ARMOUR TYPE

SKILLS

SKILLS	RANK
Physical	
Subterfuge	
Knowledge	
Communication	

FEATS

WEAPONS

EQUIPMENT

Item	Item

WEALTH

Coinage	Amount
<i>pp</i>	
<i>gp</i>	
<i>sp</i>	
<i>cp</i>	

NOTES

Realms of Renown

An UltraMicrolite20 game



Images by Larry Elmore @ <http://www.larryelmore.com>

“Realms of Renown is a fantasy game where you can be anyone, a heroic dwarven warrior, wandering nomad, mysterious enchantress or marauding ogre mage. The action is fast, there are no complicated rules, and being the GM (Game Master) doesn’t leave you at wit’s end. In Realms of Renown the rules flow together allowing players to concentrate on adventuring and the GM on weaving a tale around the characters.”

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Creating your Character

What do you have in mind, perhaps the heroic warrior, a swashbuckling rogue or a mysterious crone? Form an image in your mind of what you would like your character to be like. Such as, will he or she be wearing heavy armor or something light to stay nimble? Will they want to be able to fight out in the open or something a bit subtler? Do you plan on having your character wield a certain weapon? Characters are made up of an assortment of three stats that are assigned a number to indicate strength or weakness in that area. Now that you have a mental picture of your character the first thing is to learn how stats affect your character.

Stats

Strength – STR

Dexterity – DEX

Mind – MIND.

These stats can have scores that range from -1 to 6 which determine how easy or difficult it will be to perform various actions. To help figure out what stat should get what score read through the rest of the “***Stats***” section and then read the “***Actions***” section to get an idea of how stats might affect things you want your character to be good at. If you’re still not entirely sure you can change them later in the character creation process. Okay, so back to the three stats...

Strength – The sheer muscle power and combat training of your character.

- Adds to melee attack rolls.
- Allows a character to use better armor.
- Allows a character to do more damage.

Dexterity – Is a measure of one’s quickness and agility.

- Adds to armor class.
- Adds to ranged attack rolls.
- Allows a character to use dexterity for offense as well as defense.

Mind – The total intellect, wisdom and common sense of your character.

- Adds to defense against mind spell attacks.
- Allows a character to use Wands and Scrolls.
- Allows a character to cast more spells per day.



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Take your three stats; STR, DEX, and MIND and share a total of five points between them, you can reduce one stat to -1 to get an extra point. These will be your stat bonuses.

Stat	Strength	Dexterity	Mind
-1	-	-	-
0	-	-	-
+1	Use a shield	Use light armor	Use scrolls/wands
+2	Use medium armor	Use DEX bonus for attacks	-5 per spell per day*
+3	Use heavy armor	Can make 2 attacks at -2 each	-4 per spell per day*
+4	2 “hits” damage with a two-handed weapon.	Sneak attack	-3 per spell per day*
+5	Cleave	Pick locks/disable traps	-2 per spell per day*
+6	Power Attack	Death blow	-1 per spell per day*

* See “*Magic*”

Strength

1. Use a shield – Character can use shields, bonus to armor class +2.
2. Use medium armor – Character can wear medium armor, bonus to armor class +3.
3. Use heavy armor – Character can wear heavy armor, bonus to armor class +5.
4. 2 “hits” damage with a two-handed weapon – Character does 2 “hits” of damage on a successful attack when wielding a two-handed weapon.
5. Cleave – A character that kills an enemy may make an immediate additional attack on an enemy within melee range.
6. Power attack – A character may give up some or their entire attack bonus from Strength and put it towards damage instead.

Dexterity

1. Use light armor – Character can wear light armor, bonus to armor class +1.
2. Use DEX bonus for attacks – A character may use their DEX bonus for melee attacks.
3. Can make 2 attacks at -2 each – A character can make 2 attacks in one round at a penalty of -2 to each attack roll.
4. Sneak attack – A character that approaches an enemy unseen may deal double damage on their first attack.
5. Pick locks/disable traps – The character has the knowledge to locate traps, disarm them, and to pick locks.
6. Death blow – A character that approaches an enemy unseen may make a death blow. A successful attack drops the enemy to 0 “hits”.

Mind

1. Use scrolls/wands – The character may use scrolls and wands.
2. -5/-4/-3/-2/-1 per spell per day – Penalty per spell cast that day. See “*Magic*”.

Where are Character Classes?

There are no set classes but you are welcome to a title or trade that you could refer to your character as having. This will make it easier for other players to get an idea of who you are. The table below shows some examples of different types of character titles, or trades, separated by groups into what a character of a strong certain stat may pursue.

Characters of Strength	Characters of Mind	Characters of Dexterity
Adventurer	Abbot	Assassin
Barbarian	Acolyte	Bandit
Brigand	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Friar
Crusader	Conjurer	Guide
Explorer	Crone	Hermit/Hermitess
Footman	Curate	Initiate
Gladiator	Druid	Journeymen
Guard	Enchanter/Enchantress	Knave
Holy Warrior	Hag	Longbowman
Knight	Hedge Wizard	Minstrel
Man/Woman-at-Arms	Heretic	Monk
Martyr	Illusionist	Ninja
Mercenary	Mage	Outlaw
Militiaman	Missionary	Pathfinder
Nomad	Necromancer	Pirate
Paladin	Pilgrim	Ranger/Rangeress
Patron	Priest/Priestess	Robber
Raider	Seer	Rogue
Rebel	Shaman	Scout
Renegade	Sorcerer	Smuggler
Ronin	Spellbinder	Spy
Samurai	Thaumaturge	Thief
Seaman	Theurgist	Traveler
Soldier	Warlock	Troubadour
Squire	Witch	Wayfarer
Warmonger		

Remember, these are not guidelines just ideas. Feel free to make up your own or use one from above. You might even combine words to form something unique, such as, A Holy Heretic, “The Naïve Knave”, An Elemental Enchantress, or “The White Wayfarer”.

Actions

Actions are things such as bashing doors, climbing, disguise, hiding, gathering information, jumping, listening, sneaking, etc. the list goes on and on. A character can try anything. Anytime a character wishes to perform an action an Action Roll is made versus the Difficulty Class (DC) of the action performed. The GM decides which stat is appropriate to the action being performed and how difficult it will be for the action to succeed. For instance, climbing would use STR bonus, dodging a falling rock is DEX bonus, finding a trap is MIND bonus and disabling a trap uses the DEX bonus.

Actions are resolved by rolling 1d20 + relevant stat bonus (1d20 means roll a twenty-sided dice one time). Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's skill roll to succeed.

Action is...	DC
Simple	2
Easy	5
Average	10
Hard	15
Extremely difficult	20

Your GM may use these DC numbers or a DC number in-between depending on the situation. A GM may also discuss a DC with the person wishing to perform the action to get their point of view on the chances of success and then both agree mutually on a DC.

Example- Hadsui wishes to roll under a portcullis before it comes down. The GM decides that dexterity would be the relevant stat and that it would be a hard, DC 15, action. The player counters saying that since a fellow party member defeated one of the opponents helping to lower the portcullis that it is now coming down at a slower speed. The GM agrees and negotiates a DC12. The player would take a 1d20 roll and add their character's dexterity bonus and try to roll equal to or higher than the DC12 for success. A player may also decide the chances are too risky and pass on the idea.

Combat



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How Combat Works

First of all, to begin combat, everyone rolls a 1d20 + DEX bonus, including the GM for the party's opponents. This determines who acts first and in what order, highest number first. Combat is divided into rounds and each character and opponent gets a chance to act in the round. Once everyone, both party members and opponents, has had a turn than that "round" is considered over and the person who attacked first, back at the very beginning of it all, gets to go again which starts another round.. These rounds account for about 6 seconds of time.

Swinging a weapon or shooting a bow is done by rolling a 1d20 and adding the characters STR bonus for melee attacks, swords and daggers, or DEX bonus for ranged attacks, bows and slings. See "**Magic**" for spell attacks. This number must beat the target's armor class to be successful. A successful attack normally deals 1 hit worth of damage.

A character's armor class is 10 + DEX bonus + Armor + Spell bonus (if any). Light armor is +1, medium armor is +3, and heavy is +5. A shield can add a further +2.

A character's health is tracked by "hits". A character has 3 hits + STR bonus to start. Being attacked and exceeding your number of hits leaves you unconscious. If you are

knocked unconscious roll a 1d20 + STR bonus, needing a DC15 or better to survive. Larger critters can take more hits before dying but that's up to the GM.

In order to accommodate monk or ninja type characters bare-handed fighting may be used by considering all hits to be “non-lethal”. When an opponent is reduced to 0 hits they make their DC15 survival roll but instead of death occurring on a failed roll the opponent simply does not regain consciousness. In the next round the character may deliver a “death blow” which is pretty self explanatory.

Overwhelming the opponent happens when there is more than one person attacking the same target in the same round. Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Characters move 40' in light or no armor, 30' in medium armor and 20' in heavy armor.



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Magic



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Characters cast spells by drawing from the energy around them or by petitioning their god, and then channeling this power through their body and releasing it as a spell. Magic can take any form the caster wishes. To cast a spell a mage makes a magic roll, 1d20 + MIND bonus. If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling. For every 5 points of the magic roll the caster may add 1 to either; effect (damage, healing, stat buff, etc.), duration (rounds), or area of effect (1 point per 5' radius). A spell will always have at least 1 point of effect if the magic roll is not 0 or below. A caster can target any 5' square, himself, or any one opponent in sight (within reason) without using any points from the magic roll.

Example, a wandering priest wishes to cast a healing spell. He makes a magic roll and gets a 14 then adds his +2 MIND bonus = 16. For every 5 points of the magic roll the priest gets 1 point of effect, or healing in this case, so he may heal 3 hits of damage.

Casting spells takes a toll on the caster and each spell beyond the first cast that day adds a cumulative penalty to the magic roll depending on the caster's MIND stat. See the "**Stats**" section under MIND. A character may rest for 8 hours to refresh.

To attack an opponent with a spell the caster must beat the target's armor class if making a physical attack, such as a magical flaming arrow. If making an attack on the opponent's mind then the caster must beat the opponent's 1d20 + MIND roll. If the character casts a spell that effects an area, such as a ball of fire, he does not need to beat any opponent's defense.

When a character casts a spell that affects an area, such as a ball of fire, the character must decide how to divide the magic roll between area of effect and damage.

Example, a mage casts a ball of fire with a d20 magic roll of 14 and his MIND bonus of +3 = 17. For every 5 points of the magic roll the mage may get 1 square radius of effect away from the original target square or 1 point of damage. He must decide if he wants 1 square radius of area affected away from the target square and his opponents to take 2 hits of damage, or, 2 squares radius of area affected away from the target square and 1 hit to each person caught in the effect area.

If a caster tries casting a spell that requires more than 1 point to produce the desired result due to effect, duration, and/or area of effect, like a ball of fire which has damage and area of effect, but the caster does not get a magic roll that gives more than 1 point to assign then the spell is considered to only effect the targeted 5' square or it's targeted opponent. If the spell was to have an effect and duration, such as a strength spell on a party member, then the party member's strength receives the 1 point, +1 to strength, and the duration is instantaneous meaning as soon as the party member uses their strength stat the spell expires.

Resurrection. It is possible for a character with magic ability to raise a fellow party member however it is an extremely dangerous undertaking with possibly serious consequences and you really should seek a professional. A caster makes a magic roll and for every 5 points of the magic roll the dead character receives 1 point to put back towards his/her stats, minimum of 1 point as long as the magic roll is 1 or more, and life is restored with 0 hits remaining but conscious. A bad magic roll can leave a character a shell of their former self, albeit alive, but unable to ever reach their original stat points.

Spell examples;

Strength; effect – boosts the targets strength stat +1 for each point used, **duration** – instantaneous (target loses boost as soon as STR stat is used) or 1 round per 1 point used, **area of effect** – target.

Magic Energy Missile; effect – deals 1 “hit” of damage per point used, **duration** – instantaneous, **area of effect** – target.

Move Earth; effect – causes an area of earth, ground, stone, etc. to disappear and reappear at the caster’s choice, **duration** – instantaneous, **area of effect** – one 5x5x5’ area, plus one additional 5x5x5’ area for each point used (additional 5x5x5’ areas may be below the first).

Fear; effect – targets must make a d20 + MIND bonus higher than the caster’s magic roll or flee for duration, **duration** – 1 round per point used, **area of effect** – 1 square or target, +5’ radius per point used.

A character’s spell can take any form they can think of as long as effect, duration and area of effect are figured. An “instantaneous” duration does not cost the caster any points nor does area of effect when targeting one 5’ square or one target.

GM Info

Other Hazards

Drowning: A character can hold their breath for 5 rounds per point of STR.

Falling: Damage is 1 hit per 10', half on DEX saving throw (round up). DC=depth fallen in feet.

Spikes: Add 1 hit to falling damage.

Poison: STR saving throw to avoid or for half damage, depending on poison.

Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1 hit of damage on each failed save.

Renown

As characters adventure around the realms they become more and more well-known as news of incredible feats done by great heroes travels fast and fame soon follows. Foul deeds done by the not-so-good also garners lots of attention and word spreads quickly to watch for the newest threat to the good people of the land.

Renown is gained from defeating one's opponents and successfully performing difficult actions. GM's may choose to assign titles to characters who achieve high levels of Renown, such as Lord, Master Thief, Grand Wizard, Priest, etc.

Points for Renown are completely up to the GM. Below is a table that may be used for giving out Renown. Renown for successfully performing actions is given to the character that performed the action while Renown for defeating a monster is divided amongst the party.

Monsters Stats Total	Renown	Monsters Stats Total	Renown
0-3	25	13-15	200
4-6	50	16-18	300
7-9	100	19-21	400
10-12	150	22-24	600

Action DC	Renown	Action DC	Renown
15-19	25	23	200
20	50	24	300
21	100	25	400
22	150	26	600

Character Sheets

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

<i>Realms of Renown Character Sheet</i>				
Name:		Title:		Renown:
Description:				
Hits	STR	Weapon	Gear	
AC	DEX			
	MIND	Armor		
Notes:				

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Intro

What is this?

This is a rewriting of Dungeons and Dragons, inspired and partially based on MicroLite d20.

The intent is to capture the feel of playing old school D&D, but with a much, much lighter set of rules. At the same time I'm trying to introduce some of the ideas and innovations that have been introduced to the rpg world since the days of the Red Box set. D&D 4th edition, Spirit of the Century, "original" World of Darkness, and Reign are all inspirations. Players should be able to understand the entire game in less than an hour, and sit down to create characters in 10 minutes or less.

What's so Legendary About It?

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The focus of Legendary d20 is to emulate genre fiction, including myths and legends. The PCs are more than mere mortals, they are touched by Fate and can accomplish feats of heroism, courage and luck that are impossible for lesser beings. Each character's level is more than a measure of their skills, it also measures how much of their destiny they have achieved.

L20 uses Fate points to differentiate normal beings from legendary ones. A mundane warrior may be very skilled, but they can still die from a single good hit from a sword. A heroic PC on the other hand, can count on Fate to shield them, and must use up their good fortune, in the form of Fate points, before they can be truly defeated.

Fate is a real, observable force in the world of L20. Most people are aware that a few are more blessed or more lucky than others. They attribute this to the favor of the gods, spirits, willpower, or other, even more mysterious forces. Legendary beings with high levels are immediately noticeable, they radiate strength, courage, and leadership unless they purposely hide it.

Current Rules

Legendary Abilities

At first level, put 6 points in Abilities. One can be lowered to -1 to put an extra point in another ability. 0 to 1 is average, 4 is maximum at first level.

Abilities:

Strength (Str) - musclepower, fitness, health

Dexterity (Dex)- agility, accuracy, speed

Intelligence (Int) - mental ability, memory, creativity

Charisma (Cha) - force of personality, leadership, willpower

Add the character's Strength and Charisma to get their Resilience, a measure of how much pain they can endure before becoming Incapacitated.

Add the character's Intelligence and

At first level, put 2 points in Primary skills.

Primary Skills:

Fighting- combat skill, offense and defense

Subterfuge - stealth, sneaking, dirty tricks and thievery

Knowledge - science, magic, history and lore

Communication - understanding and dealing with people, art, emotions and intuition

At first level, put 2 points in Secondary Skills.

Athletics - non-violent physical activity, like running, climbing, jumping

Survival - wilderness skills like tracking, hunting, finding shelter

Tinkering - disarming traps, opening locks, building traps and machines

Perception - finding or noticing hidden or inobvious things

Healing - treating wounds, poisoning or disease with bandages and medicine

When a character gains a level, they get 2 more points in a Primary skill, and 2 more points in a secondary skill. No skill can ever have more points than the character's level +1.

Background Skills: all characters start with 1 point in a skill from a normal profession, such as Blacksmith or Sailor. The DM must approve any Background Skill. This allows characters, especially NPCs, to have specific skills that aren't covered by the Primary and Secondary skills. Background Skills are handled as Secondary skills, and characters can spend Secondary skill points to raise Background Skills when they level up.

Level 0: a level 0 character has 1 point of Primary Skill, 1 point of Secondary Skill and 1 point of Background Skill.

NPCs: normal NPCs do not have levels. They can have any mix of skills, and do not have Fate points.

Conflict and Combat

Time:

Game time is broken into Rounds and Encounters. A Round is between 6 and 10 seconds, and represents one exchange of actions. An encounter is an entire set of action involving one location and one group of characters. A fight is one encounter, as is an evening at the Inn working the local crowd for rumors. Whenever the action starts, an encounter starts, and when the action ends, the encounter ends.

If it is important who does what first (such as in combat), time should be counted in Rounds. If it's not important, all that needs to be tracked is when the Encounter ends.

Sequence of a Round:

1. Initiative: When the action starts Roll d20 + Reaction (Dex+Int) for all characters in the Encounter. The number rolled is their Initiative. In the case of ties, the highest Dex goes first. If the Dex scores are equal, the highest Int goes first. If the Int scores are the same, the actions happen at the same time.
2. The actions of the character with the lowest Initiative is declared, then the next lowest, until all actions are declared.
3. The character with the highest Initiative rolls for their action. Any resistance rolls are made by the targets. After the action is resolved, the character with the next highest Initiative rolls for their action.
4. After all actions are resolved, the round is over, and the next round begins. Use the same Initiatives for all rounds after the first, unless something happens to break up the action (everyone being knocked down by an earthquake, falling through the floor, or otherwise being disrupted or surprised).

Taking Action:

To take an action, roll d20 and add the appropriate Ability plus any appropriate Skill. Compare the result to the Difficulty of the action. If the result is higher, the action succeeds.

The Difficulty of an action against another character or creature is equal to their opposing Ability plus Skill plus 10. If they are taking an opposing action (such as dodging) they add their d20 roll instead. Inanimate targets have a Difficulty set by the GM. The Difficulty is usually equal to 10 plus the level of the challenge (ie: a 10th level challenge has a Difficulty of 20).

The GM may add modifiers to any roll based on the situation. A bonus or penalty of up to 5 is appropriate for situations like surprise, darkness, weather or impairment.

A natural (before adding or subtracting anything) roll of 1 is always a failure, and may result in complications or negative effects beyond failure, at the GM's discretion. A natural roll of 20 is always a success. If effect dice are being rolled, the player can roll two dice and add them together.

Resolving Actions:

Most actions resolve at the end of the roll. Examples include jumping over a pit, hiding from enemies, or catching a falling object. Some actions have cumulative effects. Examples include combat, haggling, and building large structures. For those actions, the Degree of Success and Effect Die matter.

Degree of Success is determined by comparing the final action roll and the Difficulty of the action. The higher the difference, the greater the effect.

Degree of Success Table (difference, result)

0-2 Minor, temporary effect (target is affected until this initiative next round, creations are fragile and flawed)

3-5 Moderate effect (target is affected until it Recovers or the encounter ends, creations will break if used roughly)

6-10 Major effect (target cannot Recover during the encounter, creations have normal durability)

11-15 Extreme effect (only reversed by magic or long rest, creations are abnormally durable and high quality)

16-20 Legendary effect (add one more Effect Die of the type being rolled)

Use common sense when applying effects. When a door is being chopped down, it cannot be damaged for just a turn, so 0-2 beyond the target number is represented by insignificant amounts of damage. The Degree of Success represents how accurately the effort is applied, while the Effect Die determined how much effort is applied.

Once the Degree of Success is determined, roll and Effect Die determined by the acting character's appropriate ability score. This number is applied as a bonus, a penalty, or another measure of how much effort results. For instance, a sword attack that has a Minor result would give a penalty to the target's attacks until next round. A rousing speech with a Moderate effect would grant a bonus to morale rolls until the encounter ends. A Major result in brewing potions would create doses of potion equal to the effect roll, or a potion with a benefit equal to the effect roll. An Extreme result on a roll to build a defensive wall before marauding barbarians arrive would construct a number of feet equal to the effect roll.

Wounds:

Attacks with effects of Moderate or higher result in wounds. Wounds are represented as penalties to all actions. Any time a character's total penalty from wounds is greater than their Resilience (Str+Cha), they are incapacitated. A character with wound penalties equal to twice their Resilience is dying.

Characters that are Incapacitated cannot take meaningful actions, though they can still speak and crawl feebly. They can make a non-action Cha+Survival roll vs. a difficulty of 20 to take a normal action, though full penalties from their wounds are applied.

A character that is dying cannot take any actions at all, and is unconscious or in shock. They will die at the end of the encounter, or otherwise as the GM determines.

Recovery:

A character can attempt to Recover as an action. They must roll Str+Survival, minus wound penalties vs. a difficulty of 20. If they succeed, they reduce their wound penalty by the Effect Die.

Outside of combat a character can attempt to heal another character. They must roll Int+Healing, minus the target character's wound penalty, vs. a difficulty of 20. If they succeed, they reduce the wound penalty by the effect dice rolled. A healing attempt can only be made once for a set of wounds. A character that has been partially healed, and then wounded again, can only have the new wounds healed. Magical healing does not have this limitation.

Non-Lethal Conflict:

The effects of being Incapacitated in mental, social, and some physical conflicts is more abstract. In a mental conflict, it may mean the Incapacitated character is mentally exhausted, stunned, or just too frustrated to continue. In a social conflict, it could mean the character is humiliated, been stripped of their prestige and honor, or completely swayed to the opposing character's side. The GM is free to improvise the meaning of being Wounded or Incapacitated whenever the conflict doesn't involve physical damage.

Effect Dice:

The effect die used on a roll is determined by the ability being used.

Effect Die Table

-2: 1
-1: 1d2
0: 1d4
1: 1d6
2: 1d8
3: 1d10
4: 1d12
5: 1d8+1d6
6: 1d8+1d8
7: 1d10+1d8
8: 1d10 + 1d10

Combat:

To attack, use Dex + Fighting + d20 vs. the opponent's Dex + Fighting + d20. The target can use a skill besides Fighting if they are taking a defensive action with it (Athletics or Subterfuge, for example). If the target isn't fighting or taking a defensive action, they add 10 instead of d20. The total of the ability and skill being used for defense plus the roll (or 10) is that character's Defense Score. If the attackers result is equal or higher to the defender, they hit.

When an armored target is hit, subtract the armor's Coverage from the attack roll. If the attack fails as result, the armor is hit. Roll Effect normally, but subtract the armor's Hardness from the Effect before applying it to the target.

A character can attack with two weapons. This gives the character an extra attack each round, or +4 to their defense. All of that character's attacks are at -4 for that round.

A character can take multiple actions per round by subtracting 10 from their initiative. If the result is more than zero, they take action on that initiative number, with a -5 to their action. If the character is using two weapons they may only make one extra attack. The character can continue subtracting 10 and taking actions with cumulative -5 penalties until the result is zero or less.

ex: Aldar has an initiative of 28 (roll of 15 + Fighting 5 + Dex 3 + Int 2 + Trait: Master of the Flashing Blades Rank 3). He can take a normal action on Initiative 28, then an action at -5 on Initiative 18, and an action at -10 on Initiative 8.

Aggressive/Defensive Fighting: you may choose to have your character focus on attacking or defending each round. You can add a +1 bonus to either your attack(s) or defense by subtracting 1 from the other. You cannot subtract more than your Fighting score.

Defenseless: if an enemy is bound, blinded, surprised, attacked from behind or otherwise unable to defend themselves, they do not add a skill or Ability to their defense score (usually Fighting + Dex in combat). If a character spends an action to sneak up on an enemy (roll Stealth vs. 10 + Search + Int), that enemy is Defenseless against them on their next attack.

Engaged: when two or more characters are in melee, and close enough to hit each other, they are Engaged.

Ranged attacks that miss an Engaged character subtract 4 from the roll and treat it as an attack on the other Engaged character. If more than two characters are Engaged, and the second is missed, apply the attack against each other character, subtracting 1 each time (in whatever order makes sense). Any character attempting a non-melee action (such as spell casting, firing a ranged weapon, or drinking a potion) while Engaged gets a -4 penalty to their action rolls and their Defense Score. Ranged weapons and very long weapons like polearms cannot be used by a character that is Engaged against the character they are in melee with.

When Engaged with more than one enemy, a character gets a -2 to their Defense Score for every enemy beyond the first.

Weapons:

Weapons roll Effect dice according to the weapon type used. To use a weapon, the character must meet the minimum Str requirement, or take double the difference as a penalty to their attack rolls (ie: a Str 2 character wielding a Str 3 weapon gets -2 to their roll). Using both hands for a one-handed weapon lowers the minimum Str by one, wielding a two-handed weapon with one hand raises the minimum Str by one.

Weapons Table

Minimum Strength: die rolled, examples

- 2: 1 knitting needle, weasel's teeth
- 1: 1d2 cane, whip, small knife++
- 0: 1d4 dagger++, blackjack
- 1: 1d6 short sword, rapier, club, shortbow**+, crossbow**+
- 2: 1d8 long sword*, staff**, spear**, chair
- 3: 1d10 bastard sword*, warhammer*, longbow**+, bench
- 4: 1d12 two-handed sword*, battle axe*, polearm**+, large crate
- 5: 1d8+1d6 sledge hammer*, dinner table*
- 6: 1d8+1d8 ogre sword*, battering ram, being trampled by a horse
- 7: 1d10+1d8 tree trunk**, knight in armor*
- 8: 1d10 + 1d10 thrown boulder, cow, ballista bolt

* two handed

** cannot be used one-handed regardless of Strength

+ cannot be used against a target Engaged in melee with user

++ gets a +4 on initiative when Engaged with opponent with longer weapon

Characters using ranged weapons or very long weapons like polearms may get a free attack on characters with shorter weapons while they move into range.

Armor

Armor has two stats: Coverage and Hardness. Coverage determines whether armor blocks an attack, Hardness determines how much of an attack effect it blocks. When an attack succeeds, subtract Coverage from the attack roll. If that would cause the attack to fail, the armor's Hardness is subtracted from the attack's effect. If the attack succeeds despite the armor's Coverage score, the armor is ignored.

When an attack is blocked by armor, and the effect exceeds the armor's Hardness, that armor's Hardness score drops by one until it is repaired. If a piece of armor's Hardness is reduced to 0, it is ruined and cannot be repaired.

Shields work differently. They have Coverage and Hardness, but any attack intercepted by a shield does not apply an effect to the character using it, even if the effect is greater than the shield's Hardness. The GM can rule that an attack that exceeds the Shield's hardness by double or more continues through to the shieldbearer.

Type Coverage/Hardness (Str required to use/Penalty to Spellcasting, Athletics, and other non-combat skills)

Padded 6/1 (-2/0)
Leather 6/2 (-1/-1)
Full Leather 8/2 (0/-2)
Chain Hauberk 6/5 (+1/-2)
Full Chain 8/5 (+2/-3)
Coat of Plates, Scale 6/6 (+2/-4)
Platemail 8/8 (+3/-5)
Full Plate 10/10 (+4/-6)

Small leather or wicker shield 2/2 (-1/-2)
Small wooden shield 2/4 (0/-2)
Small iron shield 2/8 (+1/-3)
Medium leather or wicker shield 4/2 (0/-4)
Medium wooden shield 4/4 (+1/-4)
Medium iron shield 4/8 (+2/-5)
Large wooden shield 6/4 (+2/-6)
Large iron shield 6/8 (+3/-7)
Tower wooden shield 8/4 (+3/-8)
Tower iron shield 8/8 (+4/-9)

Partial armor reduces its Coverage. Piecemeal armor made of mixed types provides the average of the types used, at the GM's discretion.

Optional: for more realistic damage effects, chain has 2 less Hardness vs. crushing weapons (hammers, maces), and plate has 1 less Hardness vs. spiked crushing weapons (military picks, morning stars, spiked hammers).

Environmental Challenges

Non-attack challenges are treated in a similar way to attacking NPCs. A trap should be constructed with a Fighting (makes an attack when triggered), Subterfuge (represents how well it is hidden), Tinkering (how complicated it is) and Str (for Effect die). The trap can be found by rolling Int+Search vs. the trap's Subterfuge+10. The trap is defeated if a PC makes a Tinkering+Int or Dex roll vs 10 plus the trap's Tinkering. The scores of an environmental challenge should be roughly equal to a normal enemy's scores. Many challenges, from disease to pits to bad weather can be constructed this same way. They are all essentially enemies the PCs must beat using their skills and creativity.

Legendary Fate System

Character Creation

Start with 10 Fate points. A starting character can invest Fate to buy extra Traits, Backgrounds, Flaws or Goals, but should not spend more than 4 points doing so.

Advancement

Whenever a character gains an additional 10 Fate points they also gain another level. With the DM's permission, you can invest Fate points to buy your character new Traits, Backgrounds, Flaws or Goals when something happens during the game to lead to it (ex: purchase Sworn Enemy of the Undead after a brutal ghoul attack). Invested Fate points cannot be spent during play, nor can they be recovered. A character may relinquish a Trait at any time if the DM agrees, immediately freeing those Fate points.

Spending Fate in Play

Heroism: a character can spend Fate before any roll to roll extra dice of the same type. After the roll is made, the player can pick whichever die result they want. Up to one Fate Point per level can be spent this way on

any one roll.

Escape Harm: a character can spend Fate to reduce any Effect die rolled against them. Each Fate point spent reduced the result of the die by 1. This is the primary way characters avoid being hurt in fights, converting lethal hits into minor injuries. The points can be spent at the time of the Effect, or later to "miraculously recover" from a wound.

Legendary Speed: a character can spend 3 Fate points to take an extra action at the end of the round.

Legendary Toughness: by spending 3 Fate points a character can ignore all Wound penalties for one action.

Plot Twist: spend 1 to 6 Fate points to change the plot in some minor way. The DM must approve of any plot twists and is free to alter the plot twist or introduce unexpected complications. One point is sufficient for inconsequential changes (the PC just happens to know a shortcut to the inconsequential NPC's place), while 6 points are required for major changes that affect gameplay (a giant eagle arrives to carry the PC to safety just as the villain is about to destroy them).

Last Stand: If a character is about to die, and the player and the DM agree, they may immediately regain all of their Fate points and lose all of their negative Conditions. When this happens, the PC will die by the end of the encounter, nothing can prevent it.

Recovering Fate

Whenever characters accomplish something significant, alone or as a group, everyone involved should recover Fate points. The number of points regained should be based on the accomplishment. Typically the number of points are equal to the level of the encounter. The DM can restore small amounts of Fate points at any time, for exceptional actions by characters or players, excellent roleplaying, or when they inflict an especially unpleasant plot twist on the characters. Invoking Traits, Backgrounds, Flaws and Goals(see below) is the most common method of restoring Fate. A character can never regain more Fate points than their permanent Fate score.

Refreshes

Any time the PCs are "off screen" for a long time, the DM may determine a Refresh has occurred, and all Fate pools reset to normal. This typically happens when travelling, resting for several days, or otherwise being out of action for an extended time.

Gaining Permanent Fate

A character's Fate pool can be increased by accomplishing major game goals. Each adventure should end with the characters gaining one to three Fate points. Very challenging or long adventures can have award Fate points at the end of important parts of the adventure, and one at the end.

Villains and NPCs

Non-PCs can spend Fate on Heroism (Villainy), Escape Harm or on Traits. Only major NPCs can use Legendary Speed, Legendary Toughness, or Last Stand. Any NPC with Traits can have those Traits Invoked.

Traits

Traits are features of a character not covered by other rules. They can be special abilities, resources, or other elements of a character's history. A Trait should be descriptive and unique. "Good with swords" is not a very good Trait, while "Star pupil of Hector Z'amosa, master of the Margovian fencing technique" is.

Acquiring a Trait costs one permanent Fate point per Rank. There are 4 kinds of Traits: Talents, Backgrounds, Flaws and Goals. All are similar, but have different purposes.

A Trait can be invoked during play to grant +2 per rank to all appropriate rolls for one Encounter. Invoking a Trait costs one temporary Fate point. Invoking a new Trait deactivates any currently Invoked Trait.

A Trait can also be Invoked to restore Fate points. The player can suggest an Invocation to the GM, or the GM can inflict one on the player. When a Trait is Invoked this way, something negative happens related to the Trait, the character is limited in their choices in some way or an action receives a negative modifier equal to the Trait's rank. The character has one Fate point per rank restored when the Trait is Invoked. The player can choose to burn Fate points equal to the Trait's rank to avoid the Invocation, in which case they don't have any Fate restored.

Plot Twists that use a Trait are 1 point less expensive for each Rank of the Trait, with a minimum cost of 1 Fate point.

ex: Fodor is battling the living dead. He spends 1 Fate and invokes his Rank 3 Lore of The Black Wizards Trait to gain a +3 to his attempt to cast a spell unbinding the dark forces animating the corpses. After the battle, Fodor returns to town, and the GM Invokes his Lore of the Black Wizards Trait to cause the townfolk to view him with suspicion. Fodor must pay extra for food at the inn, and leave quickly before an angry mob forms. In return three of his Fate points are restored. Fodor could have spent 3 Fate instead to prevent the townfolk from treating him badly.

Types of Traits:

The following Trait types are provided to make it easier for new characters to create Traits. Any given Trait can be used any way another Trait can, as long as the circumstances are right. For example, the Trait "Sworn to Kill All Fae in Revenge for their Slaughter of my Family" could be used to provide a bonus during a fight with evil Fae, a plot twist to reveal an NPC also hates the Fae and becomes more friendly to the PC, a Flaw when trying to negotiate with neutral Fae, and it can function as a Goal to restore Fate when defeating the Fae.

Talents: talents are special abilities that are not covered by the skill system. Special training, personal abilities, or burning drives are all Talents. A Talent is normally invoked to provide a bonus, it is rarely used to restore Fate points.

Sample Talents: Master of the Wild, Indomitable Will, Veteran of Many Brutal Battles, Steeped in Forbidden Spirit Lore

Backgrounds: backgrounds are features of the character's past that are usually beneficial. The main use of Backgrounds is for Plot Twists, by allowing the character to draw on old contacts, organizations, reputations or knowledge. They can also bring with them obligations or enemies, allowing them to be invoked to recover Fate.

Sample Backgrounds: Former Member of the Veiled Brotherhood, Son of the Count of Darkling Reach, Holy Priestess of the Temple of Light

Flaws: a flaw is a drawback the character possesses. It interferes with their actions and makes their life more difficult. A flaw is almost always invoked to restore Fate points, though a creative player might find a way to use it to their benefit.

Sample Flaws: Hideously Scarred, Prone to Berserker Rages, Hunted by the Order of the Silver Griffon

Goals: a goal is something the character is actively striving for. Whenever the character goes out of their way or makes a sacrifice in pursuit of the goal, they recover Fate equal to the goal's rank. The higher the rank of the goal, the more difficult it should be to fulfill it.

Sample Goals: Protect the Innocent, Destroy the Arch Magus Zan Grotar, Discover the Secrets of Lost Kalmeria

Scratchpad:

Switch Fate to each point spent allows another d20 to be rolled at the same time (or whatever die), and the best picked. Much faster.

Daggers can be used during Grappling with a successful Dex+fighting check.

A Maneuver can be done with a Fighting+Dex or Subterfuge+Dex roll as an action to grant a bonus to the actor or a penalty to the target equal to the effect die result.

Ex: roll Subterfuge + Dex to get inside the guard of an opponent and give them 1d6 penalty to fighting with long weapons until they use a maneuver to cancel it.

Portability should be an issue. Adventurers aren't going to trudge around in plate mail and carry halberds or spears cross-country. Heavy weapons and armor will require a horse or other beast to carry them long distances, and most characters will have separate travel outfits, only putting on the heavy stuff if they expect a major fight.

-- as a result, fighters must not depend on their equipment for effectiveness, since they won't always have it. Getting caught in situations without armor or heavy weapons should be common (in cities, while sleeping, etc. btw, guards are dangerous because they are usually the only ones around with heavy armor and weapons)

most weapons have an initiative penalty (this helps prevent multiple attacks with heavy weapons). Only small, very fast weapons like daggers have no penalty.

Magic:

Most normal magic is done as rituals. Only the very powerful cast magic in combat, and that is done through Fate or high skill. Set this by setting difficulty high, so that non-legendary casters cannot cast magic in combat because they won't make the roll, they need the extended roll of a ritual (plus sacrifices).

Use Effect as measure of magical success. Skill roll means the casting worked, Effect determines if spell was strong enough. All spells start with an Effect deficit, so a -7 spell with an Effect of 8 only has an Effect of 1 on the target.

Even in combat, most spells will require more than one round to cast. Magic using characters should focus on area-effect spells that accomplish more than what a single attack could do, like aiding the whole team, harming multiple enemies, or giving penalties to an enemy to make them more vulnerable. For many magic using characters their main focus will not be combat.

Ritual magic bonuses:

Per turn: each successful roll adds the Effect to the eventual magic Effect.

Sacrifices: materials give a small bonus, animals a moderate one, and humans a large one. Willing humans give a very large bonus, and the caster themselves is the most.

Each hour of preparations adds a bonus

Special locations, times, etc. add a bonus.

All damage is just wounds. Slightly different system for social and mental.

Simple task: d20. Complex task: hitpoints.

Fate is used to buy off wounds, so they don't happen. Not recovery.

Nemesis: at any time get free Fate restored. Must be paid off before end of Adventure.

Magic is a Trait. It must be invoked in any scene used to cast it. Spells can be cast without burning Fate, but it's really hard to succeed at on-the-fly castings that way. Hence Fate is usually spent.

Explicitly split Flaw, Trait, Background (Story? Hook?) The key difference to Background is it is used to change the world by enabling actions.

Feudal system:

To maintain one knight requires 375 acres, around 20 households (around 100 people). This is one village or two small villages. The knight will have a manor or small keep, with a page and man at arms.

More typically will be a Lord with 5-20 knights, which means 5-20 villages.

Each family requires between 15 (barely surviving) and 30 acres.

Villages are just a mile or two apart in populated areas. In peaceful areas the farmland is nearly continuous. Peaceful towns are fairly self-sufficient, they bring goods to central markets in larger towns for trade.

In less settled areas towns have walls and are larger. Trade occurs via merchant caravans.

A village has 20-1000 people.

A town has 1000-8000 people. 2500 is average.

Cities are 8000+, average is 10k. A few huge cities have 25k to 200k.

All population centers are at crossroads of traffic. Large cities are usually on rivers or coasts.

<http://www.io.com/~sjohn/demog.htm>

Population density is roughly 30-120 per square mile.

Important note: population growth is slow, especially in less peaceful areas. Recovery after wars etc. can take a very long time.

France had a density of 100/sq. mile. Germany and Italy had 90, Britain had 40.

Legendary Fate - Talents/Powers

Talents are special abilities and powers that do more than a Trait. Unlike Traits, they each have unique mechanics that go with them.

Like Traits, Talents can have Ranks. The cost in Fate points for each Rank of a Talent is listed after the name, followed by the cost to activate the Talent. If the Talent has a prerequisite, it is listed after the cost.

Increased Ability (4/0*): one of the character's four Abilities increases by 1 point for each Rank in this Talent. Increased Ability can be bought separately for different Abilities.

Holy Aura (2/1): your character is holy. Once per encounter you may roll your character's Holy Aura Rank+Cha+d20 as an attack against the Level+Cha+10 of all undead or unholy creatures in the area. Creatures hit by this attack gain a penalty to attack equal to the Effect of the roll. Creatures whose penalty is greater than their attack bonus will usually cower in fear instead of attacking.

Battle Caster (2/0*): your character has mastered the art of casting in armor. Each Rank in this Talent reduces the penalty to cast a spell while wearing armor by 2.

Necromancy (6/varies): you may make a ritual magic roll to animate the dead. For every 5fp spent, you may animate 1 level of undead creatures. The creatures obey your commands. Each undead creature loses 1 fp per day, when they reach 0 they become normal corpses. When undead inflict damage in hp, they gain that many fp for themselves. Because of the high cost, Necromancy is usually employed as part of a Sacrificial Ritual.

Companion (2/1*): you have an NPC companion of some kind that helps and obeys you. It's level is equal to half of your level. The companion can be an animal, a spirit, a squire, a friendly monster or anything else of the appropriate level.

Familiar (4/2, Companion): your companion shares a telepathic bond with you. You can spend a Fate Point to command it from afar, and use its senses. You take 1 point of damage for every 2 points of damage inflicted on it.

*This is a passive Talent, and is considered to always be "on." It does not require Fate points to be burnt to activate it.

Magic:

Requires Legendary Fate System

Basic Spellcasting is a Trait. Each school of magic is also a Trait.

Spellcasting: this Trait grants basic magical ability in one type of magic. Arcane magic uses Intelligence plus the Knowledge skill, Gnostic magic uses Charisma plus the Social skill. Only Arcane spellcasters can learn the Evocation school of magic, and only Gnostic spellcasters can learn the Healing school. All spellcasters gain the following abilities:

Sense Magic: with a successful spellcasting roll, the character can sense the presence of magic.

Cast Magic: the character can purchase spell Traits.

Countermagic: by spending the same amount of Fate Points as the caster and making a spellcasting roll, the character can counter or dispell other characters' magic. They must be able to sense the magic, either by seeing it cast or making a Sense Magic roll. If their roll beats the roll of the opposing caster, the magic is stopped or destroyed. For powerful magic, a ritual may be required. Countering a spell of a School the character does not possess results in a -4 penalty to the countermagic roll.

Sense Magic Difficulty Table:

0 - powerful magic that permeates the area (cursed temples, mighty artifacts, archmages, gods)

5 - magic that is strong, with no attempt to conceal it (magic items, strong enchantments)

10 - normal magic that is non-obvious (minor enchantments, charms or talismans)

15 - subtle magic or past use of magic (spells as they are cast nearby, spells cast within a few days)

20 - lingering traces of magic (sense traces on anything touched by magic)

Magic that is hidden (such as traps or illusions) use the Power of the spell for the difficulty.

Casting Spells

The spellcaster must determine

The effect and duration of a spell is determined the same way damage is, by rolling a die determined by the caster's magic ability and the results of their d20 roll.

Some spells have penalties to their roles, these spells can only be successfully cast as rituals by lesser casters.

Magic has a will of its own. The GM is free to add additional effects, positive, negative, or neither, to any spell. This is especially true if 1 or 20 is rolled.

Schools of Magic

Basic Spells: each school of magic has, as its base spell, the ability to create an effect similar to using a skill. By spending 1 Fate Point and casting the spell, the caster can accomplish the same tasks someone with that skill could accomplish, only without going through the same physical process, and at a line of sight distance.

For example, Evocation can be used to punch an opponent at a distance, using the spellcaster's magic ability and skill instead of Dexterity, Strength, and Fighting. Likewise Illusion can be used to conceal an ally at a distance as if making a Dex+Subterfuge roll.

Rituals: by using a ritual, a spellcaster can accomplish skill-like feats that would be impossible for normal uses of that skill. Becoming invisible, for instance, is simply a very high-Power

Magical Abilities

Characters can buy a spell or ritual without first buying Spellcasting. If they do so, the spell or ritual is a magical ability. They can choose any ability and skill to use with the magical ability. The magical ability has a fixed effect, when the Trait is purchased its Spell Modifiers must be set, and cannot be changed after that. Magical abilities cost the same number of Fate Points to use as the same spell.

Spells and Rituals

To create a spell, choose a base spell from the list below and apply Spell Modifiers. A ritual is created the same way. Rituals allow spellcasters to add multiple rolls into a single spellcasting roll total they would never be able to achieve in combat. Base spells have a base Fate Point cost listed after their names.

Spells:

Abjuration

Protection (*fp): grants the target magical armor with Coverage of 10 against one type of damage for one turn. The armor has 1 Hardness for each Fate Point spent (not including points spent on Spell Modifiers).

Ban (4fp): a single 10x10 area, or one person, is protected from being touched by one thing (metal, males, one eyed dwarves, lizards, rain). When something attempts to push through the ban, it is resisted as if pushed back by a Strength equal to the caster's Intelligence (Arcane) or Charisma (Divine), +1/5 levels. Damaging effects, such as attacks, have a penalty to their roll equal to the ban (ie: a ban against wood of Strength 3 gives an attack using a wooden club against the protected person or object a -3 to hit).

Charm

Command (1fp): force one target to obey a single spoken word, such as flee, stop, sleep, or dance for one turn.

Influence (1fp): shift a target's feelings or opinions on one topic.

Control (+3fp): force one target

Conjuration

Divination

Evokation

Eldritch Bolt (1fp): inflict 1d6 damage to a target within reach. You must determine the energy type when this spell is learned. You inflict an additional 1d6 damage every 5 levels of the appropriate magic skill.

Force Wall (3fp): create a translucent wall of force roughly the size of a door. The wall is immobile relative to the object it is cast on. If cast on the area, it will not move, if cast on a person it will move with the person. The wall has 4 hitpoints and a Hardness of 4, and provides Coverage of 6 if used as a shield.

Fly

Mage Hand (0fp): move an object within reach with strength equal to your [class stat]. This lasts as long as you concentrate on the spell and take no other actions.

(holds and entangles are basically Mage Hand with range and duration)

Healing

Heal Wound - restore 1d8 hp

Restoration - remove one condition (blindness, disease, poison, lost or maimed limb)

Illusion

Light (0fp): create light equal to a torch as long as you concentrate.

Darkness (0fp): create a globe of darkness the size of a torch as long as you concentrate.

Invisibility

Disguise

Transmutation

Guise (1fp): the target changes appearance to look like something of the same type (humanoid, animal, object) of the same size and similar shape for one turn. This is an actual physical change, but does not change the physical properties of the target (stats do not change).

Enhancement (1fp): the target gains 1 point +1 point/5 levels to one stat (Strength, Dexterity, Intelligence, damage) for one turn.

Form (3fp): the target changes into something different in size and shape.

Substance (2fp): the target gains or loses 1 point of hardness.

Spell Modifiers

All modifiers stack and can be applied multiple times, so a caster can spend 2fp to have a range of 200'.

Target

Melee(0): touch/self

Ranged(1): 100', one target

Area(1): 10' x 10' square

Damage

0hp 1d6/5 levels

+1hp +1d6

(transformations must "damage" target down to 0 to change them, this targets their max hp, but doesn't actually remove any hp)

Durability

+1 hp 4hitpoints and 4 hardness

Modifier (protections, buffs, drains)

+1hp +2 or -2 to ability, skill, or other attribute, also used for shielding against attacks

Duration

Instant: 0 hp - instant/one round

Encounter: +1 hp - one encounter (save/round for unwilling)

Hour: +2 hp - one hour/5 levels

Day: +10 hp - one day/5 levels

Long term: +20 hp - lasts for one adventure

Permanent: +50 hp or 1 permanent hp

Warding

+1 hp per trigger condition

Enchantment - an enchantment is a spell that reduces the maximum fp of the target by 1, and in exchange is permanent until dispelled. It has no other duration cost. To enchant an unwilling target, the caster must also sacrifice 1 fp. The fp loss lasts until the spell ends.

a. use magic roll in place of skill roll

ex: abjuration - use Int/Cha + magic skill instead of Dex + Fighting for target in combat

ex: evocation - use magic roll instead of Dex + Fighting for attack, magic instead of weapon damage

ex: illusion - use magic roll instead of Dex + Subterfuge for sneaking

should base use cost fate points? Don't want to overshadow other pcs
cantrip like free minor effects

Damage: based on bonus like weapon

Each character may cast any spell from their known spells list. Each spell drains fp when it is cast. If a character does not have fate points to spend, they may spend hit points instead.

For every three levels of magic skill a spellcaster can choose 1 spell they know as a Favored Spell. That spell costs 1 less fp to cast. A caster may also use an implement to cast a spell (staff, holy symbol, wand, etc.), that reduces the spell cost by 1fp. All spells cost at least 1fp.

To cast a spell, roll the character's magic skill+ Int (arcane) or Cha (divine) bonus vs. opponent's opposing skill + stat + 10 (targeted character must declare skill they are using, DM determines if it is appropriate). If a spell affects multiple targets all targets can roll to resist. If the target is inanimate or willing, the difficulty is 10.

When casting a spell, the caster chooses a base spell and then adds modifiers to it, until they have constructed a spell with the desired effects. Each modifier requires additional fp. The fp for a spell are spent even if the spell is unsuccessful.

Rituals:

Any spell can be cast as a ritual, including spells in scrolls or books the caster does not know. To cast a spell as a ritual, the caster spends 10 minutes performing the ritual, and makes a magic roll. If the roll is successful, the fp required to cast it are reduced by 2. The caster can continue the ritual and make a new roll every ten minutes at a cumulative -5 to lower the spell cost by another 2 fp. If a roll fails, the ritual ends and the caster must cast or abandon the spell. Two casters with knowledge of the same spell, or access to the same written spell, can cast a ritual together, both contributing fp to the spell total.

Sacrificial Rituals:

If an intelligent being is sacrificed as part of a ritual, double their hitpoints may be subtracted from the spell cost. If the sacrifice is willing (and not magically compelled or blackmailed), triple their hitpoints may be subtracted. Unintelligent animals or creatures only contribute 1/4 of their hitpoints. Casters may sacrifice themselves as part of a ritual. A sacrificial ritual takes a minimum of 30 minutes to perform (taking longer reduces the cost per regular rituals).

Schools of Magic:

A character that has magic skill at first level starts play with knowledge of three magic schools. Characters that gain magic skill later learn only one school when they gain their first level in magic. Characters can cast any spell from schools they know.

Every 5th rank of magic skill gained allows the character to know another school of magic.

Each school learned is linked to the skill used to learn it. A character with Abjuration bought with the Wizardry skill cannot use Divinity to cast Abjuration spells unless they also buy Abjuration with their Divinity skill. Healing can only be purchased with the Divinity skill, Evocation can only be purchased with the Wizardry skill.

Counter Magic:

All spellcasters can counter or dispell magic. This is the same as casting a spell, and can only be attempted if the target spell belongs to a school of magic known to the character. The counterspell drains the same amount of fp as the spell being countered (the character can sense how many fp are required). If the caster's roll succeeds by more than the target spell's caster, the spell is countered or dispelled. Counter magic can be used as a ritual for more complex spells.

Schools of Magic:

Abjuration (protections)

Charm (control minds)

Conjuration (create or summon something, teleport or open gates)

Divination (magical sensing)

Evocation (attacks, energy, force constructs, moving or flying)

Healing (curing or draining hps, curing or inflicting conditions)

Illusion (creates illusions. Also invisibility, light/darkness, some messages)

Transmutation (adds to or changes target, buffs, polymorphs, flaming swords)

Modifiers:

All modifiers stack and can be applied multiple times, so a 1st level caster can spend 2fp to have a range of 200' with two targets.

Name(cost in Fate points)

Target

Melee(0): touch/self

Ranged(1): 100', one target/5 levels

Area(1): 10' x 10' square/5 levels

Damage

0hp 1d6/5 levels

+1hp +1d6

(transformations must "damage" target down to 0 to change them, this targets their max hp, but doesn't actually remove any hp)

Durability

+1 hp 4hitpoints and 4 hardness

Modifier (protections, buffs, drains)

+1hp +2 or -2 to ability, skill, or other attribute, also used for shielding against attacks

Duration

Instant: 0 hp - instant/one round

Encounter: +1 hp - one encounter (save/round for unwilling)

Hour: +2 hp - one hour/5 levels

Day: +10 hp - one day/5 levels

Long term: +20 hp - lasts for one adventure

Permanent: +50 hp or 1 permanent hp

Warding

+1 hp per trigger condition

Enchantment - an enchantment is a spell that reduces the maximum fp of the target by 1, and in exchange is permanent until dispelled. It has no other duration cost. To enchant an unwilling target, the caster must also sacrifice 1 fp. The fp loss lasts until the spell ends.

Background

Cool Ideas:

A citystate ruled by a disembodied spirit/sentient artifact. Once it was a tool, but it grew in power as the rulers increased their reliance on it, now it is an absolute dictator. Like Master Control in Tron. The kingdom is

peaceful but brutal, and the rules don't always make sense to humans.

Overview

The World of the Sundered Crown (working title) is roughly similar to a fantasy version of medieval europe between 1000 and 14000 AD. It is a world still suffering the aftermath of a massive, devastating war in the distant past (roughly 500-600 years ago).

The old united empire was destroyed in the Fall of the First King, similar to the fall of Rome, but far worse. The Fae and Trolls allied with monsters and attacked the Humans, Elves and Dwarves. Nightmarish creatures, huge armies and mighty magics razed the lands and destroyed much of civilization. The collapse of the empire plunged the known world into darkness and chaos for hundreds of years. In the present age, humanity has become the dominant force, and the other races have mostly retreated into remote enclaves. Much of the knowledge and magic of the empire has been lost, and ancient ruins dot the landscape, many filled with caches of treasure and magic, protected by spells and guardian beasts.

Human kingdoms dot the landscape, there are no true nations, though some of the most powerful kingdoms approach the strength of small nations. Feudalism is the rule. Some large cities from the first empire survived, especially in the south. Most are ruled by some form of monarch, usually elected by a council of nobles, merchants, or city elders. Most Human cities and kingdoms are near the coast or rivers, as overland travel is rare, slow and unsafe. A merchant class exists, mostly in the old cities. Most holdfasts, keeps and villages will have only a handful of general purpose craftsman, such as smiths, leather workers, potters and the like. Merchant caravans travel between the cities, trading goods and bringing news, packages and letters.

Between the cities and kingdoms most of the land is wild. Bandits, servants of dark powers, monsters and worse lay in wait, preying on the small settlements populated by the brave or foolhardy. Many areas are completely unpopulated by anything humanoid. It is in these trackless wastelands, forbidding swamps and dark forests that untouched ruins from the First Kingdom can still be found. Small pockets of Fae and Troll can still be found in the wilderness, hiding from the other races and plotting revenge.

Technology is uneven. Most areas have dark ages level technology, with knowledge being very localized. The larger, older cities sometimes approach renaissance levels of technology, especially those with good ties to elves and dwarves. The elven kingdoms retain much of the magical and medicinal lore of the First Kingdom, but they share little of it. The dwarves likewise maintain old knowledge of metallurgy and engineering. Dwarven steel is higher quality than any other, and their architecture would be impossible for any other race. The Fae and Trolls suffered greatly in the War of the Races, and lost much knowledge, though both races retain lore and magic unknown outside their hidden enclaves.

Weapons and armor from the First Kingdom were usually crafted of bronze, with some being made from crude steel or iron. Elves, Trolls and Fae were much more common then, as a result it is possible to find items forged from elven steel. Anything made from elven steel does not rust, though straps or grip wraps from hundreds of years ago have usually crumbled to dust by the time they are discovered. Magic was also more plentiful then, and not all of the enchanted items from the First Kingdom have faded.

Magic

When the gods were born into the world, the Earth gave them the secret knowledge of magic. They passed their knowledge on to their most trusted servants during the War of the Gods, and those servants in turn passed their knowledge on to their followers. That knowledge has been changed in the passing, from the raw power of the gods to the more limited and structured magic practiced today. Some time before the rise of the Old Empire the knowledge of magic was split into two forms, Arcane and Gnostic magic.

Arcane Magic

Those that have gathered the fragmented knowledge of the gods, the secret names and words of power, can impose their will directly on reality, reshaping it to their desires. Arcane magic forces the world to obey it. It is especially good at creating energy out of nothing, often in the form of destructive fire or invisible force.

Arcanists horde ancient texts, stories, and artifacts, using them to find clues to the lost secrets of magic. They record their knowledge in spell books and tomes, which they guard jealously. They rarely gather in numbers,

preferring to pass their knowledge onto one or two apprentices at a time. The Old Empire had colleges of magic, all but a few of these are gone now, and those that remain are a shadow of their former selves. Arcanists are typically secretive and reclusive.

Gnostic Magic

The world is filled with ephemeral beings, from the Gods to the simplest nature spirits. A Gnostic learns how to call upon these forces to do their bidding. This can take many forms. Priests serve the Gods and in return can channel their power. Druids command the spirits of places and things. Sorcerers tap into elemental spirits and bards master the spiritual energies of stories themselves.

Gnostics tend to form large groups to further thier goals and pass on knowledge. The Church is the largest of these, and can be found in most civilized lands. They record their knowledge in their holy texts and rituals.

Most Gnostics are active in their communities, and open about their plans and actions.

Sundered Crown Background

Timeline

Creation

- The world emerges as light separates from darkness, and the earth is formed between them.
- Before the beginning of time, the Unnamed ruled the darkness and the light.
- The earth was poisoned by the touch of the Unnamed. It gives birth to the six Gods.
 - Daos, the All-Knowing, god of fathers, leaders, the sun, the sky and mountains, summer and wizards
 - Malgrim the Warrior, god of soldiers, guardians and hunters, the ocean and winter
 - Alu the Gentle, goddess of healers, medicine, autumn, the fertile fields and the arts
 - Tala the Unbound, goddess of thieves, the moon, spring, the forest, trickery and guile
 - Harst the Ever Changing, god of art, creativity, wild animals and fire, crossroads and boundries
 - The Once Named God, formerly the god of the night, death, keeper of secrets and the dead
- The gods warred against the Unnamed, and created the giants and dragons as their soldiers against the abominations of the unnamed
- After they were defeated, the Unnamed were banished beneath the earth and beyond the night sky.

The First Age

- The gods create the Races
 - Daos creates Trolls, to shape and protect the mountains and stones, the bones of the earth
 - Malgrim creates Dwarves, to dig beneath the stones and bring forth their treasures to be forged and shared
 - Alu creates Humans, to tame the fields and herds, to increase their bounty for all
 - The Once Named God creates goblins, to burrow and till the fields, to protect them and keep them fertile
 - Tala creates Elves, to shepherd the forests and learn their secrets for all to know
 - Harst creates the Fae, to keep and defend the trees and hidden places

War of the Gods

- The Once Named God, god of the underworld and Father of Dragons, grows jealous and wars against the other gods
 - the giants side with the gods of light, the dragons with their creator
 - giants and dragons ruined and scattered
- The Once Named God is killed and buried beneath the earth, and his name is struck from creation. He now referred to as the Lord of Wyrms.
- Dead gods do not die, they only slumber

Rise of the Five Races

- the races unite to defeat the monsters that control the land, and begin building kingdoms
- elves and fae build great empire in forests
- trolls and dwarves build great empire in mountains
- humans rule the plains and the waves, trade with all
- many of the First are greater than today's mortals, and are nearly demigods

Time of Aldan, the First King

- Aldan Oathtaker is the First King
- the human empire becomes huge (romanesque), allied with Elven/Fae and Dwarven/Troll empires
- the five races forge the Unbroken Crown, and crown Aldan king of all the land
- it is a time of peace and prosperity. Technology and magic advance, and great cities and fortresses are built

Sundering of the Crown

- beneath the earth, the unnamed Lord of Wyrms lies dead, but the ancient Unnamed whisper their secrets to him
- his restless spirit reaches out into the darkness, and where it finds darkness in the hearts of living beings, it grows in power
- key members of the fae and trolls are seduced by the Lord of Wyrms
- the King is killed, betrayed by his Troll and Fae councilors
- the Crown is shattered into 6 pieces when the king dies
- the Fae attack the Elves from within, the Trolls do the same to the dwarves, while the Lord of Wyrms leads his twisted minions against the human empire

Fall of the Empire

- fae, trolls, monsters, and corrupted men war against elves, dwarves and men
- Wyrm Lord unleashes dark spirits to corrupt natural creatures
- War rages for decades, devastating the land
- In a final battle, the greatest warriors of light gather, many of the First Born with them
- Wyrm Lord is defeated at great cost, his power broken and his spirit returned to the endless shadow beneath the earth
- Most of the great heroes are killed, others broken or driven mad
- A surviving First Born of each race takes one piece of the crown
- One piece is lost, and the crown cannot be forged again

Decline of the Races, Rise of Humanity

- Elven empire mortally wounded, elves retreat to the forests
- Fae courts are sealed away from the mortal world, and even the Fae that did not side with evil are mistrusted and feared
- The Trolls retreat to remote mountains. They never forget their losses to the Dwarves. Many spawn goblins and send them in endless waves to harry Dwarven settlements.
- The Dwarves recover from the war, and continue trading with humans, but they reproduce slowly, and their numbers are much diminished
- Adaptable, fast breeding humans spread rapidly into areas once held by other races, and build human cities on top of far older structures ruined by the war
- Many treasures and secrets from the war are lost, buried in ruins or covered over by human cities

Current Age

- the Lord of Wyrms has begun to rebuild his power
- only the restoration of the Unbroken Crown and the unity of the races can banish him permanently

Races

Playable Races:

Humans

Humans have the dubious advantage of being average at most things. They are taller than elves but shorter than trolls, stronger than fae but weaker than dwarves. They are equally capable of magic and warfare, poetry and stealth.

Rules: Humans receive one extra level 1 Trait at 1st level.

Dwarves:

Dwarves are master craftsmen, blacksmiths, and miners. They live in the mountains and build mighty stone fortresses, all of which lie above miles of tunnels. The land around their fortresses is covered in carefully farmed terraces. Dwarves are stronger and tougher than elves, fae or humans, and are famous for their endurance. According to legend, the dwarves traded long lives for the secret of forging iron.

Description: dwarves are short, broad and thickly built. Most are 3 to 5 feet tall. Dwarves are heavier than humans, their muscles and bones are very dense. Dwarves have thick, strong hair, males wear their beards long, while females grow their hair long, usually arranged in complicated braids. Female dwarves do not have beards.

Subtypes:

Hill Dwarves

Rules: Dwarves receive a free Rank 2 Trait, Dwarven Build, which can be used in situations where their height, weight, or sturdiness would apply.

Elves:

Elves dwell in forests and can commune with trees and plants. They do not grow weak with age, they live until their passion for life fades, at which point they fade away, their life energy returning to nature. Iron is poison to elves, just touching iron or steel causes them pain. Shackling an elf in pure iron will prevent them from using elven magic. When an elf dies while bound by iron their souls do not return to the earth, and are instead transformed into evil Shades. Elven weapons and armor are made from wood, leather, bronze or elven steel (a metal similar to titanium that must be extracted from minerals with magical fire. Only the elves know the rituals to create and forge elven steel).

In the present age most elves live in isolated elven communities. Elves have withdrawn from the greater world, though young elves or those old enough to remember the days when the races lived in harmony can still be found mingling with other races.

Description: elves are slim, pale and graceful. Most are shorter and thinner than humans, some can be as short as 4 feet while others are as tall as 6 foot. Elven skin tones vary from pale human to nut brown. Elven eyes and hair cover the same range as humans, though they tend towards fair hair and green eyes.

Subtypes:

Grey Elves: masters of magic, they live in graceful stone towers deep in uncharted forests or hidden valleys. Grey elves are rarely seen unless on missions to discover knowledge or magic. They are the historians of the elves.

Wild Elves: more feral than normal elves, wild elves reject ideas they feel come from humans or dwarves, such as metal, stonework, books or cities. They are nomadic, and specialize in divine magic.

The Serpent Clan (NPC only): elves that have fallen into the grip of the Wyrm Lord call themselves the Clan of the Serpent. They worship reptiles and bind spirits to themselves with snakelike tatoos. Some of them have mastered magic that grants them the ability to touch iron without harm. Serpent Clan Elves do not become Shades on death even if encased in iron, their souls are all immediately consumed by the Wyrm Lord when they die.

Rules: once elves live beyond 100 years, they must spend a permanent fate point every year to remain alive. Elder elves must remain active and heroic (or villainous), otherwise they do not continue earning fate points, and will eventually lose many of their abilities before fading away. Very old, active elves can be level 100 or beyond, and are capable of feats unimaginable by most mortal beings.

Elves gain a free Rank 2 Trait at level 1, Favored by Nature, which may be used when dealing with natural environments, especially forests.

Elves may not use iron or steel equipment, touching anything made from iron or steel gives an elf a -5 on all rolls. Wearing something made from a significant amount of iron or steel, such as shackles or armor, requires an elf to make a Cha roll vs. 15 (plus the -5 for touching iron) to take any actions each round. An elf may spend a temporary fate point to ignore these penalties for one round.

Halflings:

Not all half-fae changelings perfectly match their parent race. During the War of the Races, the fae made a concerted effort to seduce humans and elves, to produce changeling spies. Some of these changelings were obviously of fae parentage, and were driven out. These outcasts found each other, and in the aftermath of the war, became a people. After several generations of interbreeding, the Halflings homogenized and now share a

common appearance and culture. They are friendly with elves and humans, though they typically live in separate communities outside large elven or human cities.

Halflings are between 3 and 4 feet tall, with childlike faces. Most are slim, though older Halflings can become amazingly fat. They have a slightly elven look to their features, and some have pointed ears. Their hair and eyes can be of almost any color found in humans, elves or fae, and their skin ranges between leather brown to light tan.

Rules: Halflings gain a free Rank 2 Trait at level 1, Halfling Stealth, which can be used in any situation in which being small, innocuous, or good at hiding would come into play.

NPC Only Races (for now):

Trolls:

Individually, trolls are the mightiest race, kin to the giants of old. They have great powers over the earth, and can command stone. Their blood can bring stone to life temporarily, and when droplets of their blood fall on fertile earth, they quickly sprout into goblins. Trolls are the longest lived of the mortal races and difficult to kill. Some have been alive for thousands of years. Like the elves, trolls are harmed by iron or steel, and will never touch it willingly. Those that sided with the Wyrm Lord are also harmed by silver.

Many trolls died in the War of Five Races, those that are left are solitary creatures that live in remote places, usually inhospitable mountains or wastelands. Trolls are resistant to cold, and can survive without shelter in climes that would kill lesser beings. Some are still curious about the greater world, and more than one troll has spared travelers lost in their mountain passes in exchange for news or entertaining tales.

An average troll is 7 to 9 feet tall, and weighs as much as three large humans. They are thickly build, with tough green, grey or blueish skin. Most trolls have black, dark green or dark blue hair. A few sport horns, either one on each side of their head or a random assortment of small ones.

Trolls are primarily meat eaters, though they can eat vegetation. Corrupted trolls are known for devouring any human, dwarf or elf they can find, bones and all.

Forest

The trolls that dwell in the deep forests are thinner than their cousins, covered in gnarled, warty green hides and rough patches of stringy hair. Many of them can blend in with the huge trees and moss covered rocks that surround them.

Sea

Some trolls have developed the ability to survive beneath the waves. Their heavy bodies do not swim well, instead they walk in the unlit depths, hunting and taming the unspeakable beasts that dwell there. Sea trolls will walk out of the waves at night to trade with or raid coastal settlements. They tend to be dark grey or black, and are usually covered in barnacles.

Fae:

The fae are the least bound to the mortal world of all the races. Their appearance is highly variable, fae of any type can interbreed, and their offspring can be of any other kind of fae. Among the fae it is believed that their inner natures shape their physical form, and they look down on the other races that are bound by immutable flesh. Fae can also interbreed with other races, the offspring are normal members of the non-fae race, but have Traits such as "Fae Blood". Half-fae born to fae mothers are exchanged for babies of their non-fae race that have died of natural causes, or left with couples unable to have children. Their mutable nature ensures these children will grow up to resemble their surrogate parents. The fae use their changelings as intermediaries and negotiators, and sometimes as spies.

Fae are masters of illusion and transformation, and almost all of them have some skill in magic. Fae are very long lived, they do not age and live until killed or they grow bored with life. Their passions run deep and strong, and it is not unusual for older fae to die from despair or melancholy. Iron is poison to them as it is to elves.

Most fae are shorter than humans, though this varies from tiny pixies to the Sidhe, who are nearly human size, to rarer fae that approach the size of giants. Their skin tends to be pale, with tints of blue, green, grey or orange. Fae hair can be almost any color, though black, blue, red, green and white are common. Their eyes have a similar variety of shades, with green and blue being most frequent.

Once the fae were evenly distributed across the world, and lived alongside the other races. Since the War of Five Races all of the fae have retreated into isolated communities, shielded by magic. They are openly hated and feared by humans and dwarves, and treated with suspicion by elves, despite the fact that not all of them sided with the Lord of Wyrm.

The Dark Court

The fae that sided with the Lord of Wyrm were mostly wiped out in the War of Five Races. Those that survived have been rejected by the rest of the fae. They maintain their own secret communities and strongholds, from which they wage a constant shadow war against their brethren and the other races. The Dark Court has sworn vengeance on the rest of the mortal world. All fae that belong to the Dark Court are vulnerable to silver as well as iron.

Sidhe - elf like, noble, leaders, magicians, cruel and capricious

Gnomes - sneaky, furtive, enemies of dwarves

Pixies - tiny flying

Dragons:

All living beings fear dragons. They are living embodiments of destruction -- just as the gods intended. Created as weapons in the wars of creation, dragons are nearly indestructible and deadly in combat. All dragons can emit a cone of pure energy from their mouths. Most observers describe it as fire, but in truth it is magical lifeforce in its purest form. When it touches physical objects, those objects are excited to their greatest potential. Most burst into smokeless, ash free flames, vaporize or melt. This energy is anathema to the Abominations that serve the Unnamed.

At the end of the War of the Gods, the remaining dragons, even those that did not support their father, were bid to slumber in their caves, to wait until the day when the gods would call upon them to redeem themselves. Not all dragons have remained asleep. Those that stir hunt the living for sport and to feast on life energy. Some have developed a taste for the powerful souls of great heroes. To lure them in they find mortal minions and amass great hordes of treasure.

In addition to their raw combat ability, all dragons have magical abilities. They can cast any spell from the Charm school, and can counter magic as if they know all schools.

Drinking the blood of a dragon can grant a mortal long life and magical powers, but doing so comes at a price. The mortal becomes a servant of the dragon, sometimes unwittingly. Their senses are magnified as those of a dragon, and the dragon can use those senses as their own, seeing through their eyes, hearing through their ears, touching, tasting and smelling through their thrall. The dragon also gains the ability to cast their spells on the mortal thrall regardless of distance. The dragon can expend a Fate point to take full control of their thrall for one encounter. This allows them to spend their own Fate on the Thrall and to cast their spells through the Thrall.

For many, slavery is not too high a price to pay. Most dragons have extensive networks of thralls which provide them with great influence over the area they dwell in.

Dragons are genderless and do not reproduce. They do not age and are very difficult to kill.

Minor Races

Goblins

Giants

Monsters

When the Gods unnamed the Lord of Wyrms, they unwittingly unleashed great evil into the world. With the Kingdom of Shadows sealed off, negative spiritual energy had no place to go, and began to accumulate in the world. The souls of the evil dead where likewise trapped. Most are devoured by dark spirits, others return to their bodies to become undead, and the rest wander aimlessly for eternity. The dark spiritual energy accumulates in places of misery and evil, and grounds itself out in living beings. Creatures that are weak, dying, or emotionally ruined can become infected and transformed into monsters. There are no breeding populations of the monsters that plague the world, each one is a unique mutation created by the mingling of a living being and evil spiritual energy.

In his restless slumber, the Lord of Wyrms has reached out into the world. Where his mind touches the living, the shadows are drawn, and monsters rise. When they unnamed him, the gods stripped from him the power of creation. Once he was the father of dragons, and now armed with the secrets whispered to him by the Unnamed, he seeks to recreate them. As monsters devour and destroy, they grow in strength. Eventually they all become huge, misshapen things. Each one is closer to their master's desire, and one day soon a creature will arise that completes his design, and a new, thoroughly evil race of dragons will take flight.

Rules: monsters and undead have Fate points, but never recover them. They must steal Fate from the living. When a monster or an undead devours a living being, they gain Fate equal to the victim's Charisma as they feed on the victim's soul. Undead also steal 1 Fate each time they inflict damage, regardless of the victim's Fate score.

Undead have no living soul to sustain them, each day they are active they must burn 1 Fate point. They can remain inactive, but aware, for centuries without burning Fate, but must burn 1 Fate to awaken and take action.

Orcs

Most monsters are solitary. Occasionally a whole community will fall to evil. When this happens, everyone within that community that surrenders to evil will slowly transform into Orcs. When the transformation is complete, they will move in unison to kill all those that resisted the taint of darkness. Orcs cannot mate with each other, the evil within them poisons new life, but they can mate with other untainted humanoids. Orc villages and camps conduct looting and kidnapping raids, and bring their victims home to be used to make more orcs. Even males will be chained and used by female orcs to breed their young. Females impregnated by orcs give birth to a litter of 3-5 orcs, and always die in the process as the young orcs tear out of the womb and devour the mother's body. Female orcs are able to give birth more normally, but must provide their young fresh meat to consume. Baby orcs grow to maturity in a year, but have little intelligence. Orc tribes are always led by orcs that were once members of another race. Very few orc tribes last more than a few generations.

Orcs are highly mutable in appearance. Most of them have greenish or greyish skin, warts, lumps, scars or bristly hair all over their body, and sharp or tusklike teeth. They may have any other collection of animal-like features, such as doglike ears, muzzles, stooped shoulders, fur, or rarely features like claws, horns, or scales.

Abominations

When the Lord of Wyrms stirred from death in the War of Five Races, he released the spirits of the monstrous servants of the Unnamed. These spirits seek out victims to possess. The possession consumed the soul of the victim and twists their body into something completely unnatural and evil, an Abomination. Abominations are poison to all life, their touch burns and their presence kills plant life and sickens animals. They exist only to destroy and spread chaos. Many of them are intelligent and act as leaders to lesser evils.

Rules: Abominations consume the souls of their victims completely, and gain 2 x Cha in Fate points when they devour a victim. Like undead, they have no living soul to draw on for survival, and must burn 2 fate points every 24 hours. Some abominations can become inactive like undead, but their hunger is so great they will only do so as a last resort.

Good Spirits and Monsters

In some cases, a person will die with unfinished ties to the mortal realm that is so filled with goodness that their spirit remains bright. They draw other bright spiritual energies to them, and become stronger. Good spirits use their abilities to help others, usually by manifesting to give warnings or advice.

Very rarely a good spirit will come upon a person with a bright soul in great peril, and merge with them. This process cannot be reversed, and the circumstances must be dire for the spirit to choose to end the normal life of the person they merge with. The result is a being of great magical power and pure goodness. Unless the being finds people that will willingly give it fate points, it will eventually fade away.

Rules: Good monsters do not recover fate points normally. They can accept fate points willingly given from a living being.

Spellborn Monsters

Powerful wizards can bind spirits into physical forms, or infuse lesser creatures with magic to transform them into hideous beasts. These creatures are not inherently evil, but they are usually dangerous.

Religion

The dominant religion is similar to medieval Christianity. The church is well organized, and all priests speak and write in the Aldanean tongue of the old Empire. Humans and dwarves worship openly together.

The elves and fae focus their worship on Tala, though they honor the other gods. Their sect of the church has somewhat different rites and rituals, though elves are welcome in human churches and vice versa.

A few members of the First of the races that accomplished truly great deeds were elevated to Saints by the Gods. They each specialize in an earthly sphere, and worshipers will ask them for aid in specific tasks.

Those beings that fall into darkness worship the Lord of Wyrms. His dark temples rise in lands that are wholly blighted by evil. In most areas his faithful worship in secret, in hidden cells and underground complexes. He created his own Dark Saints, beings of incredible evil that proved themselves in the great wars.

When the five gods were born of the Earth, other, lesser spirits also came into being. In remote areas some mortals worship these spirits, claiming them to be true gods.

Very rarely mad cults form that attempt to worship the ancient Unnamed. The Unnamed have no interest in worship, but they will infect the minds of those that grope through the shadow and find them with inhuman evil and vile knowledge. Most such cults eventually end horribly, either in an attempt to summon their master that destroys them all, or when one or more of them is consumed by evil and becomes an Abomination, consuming or destroying the rest.

Normal priests are level 0 to level 3, many have only minor spellcasting ability, though all priests have the spellcasting Trait.

- Daos, the All-Knowing, god of fathers, leaders, the sun, the sky and mountains, summer and wizards
 - Maekros the Warrior, god of soldiers, guardians and hunters, the ocean and winter
 - Alu the Gentle, goddess of healers, medicine, autumn, the fertile fields and the arts
 - Tala the Unbound, goddess of thieves, the moon, spring, the forest, trickery and guile
 - The Once Named God, formerly the god of the night, death, keeper of secrets and the dead
- Geography

Unlike our world, in the land of the Sundered Crown the game area is quite literally all of civilization. While there may be other continents, there is nothing human living on them. There are no other major civilizations.

The Known Lands

The Lands of Man

Most of the mainland is occupied by humanity.

The Northern Reaches

Dwarves call the far north home. They tunnel in the mountains and tend small farms in the valleys. They trade with the savage Northmen, and fight with the trolls and goblins that constantly invade from the east.

The East

To the east are endless tracts of dense forests and chains of impossible mountains. These lands are the home of the Fae and the Trolls. Monsters run wild there, and races aligned with the gods of light are not welcome there.

Beyond the World Mount

Deep in the east is the World Mount, the mountain that holds up the sky and the path to the home of the gods. Beyond it are lands filled with monsters and creatures of legend. Ancient tales speak of a civilization on the Easter Shore, once mighty but long fallen into decay and savagery.

Alfheim

The home of the elves is a group of huge islands to the west, separated from the mainland by a narrow channel. The main island is home to small colonies of humans and dwarves, and is where most trade with the elves takes place. The elven capital is on the second largest island, a tree and mist covered place that very few non-elves have ever seen.

Perdun

To the south, across the sea is the land of Perdun. It is a dry land, with large stretches of desert, and many small kingdoms and city states. The oldest elves claim all of humanity originally came from Perdun in ancient times. The Perdunese have dark skin, from olive tan in the east to dark brown in the west.

The Southern Kingdoms

Far to the south and east, beyond the deserts, there are rumored to be small island kingdoms ruled by godlike immortal beings.

The Lost Continent

The most ancient legends of the trolls and fae claim that the gods were born on the other side of the world, and that is where they waged their great war against the Unnamed. Those lands were left blasted and lifeless by their battle, and the gods fled to the Known World once the Unnamed were defeated. No one has successfully sailed across the ocean to find the Lost Continent, but if someone could, they would find incredible treasure, dire monsters, ancient magics and unspeakable terrors.

Fantasy City

Ancient Ruins underneath

Sewers

Dungeons

Very deep Dungeons

Secret Societies

Slums

Thieves Guild

Docks

Trade Wars

Merchant Guild

Warring Temples

powerful high priests

Secret Cults to Mad Gods

Tanning Section - Stinky!

Beggars

Prostitutes

A secret University of Wizards

A public University of Learned Men

Smuggler's Cove
Catacombs of dead kings
narrow, refuse strew streets
Very dangerous and dark at night
illicit trade in dangerous substances (drugs, souls, pleasure, magic)

Old Rules

Legendary Action

If you are not using Legendary Abilities substitute normal attack scores for Fighting.

Time:

Game time is broken into Rounds and Encounters. A Round is between 6 and 10 seconds, and represents one exchange of actions. An encounter is an entire set of action involving one location and one group of characters. A fight is one encounter, as is an evening at the Inn working the local crowd for rumors. Whenever the action starts, an encounter starts, and when the action ends, or the action moves to a completely new location, the encounter ends.

Rolls:

All actions are Ability score plus Skill plus d20 vs. Ability score plus Skill plus 10. If the target of the action is taking an opposing action, they use their d20 roll instead of 10. Inanimate targets have target numbers set by the DM equal to 10 plus their difficulty rating. In general, the target number should be based on something easily done by characters of that level (a task with a difficulty of 10 is normal for 10th level characters).

If the roll is greater than the target number, the action succeeds. To determine how successful the action is, you must determine the Degree of Success and roll an Effect die. The Degree of Success is determined by subtracting the target number from the number rolled (plus modifiers), and consulting the following table:

Degree of Success Table

- 1 to 3: minimal success, affected for 1 round (until after same initiative next round)
- 4 to 6: average success, affected for Encounter
- 7 to 9: great success, effect is permanent until changed/healed
- 10+: incredible success, effect is permanent until changed by great effort or magic, does not heal naturally

Greater than minimal success may not make much difference for some actions, either because they are all or nothing (jumping over a pit), or because duration is irrelevant (searching for traps). The GM is free to decide what difference the DoS makes, if any, for any action.

A natural roll of 20 is always a success, and upgrades the DoS by 1 category (from average to great, for instance). It also maximizes the effect, as if the highest possible number was rolled (don't roll the effect die). A natural roll of 1 always fails, and may result in additional negative effects, at the DM's discretion.

Effect Dice:

When an action is successful, roll an Effect Die determined by the ability being used.

Effect Die Table

- 2: 1
- 1: 1d2
- 0: 1d4
- 1: 1d6
- 2: 1d8

- 3: 1d10
- 4: 1d12
- 5: 1d8+1d6
- 6: 1d8+1d8
- 7: 1d10+1d8
- 8: 1d10 + 1d10

The Effect rolled is subtracted from the character's resisting ability. The result, if greater than zero, becomes a Condition, with duration as determined by the action roll. Conditions are similar to Traits that do not cost Fate to use. They act as a penalty or bonus to all appropriate actions. Character's that are restrained or disabled may not be able to use their ability to resist.

Effect Types and Lethal Attacks

When using a weapon as part of an action, the effect of the action may become Lethal. This means resisting abilities are not subtracted from the effect rolled. The effect is only reduced by armor or magic. Strength does not subtract from the effect of a sword wound, only armor does.

There may be other Effect Types that limit what can be used to resist them. For instance, Fire can be resisted by Strength but not most armor.

Types of Conditions:

Penalty: the target suffers the roll as a penalty. This is the most typical Condition.

ex: Thrag attempts to knocks the evil knight off balance, and beats the knight's Dex+Fighting by 2. He then rolls 8. After subtracting the knight's Dex of 1, it becomes an Unbalanced Condition, giving him -7 on Dex based actions next roll.

ex: Marwyn tries to stabs a troll in the arm, and beats the troll's Dex+Fighting by 7. He then rolls 2. The troll doesn't have armor, so he gets a Wounded Condition with a -2 penalty to Str for rolls with that arm.

ex: Aldar decides to beguile the guard, and beats her Cha+Communication by 11. He rolls a 10. Her Cha of 2 reduces the effect to 8, giving her a Madly In Love With Aldar Condition, which will impose a -8 penalty on all her attempts to resist Aldar's suggestions.

Bonus: the target gains the roll as a bonus. Bonuses do not normally last past the encounter, regardless of their Degree of Success. They are also not normally resisted.

ex: Fodor assists Margan with his research, giving Margan a +4 to his next roll

ex: Aldar gives a stirring speech, granting the gathered peasants a +6 to any courage related rolls

ex: Marwyn dives for cover, tumbling acrobatically, gaining a +3 to her Fighting score against incoming attacks

Counter: if the target has a penalty or bonus, the counter is subtracted from it, up to the total of the countered modifier. Counters are not resisted, even when countering a bonus.

ex: Alyse tends to Thrag's wounds, and rolls a 17 vs. 10. That will make the healing permanent, she then rolls 6 to heal Thrag's -5 Injured Condition. The injury is healed, but Thrag does not gain a +1 bonus

ex: Aldar tries to counter the Siren's -7 beguiling of Fodor by reminding him the Siren is a monster. He beats the Siren's Cha+Communication by 2, then rolls 8. Fodor snaps out of it, but only for one round.

ex: Thrag has a -10 penalty from being wrapped in tangle vines. He beats the vine's difficulty by 4. The DM rules duration is irrelevant to breaking free from the vines. Thrag rolls 6 for the effect, and reduces the penalty to -4. He's mostly free, but a few vines still cling to him.

Injuries are represented by penalties, and healing is represented by countering injury penalties.

Initiative:

When conflict starts, every character involved rolls d20+Dex+Int. The highest total acts first, followed in descending order. Follow this order each round for the rest of the encounter.

You must declare your character's action in reverse initiative order. Everyone rolls the d20 for their action at the beginning of the round, after actions are declared.

Combat:

To attack, use Dex + Fighting + d20 vs. the opponent's Dex + Fighting + d20. The target can use a skill besides Fighting if they are taking a defensive action with it (Athletics or Subterfuge, for example). If the target isn't fighting or taking a defensive action, they add 10 instead of d20.

A character using a heavy weapon may use Str instead of Dex for their combat roll, including for defense.

When an armored target is hit, subtract the armor's Coverage from the attack roll. If the attack fails as result, the armor is hit. Roll Effect normally, but subtract the armor's Hardness from the Effect before applying it to the target.

A character can attack with two weapons as long as both have minimum Strength requirements 1 or more lower than the character's Strength. This gives the character an extra attack each round. All of that character's attacks are at -2 for that round.

Aggressive/Defensive Fighting: you may choose to have your character focus on attacking or defending each round. You can add a +1 bonus to either your attack(s) or defense by subtracting 1 from the other. You cannot subtract more than your Fighting score.

Defenseless: if an enemy is bound, blinded, surprised, attacked from behind or otherwise unable to defend themselves, they do not add a skill or Ability to their defense score (usually Fighting + Dex in combat). If a character spends an action to sneak up on an enemy (roll Stealth vs. 10 + Search + Int bonus), that enemy is Defenseless against them on their next attack.

Engaged: when two or more characters are in melee, and close enough to hit each other, they are Engaged. Ranged attacks that miss an Engaged character subtract 4 from the roll and treat it as an attack on the other Engaged character. If more than two characters are Engaged, and the second is missed, apply the attack against each other character, subtracting 1 each time (in whatever order makes sense). Any character attempting a non-melee action (such as spell casting, firing a ranged weapon, or drinking a potion) while Engaged gets a -4 penalty to their action rolls and their defense score. Ranged weapons and very long weapons like polearms cannot be used by a character that is Engaged against the character they are meleeing with.

When Engaged with more than one enemy, a character gets a -2 to their defense score for every enemy beyond the first.

Weapons:

Weapons inflict damage according to the weapon type used. To use a weapon, you must meet the minimum Str requirement, or take the difference as a penalty to your attack and damage rolls. Using both hands for a one-handed weapon lowers the minimum Str by one, wielding a two-handed weapon with one hand raises the minimum Str by one.

It is important to remember Str does not add to damage in l20. The benefit of higher Str is being able to wield weapons that can inflict more damage.

Weapons Table

Minimum Strength: die rolled, examples

- 2: 1 knitting needle, weasel's teeth
- 1: 1d2 cane, whip, small knife++
- 0: 1d4 dagger++, blackjack
- 1: 1d6 short sword, rapier, club, shortbow**+, crossbow**+
- 2: 1d8 long sword*, staff**, spear**, chair

- 3: 1d10 bastard sword*, warhammer*, longbow**+, bench
- 4: 1d12 two-handed sword*, battle axe*, polearm**+, large crate
- 5: 1d8+1d6 sledge hammer*, dinner table*
- 6: 1d8+1d8 ogre sword*, battering ram, being trampled by a horse
- 7: 1d10+1d8 tree trunk**, knight in armor*
- 8: 1d10 + 1d10 thrown boulder, cow, ballista bolt

* two handed

** cannot be used one-handed regardless of Strength

+ cannot be used against a target Engaged in melee with user

++ gets a +4 on initiative when Engaged with opponent with longer weapon

Characters using ranged weapons or very long weapons like polearms may get a free attack on characters with shorter weapons while they move into range.

Damage:

Damage is recorded as wound Conditions, not as points. When a character has any one wound Condition with a penalty higher than their Strength plus their level, they are incapacitated due to pain. They must make a Cha roll vs 10+the total of all their wound Conditions to take any action. When a character has any one wound Condition with a penalty twice their Strength plus their level, they are unconscious, and are dying if the wounds were Lethal. Count negative Strength as zero for these calculations.

A dying character must make a Strength plus Survival roll each turn vs. 10 plus the total of their Wound Conditions. If they fail 3 times in a row, they are dead. If they succeed 3 times in a row they stabilize. They don't get better, but they no longer are at risk of dying immediately. Another character can stabilize a dying character with a successful Healing+Knowledge roll vs. the same difficulty.

Damage heals naturally, but very slowly. Each day of rest, roll Strength + Survival vs. 10 plus the current total of the character's Wound Condition penalties. A success allows an effect roll to counter the Wound Conditions. Only one roll is made, it can be split across wounds or applied to particular wounds. Permanent Wound Conditions can only be healed by magic.

Armor

Armor has two stats: Coverage and Hardness. Coverage determines whether armor blocks an attack, Hardness determines how much of an attack effect it blocks. When an attack succeeds, subtract Coverage from the attack roll. If that would cause the attack to fail, the armor's Hardness is subtracted from the attack's effect. If the attack succeeds despite the armor's Coverage score, the armor is ignored.

When an attack is blocked by armor, and the effect exceeds the armor's Hardness, that armor's Hardness score drops by one until it is repaired. If a piece of armor's Hardness is reduced to 0, it is ruined and cannot be repaired.

Shields work differently. They have Coverage and Hardness, but any attack intercepted by a shield does not apply an effect to the character using it, even if the effect is greater than the shield's Hardness.

Type Coverage/Hardness (Str required to use/Penalty to Spellcasting, Athletics, and other non-combat skills)

- Padded 6/1 (-2/0)
- Leather 6/2 (-1/-1)
- Full Leather 8/2 (0/-2)
- Chain Hauberk 6/5 (+1/-2)
- Full Chain 8/5 (+2/-3)
- Coat of Plates, Scale 6/6 (+2/-4)
- Platemail 8/8 (+3/-5)
- Full Plate 10/10 (+4/-6)

Small leather or wicker shield 2/2 (-1/-2)
Small wooden shield 2/4 (0/-2)
Small iron shield 2/8 (+1/-3)
Medium leather or wicker shield 4/2 (0/-4)
Medium wooden shield 4/4 (+1/-4)
Medium iron shield 4/8 (+2/-5)
Large wooden shield 6/4 (+2/-6)
Large iron shield 6/8 (+3/-7)
Tower wooden shield 8/4 (+3/-8)
Tower iron shield 8/8 (+4/-9)

Partial armor reduces its Coverage. Piecemeal armor made of mixed types provides the average of the types used, at the DM's discretion.

Optional: for more realistic damage effects, chain has 1 less Hardness vs. crushing weapons (hammers, maces), and plate has 1 less Hardness vs. spiked crushing weapons (military picks, morning stars, spiked hammers).

Environmental Challenges

Non-attack challenges are treated in a similar way to attacking NPCs. A trap should be constructed with a Fighting (makes an attack when triggered), Subterfuge (represents how well it is hidden), and damage score. The trap is defeated if a PC makes a Tinkering+Int or Dex roll vs 10 plus the trap's Subterfuge. The scores of an environmental challenge should be roughly equal to a normal enemy's scores. Many challenges, from disease to pits to bad weather can be constructed this same way. They are all essentially enemies the PCs must beat using their skills and creativity.

ultra unified action:

roll d20 plus ability plus skill vs. 10 plus ability plus skill or d20 plus ability plus skill if opposed.

defender wins ties

difference is Effect Rating. Each time ER exceeds the opposing ability, effect increases 1.

1 to Ability: minimal success, basic effect, light wound
up to 2x Ability: major success, strong effect, significant wound
up to 3x Ability: critical success, very strong effect, deadly wound
more than 3x Ability: total success, dead

or is effect determined by effect dice (as weapon), which are determined by ability?

Or have simple hitpoints, with wound thresholds for penalties?

roll to "hit", then roll damage? Add damage to ER?

idea: 3 dice on each action, after roll decide which is initiative, which is action, and which is defense.
idea: to earn permanent fate, must accomplish character goals, or work towards them. Main purpose of game is to accomplish goals of character through adventure. Goals could be "fight evil" or "vanquish the dragon Dragsilmar and free the kingdom".

idea: to encourage troop play and worldbuilding, characters can have shared background Traits, used to create NPCs and Locations.

ex: several characters could pool Nemesis Traits to build a shared adversary

ex: the entire party could pool Location Traits to build a castle

Locations and Nemesis have their own Fate pools, which are exhausted as they are used. This regulates their overuse.

stats are:

Level: strength of location or Nemesis. This is used to determine their abilities and power.

Impact: how much they affect the plot. A Nemesis that merely seeks to harass the characters has less Impact than one that wants to devour their souls

Frequency: how often the Trait enters play. The Frequency pool is depleted when the Trait is used. Positive Traits must be refilled by the character, negative Traits refill 1 point per session.

ex: several characters share a Nemesis, the Captain of the Guards. His Impact is 3

Character Creation

1. Concept: Write down a concept for your character and give them a name. Decide if they are male or female, and whether you want them to be a human, an elf, a dwarf, or a gnome.

2. Primary Skills: Choose the type of action you want your character to take most of the time. This defines your role in the game. You have 2 points you can place in the four Primary Skills. For a focused character, put both points in one skill, for a more generalized character put them in different skills.

Primary Skills:

Fighting - combat skill, offense and defense

Stealth - subterfuge, sneaking, dirty tricks and thievery

Knowledge - science, magic, history and lore

Social - understanding and dealing with people, art, emotions

3. Abilities: Choose your character's abilities. All four Abilities start at 0. Distribute 6 points amongst them. No ability can be above 4. You can lower one ability to -1 to gain an extra point to spend on the other three.

Abilities:

Strength (Str) - musclepower, fitness, health

Dexterity (Dex) - agility, accuracy, speed

Intelligence (Int) - mental ability, memory, creativity

Charisma (Cha) - force of personality, leadership, willpower

Ability Ratings:

-3 crippled, an infant, very old or very sick

-2 a child, elderly, ill, feeble, mentally damaged

-1 below average, weak, clumsy, dim or surly

0 average

1 above average

2 excellent, local star

3 superior, professional athlete, scientist, ceo or rock star

4 heroic, olympic athlete, genius, leader of thousands

5 beyond normal limits,

4. Magic: Does your character cast spells? If they do, do they cast Arcane spells, which use Knowledge and Intelligence, or Gnostic spells, which use Social and Charisma?

5. Secondary Skills: Place two points in Secondary Skills. You can put both points in one skill, or split them between two skills. Secondary skills are skills that aren't quite covered by the primary skills, even though some are similar.

Secondary Skills:

Athletics - jumping, climbing, swimming, running

Survival - wilderness skills like tracking, hunting, finding shelter

Stealing - picking pockets, sleight of hand

Tinkering - disarming traps, opening locks, building traps and machines

Search - finding or noticing hidden or obvious things

Healing - treating wounds, poisoning or disease with bandages and medicine

Persuasion - making other people believe what you want them to, including disguises, bluffs, misdirection and

salesmanship

Perform - acting, playing instruments, giving speeches, disguises, painting, arts

6. Record hitpoints. Your character starts with Strength +4 hitpoints.

7. Record Fate points. Your character starts with 6 fate points. You may spend up to 4 of them on Traits (1 or 2 is recommended). If your character casts magic spells, they start with the Spellcaster Trait, and have only 5 fate points left to spend.

8. Record level. Characters start at level 1.

Advancement

Whenever a character gains an additional 6 Fate points they also gain another level. When this happens the character gains one more point in a Primary Skill of their choice, and one more point in a Secondary Skill of their choice. With the DM's permission, you can spend Fate points to buy your character new Traits when their level increases. A character may relinquish a Trait at any time if the DM agrees, immediately freeing those Fate points.

Rolls:

To take an action, declare the action and add the Ability score the character is using to the skill they are using, plus any other modifiers, then roll d20 and add the result. The total number is your roll. If your character is acting against another being, the roll must beat the target's Ability plus Skill plus 10, or Ability plus Skill plus d20 if they are using an action to resist. If your character is acting against an inanimate object, the roll must beat a number set by the DM.

If the roll is equal to or greater than the target number, the action succeeds.

A natural roll of 20 is always a success. If a 20 would not normally grant a success it is just a normal success, if it would be a success it has maximum effect.

A character may "take 10" and spend extra time attempting their action. This grants a bonus of +10 to the roll, but no bonuses for exceeding the target number are given. No character can Take 10 during combat.

Examples:

Jorr the Barbarian rolls Dexterity 2 plus Fighting 5 plus a d20 roll of 10 against a goblin with Dexterity 2 and Fighting 3. Jorr beats the target number of 15 by 2. He hits the goblin.

Konn the Crafty attempts to sneak past the guards using Dexterity 3 plus Stealth 5 and d20 roll of 2. The guards have Intelligence 1 and Search 4, they spot Konn and raise the alarm.

Initiative:

When combat (or any other measured time) starts, every character involved rolls d20+Dex+Int. The highest total goes first, followed in descending order. Follow this order each round for the rest of the encounter. A character may spend a Fate point to reroll their initiative at the beginning of any round.

You must declare your character's action in reverse initiative order. Everyone rolls their d20 at the beginning of the round.

Combat:

To attack, use Dex + Fighting + d20 vs. the opponent's Dex + Fighting + d20. If the target has chosen to use

their action this round to do something other than fight, they do not add their d20 roll to their target number. The DM may allow an attacked character to apply their roll plus a different skill and Ability if they are doing something that would make it hard to attack them (examples include dodging with Acrobatics and hiding with Stealth).

A character using a heavy weapon may use Str instead of Dex for their combat roll, including while defending.

When an armored target is hit, subtract the armor's Coverage from the attack roll. If the attack fails as result, the armor is hit. Roll damage normally, but subtract the armor's Hardness from the damage before applying it to the target.

A character can attack with two light or smaller weapons, or a medium and a light or smaller weapon, gaining an extra attack each round. All of that character's attacks are at -2 for that round.

Aggressive/Defensive Fighting: you may choose to have your character focus on attacking or defending each round. You can add a +1 bonus to either your attack or defense by subtracting 2 from the other. You cannot subtract more than your Fighting score.

Defenseless: if an enemy is bound, blinded, surprised, attacked from behind or otherwise unable to defend themselves, they do not add a skill or Ability to their defense score (usually Fighting + Dex in combat). If a character spends an action to sneak up on an enemy (roll Stealth vs. 10 + Search + Int bonus), that enemy is Defenseless against them on their next attack.

Weapons:

Weapons inflict damage according to the weapon type used.

To use a weapon, you must meet the minimum Str requirement, or take the difference as a penalty to your attack and damage rolls. Using both hands for a one-handed weapons lowers the minimum Str by one, wielding a two-handed weapon with one hand raises the minimum Str by one.

Size(Minimum Strength): Damage Maximum

Tiny (-2): 1d2 fist, knife, badger's teeth

Small (-1): 1d4 dagger, cane, whip

Light (0): 1d6 short sword, rapier, club, shortbow**, crossbow**

Medium (1): 1d8 long sword*, staff**, spear**

Heavy (2): 1d10 bastard sword*, warhammer*, longbow**

Large (3): 1d12 two-handed sword*, battle axe*, polearm**

Huge (4): 1d6+1d8 sledge hammer*, dinner table*

Legendary(5): 1d8+1d8 ogre sword*

Monstrous(6): 1d8+1d10 tree trunk**, knight in armor*

*two handed

**cannot be used one-handed regardless of Strength

Very short weapons get a -2 on initiative the first time they are used against an opponent, and a +4 on initiative on subsequent attacks unless that opponent moves away. Characters using ranged weapons or very long weapons like polearms may get a free attack on characters with shorter weapons while they move into range.

Damage:

Subtract damage from hit points.

All characters take a penalty to all actions equal to the damage they've suffered (ie: after taking 5 total damage, the penalty is -5).

At zero hitpoints a character is incapacitated, possibly unconscious. They must roll Str vs. 10 (counting wound penalty) each round or lose another hitpoint. When they are at negative hit points equal or below their normal hit points, they are dead. If they make their check, they stabilize and heal 1 pt. per day. A successful Survival or Knowledge check will stabilize someone below 0hp and heal 1 point of damage.

Non-Lethal Damage:

Some attacks don't cause permanent damage. Fists, saps, exhaustion, and other effects that can be recovered from are treated as temporary hit point damage. At the DM's option, any attack can be treated as non-lethal. When hit with a non-lethal attack, the character being hit can use their Strength as if it was armor, and subtract it from the attack roll. If this lowers the attack below the target number, subtract the target character's Strength from the damage inflicted. Non-Lethal damage is healed after the encounter is over and the character has had a chance to rest, after they have been magically healed, or if they spend a turn recovering and make a successful Strength roll against a difficulty of 20.

Armor

Armor has two stats: Coverage and Hardness. Coverage determines whether armor blocks an attack, Hardness determines how much damage it blocks. When an attack succeeds, subtract Coverage from the attack roll. If that would cause the attack to fail, the armor's Hardness is subtracted from the attack's damage. If the attack succeeds despite the armor's Coverage score, the armor is ignored.

When damage exceeds armor's Hardness, that armor's Hardness score drops by one until it is repaired. If a piece of armor's Hardness is reduced to 0, it is ruined and cannot be repaired.

A shield has Coverage and Hardness, and hitpoints. Damage that gets past its Hardness is applied to its hitpoints instead of the character using the shield. Once the shield has zero hitpoints, it is destroyed.

Type Coverage/Hardness (Str required to use/Penalty to Spellcasting)

Padded 6/1
Leather 6/2 (0/-2)
Chain Hauberk 6/5 (+1/-4)
Full Chain 8/5 (+2/-6)
Coat of Plates, Scale 6/6 (+2/-8)
Platemail 8/8 (+3/-10)
Full Plate 10/10 (+4/-12)

Small wooden shield 2/8hp
Small iron shield 2/16hp (+1)
Medium wooden shield 4/10hp (+1)
Medium iron shield 4/20hp (+2)
Large wooded shield 6/12hp (+2)
Lage iron shield 6/24hp (+3)

Magic:

Schools of magic
Arcane vs. Gnostic

base abilities

1. sense magic of school
2. counter magic

Spells

a. use magic roll in place of skill roll

ex: abjuration - use Int/Cha + magic skill instead of Dex + Fighting for target in combat

ex: evocation - use magic roll instead of Dex + Fighting for attack, magic instead of weapon damage

ex: illusion - use magic roll instead of Dex + Subterfuge for sneaking

should base use cost fate points? Don't want to overshadow other pcs

cantrip like free minor effects

Damage: based on bonus like weapon

Each character may cast any spell from their known spells list. Each spell drains fp when it is cast. If a character does not have fate points to spend, they may spend hit points instead.

For every three levels of magic skill a spellcaster can choose 1 spell they know as a Favored Spell. That spell costs 1 less fp to cast. A caster may also use an implement to cast a spell (staff, holy symbol, wand, etc.), that reduces the spell cost by 1fp. All spells cost at least 1fp.

To cast a spell, roll the character's magic skill+ Int (arcane) or Cha (divine) bonus vs. opponent's opposing skill + stat + 10 (targeted character must declare skill they are using, DM determines if it is appropriate). If a spell affects multiple targets all targets can roll to resist. If the target is inanimate or willing, the difficulty is 10.

When casting a spell, the caster chooses a base spell and then adds modifiers to it, until they have constructed a spell with the desired effects. Each modifier requires additional fp. The fp for a spell are spent even if the spell is unsuccessful.

Rituals:

Any spell can be cast as a ritual, including spells in scrolls or books the caster does not know. To cast a spell as a ritual, the caster spends 10 minutes performing the ritual, and makes a magic roll. If the roll is successful, the fp required to cast it are reduced by 2. The caster can continue the ritual and make a new roll every ten minutes at a cumulative -5 to lower the spell cost by another 2 fp. If a roll fails, the ritual ends and the caster must cast or abandon the spell. Two casters with knowledge of the same spell, or access to the same written spell, can cast a ritual together, both contributing fp to the spell total.

Sacrificial Rituals:

If an intelligent being is sacrificed as part of a ritual, double their hitpoints may be subtracted from the spell cost. If the sacrifice is willing (and not magically compelled or blackmailed), triple their hitpoints may be subtracted. Unintelligent animals or creatures only contribute 1/4 of their hitpoints. Casters may sacrifice themselves as part of a ritual. A sacrificial ritual takes a minimum of 30 minutes to perform (taking longer reduces the cost per regular rituals).

Schools of Magic:

A character that has magic skill at first level starts play with knowledge of three magic schools. Characters that gain magic skill later learn only one school when they gain their first level in magic. Characters can cast any spell from a school they know.

Every 5th rank of magic skill gained allows the character to know another school of magic.

Each school learned is linked to the skill used to learn it. A character with Abjuration bought with the Wizardry skill cannot use Divinity to cast Abjuration spells unless they also buy Abjuration with their Divinity skill.

Healing can only be purchased with the Divinity skill, Evocation can only be purchased with the Wizardry skill.

Counter Magic:

All spellcasters can counter or dispell magic. This is the same as casting a spell, and can only be attempted if the target spell belongs to a school of magic known to the character. The counterspell drains the same amount of fp as the spell being countered (the character can sense how many fps are required). If the caster's roll succeeds by more than the target spell's caster, the spell is countered or dispelled. Counter magic can be used as a ritual for more complex spells.

Schools of Magic:

Abjuration (protections)

Charm (control minds)

Conjuration (create or summon something, teleport or open gates)

Divination (magical sensing)

Evocation (attacks, energy, force constructs, moving or flying)

Healing (curing or draining hps, curing or inflicting conditions)

Illusion (creates illusions. Also invisibility, light/darkness, some messages)

Transmutation (adds to or changes target, buffs, polymorphs, flaming swords)

Modifiers:

All modifiers stack and can be applied multiple times, so a 1st level caster can spend 2fp to have a range of 200' with two targets.

Name(cost in Fate points)

Target

Melee(0): touch/self

Ranged(1): 100', one target/5 levels

Area(1): 10' x 10' square/5 levels

Damage

0hp 1d6/5 levels

+1hp +1d6

(transformations must "damage" target down to 0 to change them, this targets their max hp, but doesn't actually remove any hp)

Durability

+1 hp 4hitpoints and 4 hardness

Modifier (protections, buffs, drains)

+1hp +2 or -2 to ability, skill, or other attribute, also used for shielding against attacks

Duration

Instant: 0 hp - instant/one round

Encounter: +1 hp - one encounter (save/round for unwilling)

Hour: +2 hp - one hour/5 levels

Day: +10 hp - one day/5 levels

Long term: +20 hp - lasts for one adventure

Permanent: +50 hp or 1 permanent hp

Warding

+1 hp per trigger condition

Enchantment - an enchantment is a spell that reduces the maximum fp of the target by 1, and in exchange is permanent until dispelled. It has no other duration cost. To enchant an unwilling target, the caster must also sacrifice 1 fp. The fp loss lasts until the spell ends.

Spells:

Abjuration

Protection (1fp): the target can ignore $1\text{hp} + 1\text{hp}/5$ levels of a specific type of damage (physical, fire, magic, evil, natural, etc.) for 1 turn.

Ban (4fp): a single 10x10 area, or one person, is protected from being touched by one thing (metal, males, one eyed dwarves, lizards, rain). When something attempts to push through the ban, it is resisted as if pushed back by a Strength equal to the caster's Intelligence (Arcane) or Charisma (Divine), $+1/5$ levels. Damaging effects, such as attacks, have a penalty to their roll equal to the ban (ie: a ban against wood of Strength 3 gives an attack using a wooden club against the protected person or object a -3 to hit).

Charm

Command (1fp): force one target to obey a single spoken word, such as flee, stop, sleep, or dance for one turn.

Influence (1fp): shift a target's feelings or opinions on one topic.

Control (+3fp): force one target

Conjuration

Divination

Evocation

Eldritch Bolt (1fp): inflict 1d6 damage to a target within reach. You must determine the energy type when this spell is learned. You inflict an additional 1d6 damage every 5 levels of the appropriate magic skill.

Force Wall (3fp): create a translucent wall of force roughly the size of a door. The wall is immobile relative to the object it is cast on. If cast on the area, it will not move, if cast on a person it will move with the person. The wall has 4 hitpoints and a Hardness of 4, and provides Coverage of 6 if used as a shield.

Fly

Mage Hand (0fp): move an object within reach with strength equal to your [class stat]. This lasts as long as you concentrate on the spell and take no other actions.

Healing

Heal Wound - restore 1d8 hp

Restoration - remove one condition (blindness, disease, poison, lost or maimed limb)

Illusion

Light (0fp): create light equal to a torch as long as you concentrate.

Darkness (0fp): create a globe of darkness the size of a torch as long as you concentrate.

Invisibility

Disguise

Transmutation

Guise (1fp): the target changes appearance to look like something of the same type (humanoid, animal, object) of the same size and similar shape for one turn. This is an actual physical change, but does not change the physical properties of the target (stats do not change).

Enhancement (1fp): the target gains 1 point $+1\text{ point}/5$ levels to one stat (Strength, Dexterity, Intelligence, damage) for one turn.

Form (3fp): the target changes into something different in size and shape.

Substance (2fp): the target gains or loses 1 point of hardness.

Fate

Fate measures a character's destiny, luck, the blessings of the gods, courage and will to live. Most living beings have only one or two Fate points, many have none.

Spending Fate in Play

During play, Fate can be temporarily spent to change the course of the game in the following ways:

Heroism: spend 1 point to increase a roll by 2 points, even the roll of someone else. This can only be done once per action.

Legendary Heroism: once per encounter a character may spend up to their level in Fate Points to raise one roll by 2 per Fate Point. No other Fate points can be spent on that roll.

Plot Twist: spend 1 or more points to change the plot in some minor way. The DM must approve of any plot twists, and set the number of points required. The DM is also free to alter the plot twist or introduce unexpected complications.

Plot Twists

1 points: anything that could be accomplished with a skill roll, but isn't important to the plot. Skip a Knowledge roll to appraise goods because your character bought the same thing a year ago, don't roll Social because the character being influenced owes your character a favor, or automatically succeed in a meaningless bar fight with some nameless goon.

2 points: minor convenience for the characters. Someone's cousin lives nearby and will let them stay the night, a PC has papers that let them skip inspection at the docks, an important noble will see the characters right away because one PC is a distant relative.

3 points: significant change to plot that provides a mechanical advantage. When a fight breaks out the unarmed PC just happens to be standing next to an unguarded sword, the PC has the exact goods they need to bribe a greedy merchant, when deciphering ancient texts, the character remembers a friendly historian that is an expert in the ancient language used.

4 points: situations altered or avoided, significant mechanical advantage. When fleeing the road turns out to be muddy, hindering the much heavier ogres, a fight breaks out across the street when the PCs need to sneak past the guards, a chandelier happens to be in jumping range when a dramatic exit is required.

5 points: direct intervention in the action. Helpful NPCs arrive in the nick of time, a secret escape route is found, the jammed drawbridge closes just as the monsters arrive.

Heroic Resilience: at any time a character can spend Fate points to avoid damage. One point of Fate must be spent per point of damage avoided. The character just barely dodges, finds cover at the last minute, or otherwise uses skill and luck to avoid harm.

Traits: Fate must be spent to activate most Traits.

Recovering Fate

Spent Fate is recovered by accomplishing game goals, or by invoking Traits. A character should regain between 1 and their level in Fate points at the end of each successful encounter. The DM can also restore Fate points when a character does something exceptional, for excellent roleplaying, or when the DM hits the characters with a particularly unpleasant plot twist. The award should be between 1 and 6 points (or the DM can roll 1d6).

Refreshes

Any time the PCs are "out of game" for an extended time, the DM may determine a Refresh has occurred. All characters have their Fate pools reset to normal. Refreshes typically happen when characters have several days of rest, or during uneventful travel. Refreshes should almost never happen in the middle of the action, or when the characters are under threat.

Gaining Permanent Fate

A character's Fate pool can be increased by accomplishing major game goals. Each adventure should end with the characters gaining 1 Fate point. Very challenging or long adventures can have award one Fate point

in the middle of the adventure, and one at the end.

Dramatically Appropriate Deaths

If a character is about to die, and the player and the DM agree, they may immediately regain all of their Fate points, and be allowed to use Legendary Heroism again if it's already been used this encounter. In exchange, the character will die by the end of the encounter. If they are not killed outright they die from their wounds within a few rounds of the encounter's end. This is usually a "last stand" where the character dramatically sacrifices themselves.

Traits

Traits are aspects of the character not contained in their skills or attributes. They are the factors that make them unique. Traits usually grant bonuses or special abilities, though some can be negative. Each trait requires 1fp to use unless otherwise stated. Some Traits have prerequisites, these are listed in parenthesis after the Trait name.

Standard Traits: All Traits provide the following features. They give a +2 bonus whenever a character takes an action that would be aided by the Trait. This does not cost Fate points. If a Plot Twist related to the Trait is invoked, it costs 1 less Fate point. Any Trait can be invoked by the DM in a negative way. This either results in an unpleasant Plot Twist or a -2 penalty to a roll. When this happens, the character regains 1 Fate point.

Doubt Trait: a character can have a standard Trait twice. This represents an extreme example of that Trait. The passive bonus is increased to +3, and the Trait earns an extra Fate point when it is invoked in a negative way by the DM.

Talent: A talent is something your character is especially good at, or some extra ability they have that isn't covered by other rules. Talents mostly add bonuses to actions. Examples include Smooth Talker, Intimidating Stare, Unusually Small, Fast Reactions, and Martial Arts.

Background: A background represents an element of your character's history, personality, or destiny. Backgrounds are primarily used for Plot Twists. Examples include Noble Blood, Member of Merchant's Guild, Peasant Hero, Criminal Connections, Member of Clergy, Supernatural Heritage, Famous Ancestor, Protector of the Innocent, Sworn Enemy of Lord Dralthen, or Vow of Chivalry.

Flaws: A flaw is some drawback that haunts your character. It can be physical, mental, or part of their history. A Flaw rarely gives a bonus or is used for a Plot Twist, its main purpose is to gain Fate points back quickly. Examples include Fear of Spiders, Clumsy, Tainted by Evil, Hated by Nobility, or Withered with Age.

Special Traits:

Ability: your character can increase one ability score by 1 with this Trait. This can raise the score above 4. Abilities are "always on" and do not cost fp to use. The cost of this Trait is equal to the current Ability score being raised, or 1, whichever is higher. For example, to raise a Str of 4 to 5 costs 4 Fate points, while raising a Dex of -1 to 0 costs 1 Fate point.

Holy Aura (Cha +1, Divinity 1): your character is holy. Once per encounter you may roll your character's Divinity+Cha as an attack against the Level+Cha of all undead or unholy creatures in the area. Creatures hit by this attack are driven back, and may not attack unless attacked.

Blazing Aura (Cha +3, Divinity 10, Holy Aura): your character radiates holiness. Once per encounter you may roll your character's Divinity + Cha as an attack against the Level + Cha of all unholy creatures in the area. Creatures hit by this attack take 1d12+Cha damage.

Battle Caster: your character has mastered the art of casting in armor. The penalty to cast a spell while wearing armor is reduced by 2 for a character with this Trait. Battle Caster can be purchased multiple times, and the bonuses stack. This Trait does not require fp to be spent to use it.

Necromancy (Int or Cha +2, Wizardry or Divinity 7): you may make a ritual magic roll to animate the dead. For

every 5fp spent, you may animate 1 level of undead creatures. The creatures obey your commands. Each undead creature loses 1 fp per day, when they reach 0 they become normal corpses. All undead can steal fp from their victims to replenish themselves.

Animal Companion: you have a normal animal companion that helps and obeys you. It's level is equal to half of your level.

Familiar (Animal Companion): your animal companion shares a telepathic bond with you. You can command it from afar, and use its senses. You take 1 point of damage for every 2 points of damage inflicted on it.

Smite Enemy: by spending 1 fp a character with this Trait can add 1d6 damage to a melee attack, or inflict it as a touch attack. This is only effective against one kind of enemy (undead, true evil, goblinoids, etc.). The fp are still spent if the attack misses. Choose a damage type off of the Damage Table when this Trait is bought, the damage inflicted will always be of that type.

Ranged Strike (Magical Strike or Smite Enemy): your character's magical strike or smite enemy trait can hit targets at range, as if shot from a bow. You may choose to use Arcane or Divinity for the attack roll instead of Fighting when you buy this Trait.

Magical Strike (Smite Enemy): your character can affect any target with their attack

Toughness: once per encounter you can spend 1 fp to ignore up to 3 points of damage from a single attack

Rage (Toughness): when used, the character with this Trait goes into a berserker frenzy. They gain a +2 to STR, and don't suffer penalties from wounds. The character must continue attacking until all enemies are prone and unmoving or they are incapacitated.

Suggested Racial Traits:

Racial traits are packages of traits that define a typical member of a non-human race. A character of that race is not required to buy the racial package. It's entirely possible to have a weak dwarf or a clumsy elf.

Elf: Talent (nimble), Combat Maneuver (Marksman), Spend fate point on Dex (even if this increases Dex to 5).

Dwarf: Talent (steadfast), Toughness, Spend fate point on Str (even if this increases Str to 5).

Magic Items

To "bond" to a magic item, fate points equal to the Fate Score of the item must be sacrificed. These points cannot be regained until the bond is broken. An unbonded item behaves as a mundane item of the same kind, though it still radiates magic.

When bonded to an item, a character may burn a fate point to gain +2 to any action roll using the item, as if using a maneuver, but the bonus stacks with maneuvers.

At the DM's discretion, a character may sacrifice additional fate points to increase the power of a magic item. This should only be done when the character has achieved a dramatic story goal using the item, such as vanquishing a powerful enemy.

A character can sacrifice a Fate Point to give a magic item a continuous +1 to attack, defense, or damage.

Some items can store spendable Fate Points. For each point sacrificed, the item gains a pool of 3 points that can be spent in actions using the item. The points can be spent to cast spells, avoid damage, activate Traits, or do anything else normally done with Fate Points, as long as the item is involved.

By sacrificing Fate Points equal to the casting cost, an item can gain the power to cast a spell. The item must spend its fate points to cast the spell each time.

When a character gains temporary FP while using the item, they can use some or all of those points to charge the item's Fate pool, if it has one.

A magic item's Fate Score is equal to one, plus 1 for each fate point sacrificed to it. Thus if a character has sacrificed points to increasing the power of an item, any other character that wishes to bond with it must sacrifice the same number of points.

Monsters are based on stats, skills, and toolkit of abilities (bought with points, point total used to balance against PCs)

Monster Traits

Paralysis

Fear

Poison

SpellCaster

Natural Armor

Damage Reduction

Immunity (attack type, magic type)

Regeneration

Phasing

Teleport

Shapechange

Unholy (): this creature may roll Level + Cha to counter Holy effects within the area.

Vulnerability

Bane

Type:

Gorgon - once-humans with bestial, semi-humanoid bodies that retain their intelligence. Up to 10 Monster Traits.

Manticore - once-humans with bestial, non-humanoid bodies and beastial minds. Up to 10 Monster Traits.

Dire Beasts - larger, more sinister versions of normal animals. Up to 5 Monster Traits.

Chimeras - once-animals that blend features from many animals. Sometimes literally multiple animals merged into one. Up to 10 Monster Traits.

Abomination - things from the Endless Shadow made flesh. Completely inhuman. Up to 20 Monster Traits.

Dragon

Goblin

Orc - a once human corrupted by Shadow. Up to 5 Monster Traits.

Ogre - a once human corrupted by Shadow. Up to 10 Monster Traits.

Undead: All undead have the following properties:

Damage Reduction: -5 physical (magic)

Immunity: Poison, Cold

Vulnerability: Fire +5

Drain Hp: Every time an undead successfully deals direct damage to the living, they gain 1 hp, up to their maximum.

Discarded Ideas:

Minor: 3d4, fist, kick, badger bite, dart

Light: 3d6 dagger, short sword, hand axe, club, wolf bite, hunting arrow

Medium: 3d8 most swords, axes, staff, spear, bear claw, war arrow

Heavy: 3d10 two handed swords, polearms, battle axes, charging bull, alligator, crossbow bolt, longbow arrow

Huge: 3d12 ballista, great white bite

Gigantic: 3d20 catapult, dragon bite

Really Old Rules

Super refactor:

Rolls:

To take action roll Ability+Skill+Modifiers+d20 vs. difficulty or opposing Ability+Skill+Modifiers+10 (or d20 if opposed roll). Total equal to target number is a success.

Effects

The effect of an action is determined by rolling 1d6, or the weapon or spell damage, and comparing it to the resisting ability. If the action roll was an unmodified 20, the effect is the maximum possible.

??? add ability mod? What if mod changes dice, so low mod is d4 and high mod is d8 or more? This is similar to bigger weapons, does Str allow higher die weapons instead of adding to damage?

Less to Equal: target is affected until the same initiative next round

More to x2: target is affected for entire encounter

More than x2: target is affected until healed, restored, or otherwise counters the effect.

Example: Argax the Dark stabs Caldran the Nimble with a dagger for 3 points of damage, Caldran resists with his Strength score. His Strength is 2, he takes 3 points of damage that will heal at the end of the encounter.

Example: Argax the Dark stabs Dione, Mistress of the Faith with a dagger for 3 points of damage. Dione has a Strength of 1, she takes 3 points of damage that will only heal with bedrest or magic.

Example: Caldran tries to convince a guard he is supposed to be in the King's treasury. He succeeds on a Charisma + Convince roll, and rolls 1 on 1d6.

Fate:

Spend 1 point to add 1d6 to any roll (even someone else's), can spend up to level in points on any single roll. Can spend a point to "dodge" damage, no limit on points spent per hit. Can also spend a point to gain a clue or get luck, at DM discretion. At end of successful encounter, gain level in fate points back. Can also gain 1d6 points whenever an individual does something notable.

Traits:

All traits have the following characteristics:

Passive bonus: when appropriate, the Trait adds +2 to a roll or check.

Edit Scene: spend 1 Fate to change the plot in a minor way.

Gain Fate: when the Trait is invoked in a negative way, gain 1 to 5 or 1d6 Fate points DM's discretion.

Rituals:

Any spell can be cast as a ritual, including spells in scrolls or books the caster does not know. To cast a spell as a ritual, the caster spends 10 minutes performing the ritual, and makes a magic roll. If the roll is successful, the fp requirements to cast it are reduced by 2. The caster can continue the ritual and make a new roll every ten minutes at a cumulative -5 to lower the spell cost by another 2 fp. If a roll fails, the ritual ends and the caster must cast or abandon the spell. Two casters with knowledge of the same spell, or access to the same written spell, can cast a ritual together, both contributing fp to the spell total.

Sacrificial Rituals:

If an intelligent being is sacrificed as part of a ritual, double their hitpoints may be subtracted from the spell cost. If the sacrifice is willing (and not magically compelled or blackmailed), triple their hitpoints may be subtracted. Unintelligent animals or creatures only contribute 1/4 of their hitpoints. Casters may sacrifice themselves as part of a ritual. A sacrificial ritual takes a minimum of 30 minutes to perform (taking longer reduces the cost per regular rituals).

Magic:

3 functions (these are just notes)

1. Substitute Magic for skill and equipment. Ex. eldritch bolt is basically just an attack using magic skill instead of fighting, and magic instead of equipment. Many uses of magic are just taking normal actions and giving them more success than a normal action can have (invisibility is super stealth, clairvoyance is normal sight plus range). If cast in one action, works like normal action, if cast as ritual can hit higher target through some kind of additive process (+5 for each successful ritual roll?).
2. Add Modifiers. Give bonuses or minuses. Protection is a mod against incoming attacks.
3. Change plot. Changes plot element in non-mechanical way, ex. illusions, travel, conjuration

Abjuration (protections)

Defend (1): make a magic roll as a contested roll against any other effect.

Charm

Influence(

Conjuration (create or summon something, teleport or open gates)

Divination (magical sensing)

Evocation (attacks, energy, force constructs, moving or flying)

Healing (curing or draining hps, curing or inflicting conditions)

Illusion (creates illusions. Also invisibility, light/darkness, some messages)

Transmutation (adds to or changes target, buffs, polymorphs, flaming swords)

Actions

All actions consist of a primary ability plus a skill plus any other modifiers plus a d20 roll. Before rolling you must tell the DM what scores you are targeting. The DM is free to change the targeted scores without telling

you, if they think other scores would be more appropriate. The DM sets the difficulty of your roll by adding the target's primary ability plus skill plus other modifiers plus 10, or plus a d20 if they use their action to resist your action.

If you roll higher than the difficulty, you may inflict a Condition on the target. The effects of the Condition depend on how long the Condition lasts. Any Condition can grant a bonus or a penalty. If granting a bonus, the difficulty is 10 plus the target's level.

One Round: this Condition lasts until the same initiative number next round. It inflicts a modifier to appropriate actions equal to your roll minus the difficulty.

Until Recovered: this Condition lasts until the target makes a Recovery roll using an appropriate ability plus skill. Recovery rolls are made at the end of each round. If the Condition is beneficial, it lasts until a Recovery roll is failed. The Condition always ends when the encounter is over. This Condition inflicts a modifier equal to your roll minus the difficulty minus 5.

Until Healed: this Condition lasts until the target is healed naturally or through magic. It inflicts a modifier equal to your roll minus the difficulty minus 10 (or minus the weapon modifier if using my weapon damage penalty rules posted previously). If the Condition is beneficial, it fades at the end of the encounter.

If a character has a penalty that is so high they have a zero bonus to all actions for the effected ability plus all skills, they are unconscious, disabled, or dead.

Examples:

Ted declares his Fighter is going to trip the attacking Ogre. Ted rolls 12 + Strength (3) + Fighting (7) for a total of 22. The Ogre has 10 + Strength (4) + Fighting (5) for 19. The Ogre stumbles and has a -3 to all physical actions.

Susan announces her Wizardress is casting a friendship spell on the guard. She rolls 11 + Intelligence (2) + Wizardry (3) for 16. The guard has 10 + Intelligence (0), and no usable skill for resisting. The guard must make a Intelligence roll at -6 to take hostile actions, and can roll Intelligence -6 each round to overcome the friendship spell.

Darren has his thief attempt to strangle a victim with his bare hands. He rolls 9 + Dex (3, he convinces the DM Dex is okay because aim is more important than raw strength) + Subterfuge (13) for 25, vs. the hapless baker's Strength + Fighting. The DM decides the Baker can use his Athletics of 4 instead of Fighting, and the Baker uses an action to resist, but rolls poorly for 6 + Strength (2) + 4, or 12. The baker has a -3 (13 minus 10) penalty to all Strength rolls until he is healed. His highest Strength related skill is Athletics (4), if his Strength penalty reaches -6 he will be dead.

Anne decides to have her Cleric pray for Ted's fighter to have great courage while fighting the Ogre. She rolls 17 + Cha(4) + Divinity (6) for 27. The difficulty is 10 + 7 for 17. Anne's Cleric gives Ted's fighter +5 to his attacks until he fails a Charisma Recovery roll or the encounter ends.

Legendary d20

All characters start with 6 fate points. Each time they gain another 6 permanent fate points, their level goes up by one.

Fate points can be temporarily spent for bonuses and effects in play, or spent on long-term effects. A fate point that is allocated to a long-term effect cannot be regained until the effect it bought ends. A character may relinquish long-term effects at any time. If a Trait or other long-term effect is relinquished, the DM may allow the character to allocate those points to a new effect.

At first level, a character may sacrifice fate points to buy Traits, 1 fp per Trait. They cannot buy more than 4 Traits this way. They can also sacrifice 1 fate point to gain a +1 ability bonus to Strength, Dexterity, Intelligence or Charisma. A flaw may be taken at first level to gain 1 extra fate point.

Each level after first, the character may sacrifice 1 fp to gain a new Trait, and 1 fp to gain another +1 ability

bonus. Flaws may only be added with DM approval.

Level 1:

- A. distribute 10 points across your four abilities. One ability can be lowered to -1 to get an extra point.
- B. distribute 3 points across the 4 primary skills.
- C. spend 2 points on secondary skills.
- D. start with Str + 4 hit points.
- E. start with 6 fate points
- F: Can exchange up to 4 fate points for Traits
- G. Can exchange 1 fate point for +1 to an Ability

Each Additional Level:

- A. Add 1 to 1 Primary skill
- B. Add 1 to 2 Secondary skills
- C. Can exchange 1 fate point for a Trait
- D. Can exchange 1 fate point for +1 to an Ability

Four Core Abilities:

Strength
Dexterity
Intelligence
Charisma

Each core ability is ranked from -1 to 4 for normal characters.

Design Notes: Charisma replaces wisdom for divine spellcasters. It represents their force of personality and empathy. That seems to fit real life priests, and it keeps charisma in the system while tying it to a core skill.

Four Primary Skills:

Fighting
Stealth
Wizardry
Divinity

Eight Secondary Skills:

Athletics - jumping, climbing, swimming, running
Survival - wilderness skills like tracking, hunting, finding shelter
Stealing - picking pockets, sleight of hand
Tinkering - disarming traps, opening locks, building traps and machines
Knowledge - medicine, herbalism, alchemy, history, lore
Search - finding or noticing things
Convince - social skills
Perform - acting, playing instruments, giving speeches, disguises, painting, arts

Design Notes: The intention here is to duplicate as wide a set of classes as possible with minimal rules. All the core D&D classes can be built with these skills, and classes that were difficult to build become easy.

Fighters: just Fighting

Thief: 2 levels of Stealth for each level of Fighting, buy Stealing and Tinkering

Ranger: 1 level of Stealth for 2 levels of Fighting, buy Survival and Search

Barbarian: as Fighter but buy lots of Survival

Cleric: 2 levels of Divinity for each level of Fighting, or 1 and 1 for combat Clerics

Druid: the same as Cleric, buy Survival

Paladin: 2 levels of Fighting each level of Divinity

Priest: Just Divinity, little or no Fighting

Wizard: The traditional D&D Wizard is 3 levels of Wizardry to 1 of Fighting. More bookish wizards don't buy Fighting

Shaman: Split Wizardry and Divinity, add a little Fighting

Bard: Split skills all over the place, season to taste, get lots of Convince and Perform

Rolls:

To take an action, roll a twenty-sided die (d20). Add the skill being used and the bonus of the ability being used to the number rolled. If that number is higher than the difficulty (set by the DM, default is 10) the action succeeds. If the action targets another character, your roll must equal or beat their skill + bonus + 10.

If you exceed the number required by 5 or more, you are unusually successful. The DM can determine what this means. If you exceed the number by 10 you are extremely successful. A roll of 20 is always a success.

A character may "take 10" and spend extra time attempting their action. This grants a bonus of +10 to the roll, but no bonuses for exceeding the target number are given. No character can Take 10 during combat.

Initiative:

When combat (or any other measured time) starts, every character involved rolls d20+Dex+Int. The highest total goes first, followed in descending order. Follow this order each round for the rest of the encounter. A character may spend 1fp to reroll their initiative at the beginning of any round.

Combat:

Roll Fighting + Dex bonus vs. opponent's Fighting + Dex +10. A character using a heavy weapon may use Str instead of Dex for their attack roll. If you exceed the number required by 5 or more, you are unusually successful and inflict +1 damage. If you exceed the number by 10 you are extremely successful, and inflict +2 damage. A roll of 20 is always a success, and in combat inflicts maximum weapon damage+2.

When an armored target is hit, subtract the armor's Coverage from the attack roll. If the attack fails as result, the armor is hit. Roll damage normally, but subtract the armor's Hardness from the damage before applying it to the target.

A character can attack with two light or smaller weapons, or a medium and a light or smaller weapon, gaining an extra attack each round. Both of that character's attacks are at -2. The character can also choose to only attack with one weapon, and use the second to parry, getting a +1 defense bonus.

A character that parries with their weapon or weapons instead of making an attack gets +4 to their defense that turn.

A character with a Fighting skill of 5 or more may make additional attacks each round. Each attack is at a cumulative -5. Additional attacks cannot be made if this lowers the total attack bonus below 0.

Defenseless: if an enemy is bound, blinded, surprised, attacked from behind or otherwise unable to defend themselves, they do not add Fighting or Dex to their defense score. If a character spends an action to sneak up on an enemy (roll Stealth vs. 10 + Search + Int bonus), that enemy is Defenseless against them the next round.

Damage: by weapon type plus Str bonus, or Dex for ranged and light weapons.

(or weapons have damage maximum instead of roll, damage is equal to total roll minus defense up to maximum. Str bonus increases maximum)

To use a weapon, you must meet the minimum Str requirement, or take the difference as a penalty to your attack rolls. Using two hands to wield a weapon lowers the Str requirement by 1 point.

Tiny (-1): 1d2 fist, knife, badger's teeth

Small (0): 1d4 dagger, cane, whip

Light (1): 1d6 short sword, rapier, club

Medium (2): 1d8 long sword, staff, spear

Heavy (3): 1d10 bastard sword, warhammer

Large (4): 1d12 two-handed sword, battle axe, polearm

Long weapons have a +1 init bonus on the first attack. Short weapons have a +1 init bonus on the second and later attacks, unless the opponent moves away
(or free attack from longer weapon until closed? Create long, medium, short range?).

Damage:

Subtract damage from hit points. A character may subtract some or all of the damage from fate points instead of hit points.

All characters take a penalty to all actions equal to the damage they've suffered (ie: after taking 5 total damage, the penalty is -5).

Any hit that inflicts more than the target's Strength bonus in damage is a wound, and may have extra effects at the discretion of the DM (stunned, bleeding, etc.).

At zero hitpoints a character is incapacitated, possibly unconscious. They must roll Str vs. 10 (counting wound penalty) each round or lose another hitpoint. When they are at negative hit points equal or below their normal hit points, they are dead. If they make their check, they stabilize and heal 1 pt. per day. A successful Survival or Knowledge check will stabilize someone below 0hp and heal 1 point of damage.

Armor

Armor has two stats: Coverage and Hardness. Coverage determines whether armor blocks an attack, Hardness determines how much damage it blocks. When an attack succeeds, subtract Coverage from the attack roll. If that would cause the attack to fail, the armor's Hardness is subtracted from the attack's damage. If the attack succeeds despite the armor's Coverage score, the armor is ignored.

When damage exceeds armor's Hardness, that armor's Hardness score drops by one until it is repaired. If a piece of armor's Hardness is reduced to 0, it is ruined and cannot be repaired.

A shield has Coverage and Hardness, and hitpoints. Damage that gets past its Hardness is applied to its hitpoints instead of the character using the shield. Once the shield has zero hitpoints, it is destroyed.

Type Coverage/Hardness (Str required to use/Penalty to Spellcasting)

Padded 6/1

Leather 6/2 (0/-2)

Chain Hauberk 6/5 (+1/-4)

Full Chain 8/5 (+2/-6)

Coat of Plates, Scale 6/6 (+2/-8)

Platemail 8/8 (+3/-10)

Full Plate 10/10 (+4/-12)

Small wooden shield 2/8hp

Small iron shield 2/16hp (+1)

Medium wooden shield 4/10hp (+1)

Medium iron shield 4/20hp (+2)

Large wooded shield 6/12hp (+2)

Lage iron shield 6/24hp (+3)

Combat Stunts:

You can attempt to do something unusual in combat by declaring a Combat Stunt. Describe what your character is attempting, then take a penalty to your roll. The penalty can be any amount, as long as your attack bonus is at least 0. If the roll is successful, you can apply the penalty as a bonus to your next action, another character's next action, or a penalty to the next roll of the target. If the bonus is defensive, you can

apply it until your next action. You can chain several rolls together, and use the cumulative penalties from all of them. If one of the actions in the chain fails, the entire stunt fails. If a secondary skill roll is used, you can apply double the penalty as a modifier.

Bonuses for rolling 5 over, 10 over and natural 20 can be added to the stunt modifier.

Examples: Roger the Nimble rolls Acrobatics at -4 and declares he is tumbling wildly to avoid the arrows of a troop of enemy soldiers. He succeeds and can add 8 to his defense until his next action.

Bjoldar rolls to hit a Manticore at -2, and declares he is distracting it by making a bold attack. He succeeds, and gives his companion Angmar a +2 to hit with his attack.

Feldan the Wise casts Eldritch Bolt (fire) at some attacking goblins at -3, and declares he is trying to dazzle them by aiming his mystic fire at their eyes. Instead of immediately applying a bonus, he lets the goblins attack, then on his next action he casts Darkness at -4. If he failed his roll, the stunt would be over, but he succeeds, and applies a -7 to the goblins' next attack, as they fumble around blindly.

Magic:

Each character may cast any spell from their known spells list. Each spell drains fp when it is cast. If a character does not have fate points to spend, they may spend hit points instead.

For every three levels of magic skill a spellcaster can choose 1 spell they know as a Favored Spell. That spell costs 1 less fp to cast. A caster may also use an implement to cast a spell (staff, holy symbol, wand, etc.), that reduces the spell cost by 1fp. All spells cost at least 1fp.

To cast a spell, roll the character's magic skill+ Int (arcane) or Cha (divine) bonus vs. opponent's opposing skill + stat + 10 (targeted character must declare skill they are using, DM determines if it is appropriate). If a spell affects multiple targets all targets can roll to resist. If the target is inanimate or willing, the difficulty is 10.

When casting a spell, the caster chooses a base spell and then adds modifiers to it, until they have constructed a spell with the desired effects. Each modifier requires additional fp. The fp for a spell are spent even if the spell is unsuccessful.

Rituals:

Any spell can be cast as a ritual, including spells in scrolls or books the caster does not know. To cast a spell as a ritual, the caster spends 10 minutes performing the ritual, and makes a magic roll. If the roll is successful, the fp required to cast it are reduced by 2. If the roll fails, the ritual ends unless the caster spends 1fp (this point doesn't apply to the spell cost). Two casters with knowledge of the same spell, or access to the same written spell, can cast a ritual together, both contributing hps to the spell total.

Sacrificial Rituals:

If an intelligent being is sacrificed as part of a ritual, double their hitpoints may be subtracted from the spell cost. If the sacrifice is willing (and not magically compelled or blackmailed), triple their hitpoints may be subtracted. Unintelligent animals or creatures only contribute 1/4 of their hitpoints. Casters may sacrifice themselves as part of a ritual. A sacrificial ritual takes a minimum of 30 minutes to perform (taking longer reduces the cost per regular rituals).

Known Spells:

A character that has magic skill at first level starts play with knowledge of three magic schools, and one spell from each. Characters that gain magic skill later learn only one school and one spell when they gain their first level in magic. Characters can only cast spells they know from schools they know.

Every 5th rank of magic skill gained allows the character to know another school of magic. Each caster learns one new spell every 3rd level, and can find or be taught other spells.

Healing can only be purchased with the Divinity skill, Evocation can only be purchased with the Wizardry skill.

Counter Magic:

All spellcasters can counter or dispell magic. This is the same as casting a spell, and can only be attempted if the target spell belongs to a school of magic known to the character. The counterspell drains the same amount of fp as the spell being countered (the character can sense how many fps are required). If the caster's roll succeeds by more than the target spell's caster, the spell is countered or dispelled. Counter magic can be used as a ritual for more complex spells.

Schools of Magic:

Abjuration (protections)

Charm (control minds)

Conjuration (create or summon something, teleport or open gates)

Divination (magical sensing)

Evocation (attacks, energy, force constructs, moving or flying)

Healing (curing or draining hps, curing or inflicting conditions)

Illusion (creates illusions. Also invisibility, light/darkness, some messages)

Transmutation (adds to or changes target, buffs, polymorphs, flaming swords)

Modifiers:

(all modifiers stack and can be applied multiple times, so a caster can spend 2fp to have a range of 100' with two targets)

Target

Melee: 0hp - touch/self

Ranged: +1hp - 50', one target/5 levels

Radius: +1hp - 10' radius from target/5 levels

Damage

0hp 1d6/5 levels

+1hp +1d6

(transformations must "damage" target down to 0 to change them, this targets their max hp, but doesn't actually remove any hp)

Durability

+1 hp 4hitpoints and 4 hardness

Modifier (protections, buffs, drains)

+1hp +2 or -2 to ability, skill, or other attribute, also used for shielding against attacks

Duration

Instant: 0 hp - instant/one round

Encounter: +1 hp - one encounter (save/round for unwilling)

Hour: +2 hp - one hour/5 levels

Day: +10 hp - one day/5 levels

Long term: +20 hp - lasts for one adventure

Permanent: +50 hp or 1 permanent hp

Warding

+1 hp per trigger condition

Enchantment - an enchantment is a spell that reduces the maximum fp of the target by 1, and in exchange is permanent until dispelled. It has no other duration cost. To enchant an unwilling target, the caster must also sacrifice 1 fp. The fp loss lasts until the spell ends.

Spells:

Abjuration

Protection (1fp): the target can ignore $1\text{hp} + 1\text{hp}/5$ levels of a specific type of damage (physical, fire, magic, evil, natural, etc.) for 1 turn.

Charm

Command (1fp): force one target to obey a single spoken word, such as flee, stop, sleep, or dance for one turn.

Influence (1fp): one target

Control (+3fp): force one target

Conjuration

Divination

Evocation

Eldritch Bolt (1fp): inflict 1d6 damage to a target within reach. You must determine the energy type when this spell is learned. You inflict an additional 1d6 damage every 5 levels of the appropriate magic skill.

Force Wall (3fp): create a translucent wall of force roughly the size of a door. The wall is immobile relative to the object it is cast on. If cast on the area, it will not move, if cast on a person it will move with the person. The wall has 4 hitpoints and a Hardness of 4, and provides Coverage of 6 if used as a shield.

Fly

Mage Hand (0fp): move an object within reach with strength equal to your [class stat]. This lasts as long as you concentrate on the spell and take no other actions.

Healing

Heal Wound - restore 1d8 hp

Restoration - remove one condition (blindness, disease, poison, lost or maimed limb)

Illusion

Light (0fp): create light equal to a torch as long as you concentrate.

Darkness

Invisibility

Disguise

Transmutation

Enhancement (0fp): the target gains 1 point $+1\text{ point}/5$ levels to one stat (Strength, Dexterity, Intelligence, damage) for one turn.

Fate

Gaining Fate

Permanent fate is gained by accomplishing story goals. Each adventure should end with the characters earning 1 or 2 permanent fate points each. The DM may choose to award them to everyone at the same time, or to individuals at different parts of the adventure.

Temporary fate is restored by minor accomplishments in the game, or by pursuing Virtues or having Flaws invoked by the DM. Characters should regain temporary fp equal to their level at the end of a successful fight. Characters can also regain fate points whenever they pull off an especially impressive action, when they do something clever or when the player exhibits excellent roleplaying. The DM will award 1 to 5 points based on what happened, or roll 1d6 and award that many points. All characters regain half their missing fate points (round up) if they rest for one full night. The DM may also grant fate points when something especially bad happens to the characters, or when the plot is forced on them.

Spending Fate in Play

During play, one fate point can be spent at any time to raise or lower a roll by 2, after the roll is made. This includes rolls made by other characters, even enemies. Only one roll can be spent on each roll by each character. It is possible for one character to raise a roll and another to lower the same roll.

Fate points can also be spent to ignore damage from an attack, 1 fp per point of damage. The attack is considered to have just barely missed, or to have been too light to do damage.

Traits

Traits are aspects of the character not contained in their skills or attributes. They are the factors that make them unique. Traits usually grant bonuses or special abilities, though some can be negative. Each trait requires 1fp to use unless otherwise stated. Some Traits have prerequisites, these are listed in parenthesis after the Trait name.

Talent: A talent is something your character is especially good at, or some extra ability they have that isn't covered by other rules. Examples include Smooth Talker, Intimidating Stare, Unusually Small, Fast Reactions, and Martial Arts. If the talent is appropriate, spend 1fp to gain 1d6 to one roll after the roll is made.

Combat Maneuver: pick one combat maneuver, when using it you get +2 to your attack roll, defense, or damage (blind fighting, trip, bullrush). Combat maneuvers do not stack, and do not cost fp to use.

Holy Aura (Cha +1, Divinity 1): you are holy. Once per encounter you may roll Divinity+Cha as an attack against the Level+Cha of all undead or unholy creatures in the area. Creatures hit by this attack are driven back, and may not attack unless attacked.

Blazing Aura (Cha +3, Divinity 10): you radiate holiness. Once per encounter you may roll Divinity + Cha as an attack against the Level + Cha of all unholy creatures in the area. Creatures hit by this attack take 1d12+Cha damage.

Necromancy (Int or Cha +2, Wizardry or Divinity 7): you may make a ritual magic roll to animate the dead. For every 5fp spent, you may animate 1 level of undead creatures. The creatures obey your commands. Each undead creature loses 1 fp per day, when they reach 0 they become normal corpses. All undead can steal fp from their victims to replenish themselves.

Animal Companion: you have a normal animal companion that helps and obeys you. Its level is equal to half of your level.

Familiar (Animal Companion): your animal companion shares a telepathic bond with you. You can command it from afar, and use its senses. You take 1 point of damage for every 2 points of damage inflicted on it.

Smite Enemy: by spending 1 fp you can add 1d6 damage to a melee attack, or inflict it as a touch attack. This is only effective against one kind of enemy (undead, true evil, goblinoids, etc.). The fp are still spent if the attack misses. Choose a damage type off of the Damage Table.

Ranged Strike (Magical Strike or Smite Enemy): your magical strike or smite enemy trait can hit targets at range, as if shot from a bow. You may choose to use Arcane or Divinity for the attack roll instead of Fighting when you buy this Trait.

Magical Strike (Smite Enemy): you can affect any target with your attack

Toughness: once per encounter you can spend 1 fp to ignore up to 3 points of damage from a single attack

Rage (Toughness): when used, you go into a berserker frenzy. You gain a +2 to STR, and don't suffer penalties to wounds. You must continue attacking until all enemies are prone and unmoving or you are incapacitated.

Background Traits

These traits allow you to change the course of the gameplay. By spending 1 fp and invoking a Background Trait, you can change the current encounter in some way. For example, when confronted by guards, you could invoke your Noble Blood Trait to declare the guards' lord owes fealty to your family, and once they know who you are, they will let you pass. The DM is always free to deny the use of a Background trait if it is inappropriate. The DM can also invoke a Background Trait as if it was a flaw. All of them come with responsibilities as well as perks. Noble Blood may result, for instance, in being required to accept a duel or assist a greater lord.

Examples: Noble Blood, Member of Merchant's Guild, Peasant Hero, Criminal Connections, Member of Clergy, Tainted by Evil, Supernatural Heritage, Famous Ancestor

Virtues:

Virtues are things your character believes in strongly, or goals they are pursuing. When you choose to pursue a Virtue instead of a more selfish act, and the DM agrees, you gain 1 fp. Examples include Honest, Protector of the Innocent, Sworn Enemy of Lord Dralthen, or Vow of Chivalry.

Flaws:

A flaw is some drawback that haunts your character. It might be a physical ailment, like being clumsy or having a limp, a moral failing such as cowardice or greed, or something in their history, such as past crimes or a reputation for dishonesty.

The DM may declare one of your Flaws affects you at any time. When this happens you immediately regain 1 temporary fate point. Flaws can trigger plot complications (NPCs turn against you, guards burst in to arrest you), or give you a 1d6 penalty to some or all of your actions for one encounter (clumsy, afraid of spiders, forgetful)

Suggested Racial Traits:

Racial traits are packages of traits that define a typical member of a non-human race. A character of that race is not required to buy the racial package. It's entirely possible to have a weak dwarf or a clumsy elf.

Elf: Talent (nimble), Combat Maneuver (Marksman), Spend fate point on Dex (even if this increases Dex to 5).

Dwarf: Talent (steadfast), Toughness, Spend fate point on Str (even if this increases Str to 5).

Magic Items

To "bond" to a magic item, fate points equal to the Fate Score of the item must be sacrificed. These points cannot be regained until the bond is broken. An unbonded item behaves as a mundane item of the same kind, though it still radiates magic.

When bonded to an item, a character may burn a fate point to gain +2 to any action roll using the item, as if using a maneuver, but the bonus stacks with maneuvers.

At the DM's discretion, a character may sacrifice additional fate points to increase the power of a magic item. This should only be done when the character has achieved a dramatic story goal using the item, such as vanquishing a powerful enemy.

A character can sacrifice a Fate Point to give a magic item a continuous +1 to attack, defense, or damage.

Some items can store spendable Fate Points. For each point sacrificed, the item gains a pool of 3 points that can be spent in actions using the item. The points can be spent to cast spells, avoid damage, activate Traits, or do anything else normally done with Fate Points, as long as the item is involved.

By sacrificing Fate Points equal to the casting cost, an item can gain the power to cast a spell. The item must spend its fate points to cast the spell each time.

When a character gains temporary FP while using the item, they can use some or all of those points to charge the item's Fate pool, if it has one.

A magic item's Fate Score is equal to one, plus 1 for each fate point sacrificed to it. Thus if a character has sacrificed points to increasing the power of an item, any other character that wishes to bond with it must sacrifice the same number of points.

Monsters are based on stats, skills, and toolkit of abilities (bought with points, point total used to balance against PCs)

Monster Kit

Paralysis

Fear

Poison

Spell

Damage Reduction

Immunity (attack type, magic type)

Regeneration

Phasing

Teleport

Shapechange

Unholy (): this creature may roll Level + Cha to counter Holy effects within the area.

Vulnerability

Type

Abomination

Dragon

Goblinoid

Undead: All undead have the following properties:

Damage Reduction: -5 physical (magic)

Immunity: Poison, Cold

Vulnerability: Fire +5

Drain Hp: Every time an undead successfully deals direct damage to the living, they gain 1 hp, up to their maximum.

Discarded Ideas:

Minor: 3d4, fist, kick, badger bite, dart

Light: 3d6 dagger, short sword, hand axe, club, wolf bite, hunting arrow

Medium: 3d8 most swords, axes, staff, spear, bear claw, war arrow

Heavy: 3d10 two handed swords, polearms, battle axes, charging bull, alligator, crossbow bolt, longbow arrow

Huge: 3d12 ballista, great white bite

Gigantic: 3d20 catapult, dragon bite

Refactoring Copy

All characters start with 6 fate points. Each time they gain another 6 permanent fate points, their level goes up

by one.

Fate points can be temporarily spent for bonuses and effects in play, or spent on Traits. A fate point that is spent on a Trait is not regained until the character loses that Trait. A Trait can only be lost through in-game events, at the permission of the DM. The DM may allow the character to allocate those points to a new effect before their next level.

At first level, a character may spend fate points to buy Traits, 1 fp per Trait. They cannot buy more than 4 Traits this way. A flaw may be taken at first level to gain 1 extra fate point.

Each level after first, the character may sacrifice 1 fp to gain a new Trait. Flaws may only be added with DM approval.

Level 1:

- A. distribute 10 points across your four abilities. One ability can be lowered to -1 to get an extra point.
- B. gain 1 point in a Primary Skill
- C. gain 1 point in a Secondary Skill
- D. start with Str + 2 hit points.
- E. start with 6 fate points
- F: Can exchange up to 4 fate points for Traits

Each Additional Level:

- A. Add 1 to 1 Primary skill
- B. Add 1 to 1 Secondary skill
- C. Can exchange 1 fate point for a Trait

Four Core Abilities:

Strength
Dexterity
Intelligence
Charisma

Each core ability is ranked from -1 to 4 for normal characters.

Design Notes: Charisma replaces wisdom for divine spellcasters. It represents their force of personality and empathy. That seems to fit real life priests, and it keeps charisma in the system while tying it to a core skill.

Four Primary Skills:

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Stealth
Wizardry
Divinity

Eight Secondary Skills:

Athletics - jumping, climbing, swimming, running
Survival - wilderness skills like tracking, hunting, finding shelter
Stealing - picking pockets, sleight of hand
Tinkering - disarming traps, opening locks, building traps and machines
Knowledge - medicine, herbalism, alchemy, history, lore
Search - finding or noticing things
Convince - social skills
Perform - acting, playing instruments, giving speeches, disguises, painting, arts

Design Notes: The intention here is to duplicate as wide a set of classes as possible with minimal rules. All the core D&D classes can be built with these skills, and classes that were difficult to build become easy.

Fighters: just Fighting

Thief: 2 levels of Stealth for each level of Fighting, buy Stealing and Tinkering

Ranger: 1 level of Stealth for 2 levels of Fighting, buy Survival and Search

Barbarian: as Fighter but buy lots of Survival

Cleric: 2 levels of Divinity for each level of Fighting, or 1 and 1 for combat Clerics

Druid: the same as Cleric, buy Survival

Paladin: 2 levels of Fighting each level of Divinity

Priest: Just Divinity, little or no Fighting

Wizard: The traditional D&D Wizard is 3 levels of Wizardry to 1 of Fighting. More bookish wizards don't buy Fighting

Shaman: Split Wizardry and Divinity, add a little Fighting

Bard: Split skills all over the place, season to taste, get lots of Convince and Perform

Rolls:

To take an action, roll a twenty-sided die (d20). Add the skill being used and the bonus of the ability being used to the number rolled. If that number is higher than the difficulty (set by the DM, default is 10) the action succeeds. If the action targets another character, your roll must equal or beat their skill + bonus + 10.

If you exceed the number required by 5 or more, you can add an extra effect to your action with the permission of the DM. This is usually a +2 applied to the result of the action. You can also choose to give a +2 or -2 modifier to another character. If you exceed the minimum required for the roll by 10 or more, the modifier is 5. An unmodified roll of 20 is always a success, and if 20 is more than the minimum required, the effects are the same as 5 or 10 over, but with a modifier of 10.

Example: Your character Torvald is attacking an ogre with a defense of 17. Your total attack roll is 24. This is 7 over the number required, so you can give Torvald a +2 to his damage, declare his attack forced the ogre back and take a +2 to your defense against the ogre on his next attack, or you could say the ogre is distracted by your bold attack, and give it a -2 to its defense against the next attack anyone makes against it.

A character may "take 10" and spend extra time attempting their action. This grants a bonus of +10 to the roll, but no bonuses for exceeding the target number are given. No character can Take 10 during combat.

Initiative:

When combat (or any other measured time) starts, every character involved rolls d20+Dex+Int. The highest total goes first, followed in descending order. Follow this order each round for the rest of the encounter. A character may spend 1fp to reroll their initiative at the beginning of any round.

Combat:

Roll Fighting + Dex bonus vs. opponent's Fighting + Dex +10. A character using a heavy weapon may use Str instead of Dex for their attack roll.

When an armored target is hit, subtract the armor's Coverage from the attack roll. If the attack fails as result, the armor is hit. Roll damage normally, but subtract the armor's Hardness from the damage before applying it to the target.

A character can attack with two light or smaller weapons, or a medium and a light or smaller weapon, gaining an extra attack each round. All of that character's attacks and their defense are at -2 for that round. The character can also choose to only attack with one weapon at -2, and use the second to parry, getting a +2 defense bonus.

A character that parries with their weapon or weapons instead of making any attacks gets +4 to their defense that turn.

A character with a Fighting skill of 5 or more may make additional attacks each round. Each attack is at a cumulative -5 and happens at the character's initiative -5. Additional attacks cannot be made if this lowers the total attack bonus or initiative below 0.

Defenseless: if an enemy is bound, blinded, surprised, attacked from behind or otherwise unable to defend themselves, they do not add Fighting or Dex to their defense score. If a character spends an action to sneak

up on an enemy (roll Stealth vs. 10 + Search + Int bonus), that enemy is Defenseless against them on their next attack.

Weaons:

Weapons inflict damage according to the attack roll. All successful attacks inflict damage equal to the difference between the attack roll and the number required to hit, up to the maximum damage for the attack. If the difference is zero, the attack does 1 point of damage.

The maximum damage for an attack is the maximum damage for the weapon, plus the attacker's Strength, plus any other bonuses to the roll. Bonuses from Talents, Proficiencies and other Traits may be added to the maximum damage.

ex: You roll 12, add your fighting skill of 7, your Dex bonus of 2, and spend a Fate point to invoke your Swashbuckling Talent (which rolls 4 on 1d6). Your total attack roll is 25, vs. the mercenary you're attacking's defense of 15 (10+5 Fighting skill). You exceed the required roll by 10. You are using a longsword, with a maximum damage of 8, plus your Strength of 2, plus 2 for an exceptional success, for a damage maximum of 12, so the attack does a full 10 points of damage.

To use a weapon, you must meet the minimum Str requirement, or take the difference as a penalty to your attack rolls. Using both hands for a one-handed weapons lowers the minimum Str by one, wielding a two-handed weapon with one hand raises the minimum Str by one.

Size(Minimum Strength): Damage Maximum

Tiny (-1): 2 fist, knife, badger's teeth

Small (0): 4 dagger, cane, whip

Light (1): 6 short sword, rapier, club, shortbow, crossbow*

Medium (2): 8 long sword, staff*, spear*

Heavy (3): 10 bastard sword, warhammer, longbow*

Large (4): 12 two-handed sword, battle axe, polearm*

*cannot be used one-handed regardless of Strength

Long weapons have a+1 init bonus on the first attack. Short weapons have a +1 init bonus on the second and later attacks, unless the opponent moves away
(or free attack from longer weapon until closed? Create long, medium, short range?).

Damage:

Subtract damage from hit points. A character may subtract some or all of the damage from fate points instead of hit points.

All characters take a penalty to all actions equal to the damage they've suffered (ie: after taking 5 total damage, the penalty is -5).

Any hit that inflicts more than the target's Strength bonus in damage is a wound, and may have extra effects at the discretion of the DM (stunned, bleeding, etc.).

At zero hitpoints a character is incapacitated, possibly unconscious. They must roll Str vs. 10 (counting wound penalty) each round or lose another hitpoint. When they are at negative hit points equal or below their normal hit points, they are dead. If they make their check, they stabilize and heal 1 pt. per day. A successful Survival or Knowledge check will stabilize someone below 0hp and heal 1 point of damage.

Armor

Armor has two stats: Coverage and Hardness. Coverage determines whether armor blocks an attack, Hardness determines how much damage it blocks. When an attack succeeds, subtract Coverage from the attack roll. If that would cause the attack to fail, the armor's Hardness is subtracted from the attack's damage.

If the attack succeeds despite the armor's Coverage score, the armor is ignored.

When damage exceeds armor's Hardness, that armor's Hardness score drops by one until it is repaired. If a piece of armor's Hardness is reduced to 0, it is ruined and cannot be repaired.

A shield has Coverage and Hardness, and hitpoints. Damage that gets past its Hardness is applied to its hitpoints instead of the character using the shield. Once the shield has zero hitpoints, it is destroyed.

Type Coverage/Hardness (Str required to use/Penalty to Spellcasting)

Padded 6/1

Leather 6/2 (0/-2)

Chain Hauberk 6/5 (+1/-4)

Full Chain 8/5 (+2/-6)

Coat of Plates, Scale 6/6 (+2/-8)

Platemail 8/8 (+3/-10)

Full Plate 10/10 (+4/-12)

Small wooden shield 2/8hp

Small iron shield 2/16hp (+1)

Medium wooden shield 4/10hp (+1)

Medium iron shield 4/20hp (+2)

Large wooded shield 6/12hp (+2)

Lage iron shield 6/24hp (+3)

Magic:

Each character may cast any spell from their known spells list. Each spell drains fp when it is cast. If a character does not have fate points to spend, they may spend hit points instead.

For every three levels of magic skill a spellcaster can choose 1 spell they know as a Favored Spell. That spell costs 1 less fp to cast. A caster may also use an implement to cast a spell (staff, holy symbol, wand, etc.), that reduces the spell cost by 1fp. All spells cost at least 1fp.

To cast a spell, roll the character's magic skill+ Int (arcane) or Cha (divine) bonus vs. opponent's opposing skill + stat + 10 (targeted character must declare skill they are using, DM determines if it is appropriate). If a spell affects multiple targets all targets can roll to resist. If the target is inanimate or willing, the difficulty is 10.

When casting a spell, the caster chooses a base spell and then adds modifiers to it, until they have constructed a spell with the desired effects. Each modifier requires additional fp. The fp for a spell are spent even if the spell is unsuccessful.

Rituals:

Any spell can be cast as a ritual, including spells in scrolls or books the caster does not know. To cast a spell as a ritual, the caster spends 10 minutes performing the ritual, and makes a magic roll. If the roll is successful, the fp required to cast it are reduced by 2. The caster can continue the ritual and make a new roll every ten minutes at a cumulative -5 to lower the spell cost by another 2 fp. If a roll fails, the ritual ends and the caster must cast or abandon the spell. Two casters with knowledge of the same spell, or access to the same written spell, can cast a ritual together, both contributing fp to the spell total.

Sacrificial Rituals:

If an intelligent being is sacrificed as part of a ritual, double their hitpoints may be subtracted from the spell cost. If the sacrifice is willing (and not magically compelled or blackmailed), triple their hitpoints may be subtracted. Unintelligent animals or creatures only contribute 1/4 of their hitpoints. Casters may sacrifice themselves as part of a ritual. A sacrificial ritual takes a minimum of 30 minutes to perform (taking longer reduces the cost per regular rituals).

Schools of Magic:

A character that has magic skill at first level starts play with knowledge of three magic schools. Characters that gain magic skill later learn only one school when they gain their first level in magic. Characters can cast any spell from a school they know.

Every 5th rank of magic skill gained allows the character to know another school of magic.

Each school learned is linked to the skill used to learn it. A character with Abjuration bought with the Wizardry skill cannot use Divinity to cast Abjuration spells unless they also buy Abjuration with their Divinity skill. Healing can only be purchased with the Divinity skill, Evocation can only be purchased with the Wizardry skill.

Counter Magic:

All spellcasters can counter or dispell magic. This is the same as casting a spell, and can only be attempted if the target spell belongs to a school of magic known to the character. The counterspell drains the same amount of fp as the spell being countered (the character can sense how many fps are required). If the caster's roll succeeds by more than the target spell's caster, the spell is countered or dispelled. Counter magic can be used as a ritual for more complex spells.

Schools of Magic:

Abjuration (protections)

Charm (control minds)

Conjuration (create or summon something, teleport or open gates)

Divination (magical sensing)

Evocation (attacks, energy, force constructs, moving or flying)

Healing (curing or draining hps, curing or inflicting conditions)

Illusion (creates illusions. Also invisibility, light/darkness, some messages)

Transmutation (adds to or changes target, buffs, polymorphs, flaming swords)

Modifiers:

All modifiers stack and can be applied multiple times, so a 1st level caster can spend 2fp to have a range of 200' with two targets.

Name(cost in Fate points)

Target

Melee(0): touch/self

Ranged(1): 100', one target/5 levels

Area(1): 10' x 10' square/5 levels

Damage

0hp 1d6/5 levels

+1hp +1d6

(transformations must "damage" target down to 0 to change them, this targets their max hp, but doesn't actually remove any hp)

Durability

+1 hp 4hitpoints and 4 hardness

Modifier (protections, buffs, drains)

+1hp +2 or -2 to ability, skill, or other attribute, also used for shielding against attacks

Duration

Instant: 0 hp - instant/one round

Encounter: +1 hp - one encounter (save/round for unwilling)

Hour: +2 hp - one hour/5 levels

Day: +10 hp - one day/5 levels

Long term: +20 hp - lasts for one adventure

Permanent: +50 hp or 1 permanent hp

Warding

+1 hp per trigger condition

Enchantment - an enchantment is a spell that reduces the maximum fp of the target by 1, and in exchange is permanent until dispelled. It has no other duration cost. To enchant an unwilling target, the caster must also sacrifice 1 fp. The fp loss lasts until the spell ends.

Spells:

Abjuration

Protection (1fp): the target can ignore $1\text{hp} + 1\text{hp}/5$ levels of a specific type of damage (physical, fire, magic, evil, natural, etc.) for 1 turn.

Ban (4fp): a single 10x10 area, or one person, is protected from being touched by one thing (metal, males, one eyed dwarves, lizards, rain). When something attempts to push through the ban, it is resisted as if pushed back by a Strength equal to the caster's Intelligence (Arcane) or Charisma (Divine), +1/5 levels. Damaging effects, such as attacks, have a penalty to their roll equal to the ban (ie: a ban against wood of Strength 3 gives an attack using a wooden club against the protected person or object a -3 to hit).

Charm

Command (1fp): force one target to obey a single spoken word, such as flee, stop, sleep, or dance for one turn.

Influence (1fp): shift a target's feelings or opinions on one topic.

Control (+3fp): force one target

Conjuration

Divination

Evocation

Eldritch Bolt (1fp): inflict 1d6 damage to a target within reach. You must determine the energy type when this spell is learned. You inflict an additional 1d6 damage every 5 levels of the appropriate magic skill.

Force Wall (3fp): create a translucent wall of force roughly the size of a door. The wall is immobile relative to the object it is cast on. If cast on the area, it will not move, if cast on a person it will move with the person. The wall has 4 hitpoints and a Hardness of 4, and provides Coverage of 6 if used as a shield.

Fly

Mage Hand (0fp): move an object within reach with strength equal to your [class stat]. This lasts as long as you concentrate on the spell and take no other actions.

Healing

Heal Wound - restore 1d8 hp

Restoration - remove one condition (blindness, disease, poison, lost or maimed limb)

Illusion

Light (0fp): create light equal to a torch as long as you concentrate.

Darkness (0fp): create a globe of darkness the size of a torch as long as you concentrate.

Invisibility

Disguise

Transmutation

Guise (1fp): the target changes appearance to look like something of the same type (humanoid, animal,

object) of the same size and similar shape for one turn. This is an actual physical change, but does not change the physical properties of the target (stats do not change).

Enhancement (1fp): the target gains 1 point +1 point/5 levels to one stat (Strength, Dexterity, Intelligence, damage) for one turn.

Form (3fp): the target changes into something different in size and shape.

Substance (2fp): the target gains or loses 1 point of hardness.

Fate

Gaining Fate

Permanent fate is gained by accomplishing story goals. Each adventure should end with the characters earning 1 or 2 permanent fate points each. The DM may choose to award them to everyone at the same time, or to individuals at different parts of the adventure.

Temporary fate is restored by minor accomplishments in the game, or by pursuing Virtues or having Flaws invoked by the DM. Characters should regain between 1 and their level in temporary fp at the end of a successful encounter. Characters can also regain fate points during an encounter whenever they pull off an especially impressive action, when they do something clever or when the player exhibits excellent roleplaying. The DM will award 1 to 5 points based on what happened, or roll 1d6 and award that many points. The DM may also grant fate points when something especially bad happens to the characters, or when the plot is forced on them.

All characters regain all of their temporary fate points when a refresh occurs. A refresh happens whenever the DM says so, usually when the characters are between parts of the story. If they find a place they can relax for a few days, or they are traveling uneventfully for a week, or otherwise go out of "game time" for a while a refresh probably happens. Refreshes should almost never happen in the middle of the action, or when the characters are under threat.

Spending Fate in Play

During play, one fate point can be spent at any time to raise or lower a roll by 2, after the roll is made. This includes rolls made by other characters, even enemies. Only one point can be spent on each roll by each character. It is possible for one character to raise a roll and another to lower the same roll. Once per encounter, you may spend 1 fate point to raise or lower a roll by your character's level.

Fate points can also be spent to ignore damage from an attack, 1 fp per point of damage. The attack is considered to have just barely missed, or to have been too light to do damage.

Traits

Traits are aspects of the character not contained in their skills or attributes. They are the factors that make them unique. Traits usually grant bonuses or special abilities, though some can be negative. Each trait requires 1fp to use unless otherwise stated. Some Traits have prerequisites, these are listed in parenthesis after the Trait name.

Talent: A talent is something your character is especially good at, or some extra ability they have that isn't covered by other rules. Examples include Smooth Talker, Intimidating Stare, Unusually Small, Fast Reactions, and Martial Arts. If the talent is appropriate, spend 1fp to gain 1d6 to one roll after the roll is made.

Proficiency: your character has some specialized training or knowledge too specific to be covered by a skill. In situations where the proficiency applies, your character may add +2 to relevant rolls. Examples include blacksmithing, blindfighting, seamanship, and merchanting. A Proficiency does not cost fp to use.

Ability: your character can increase one ability score by 1 with this Trait. This can raise the score above 4. Abilities are "always on" and do not cost fp to use. The cost of this Trait is equal to the current Ability score being raised, or 1, whichever is higher. For example, to raise a Str of 4 to 5 costs 4 Fate points, while raising a

Dex of -1 to 0 costs 1 Fate point.

Holy Aura (Cha +1, Divinity 1): your character is holy. Once per encounter you may roll your character's Divinity+Cha as an attack against the Level+Cha of all undead or unholy creatures in the area. Creatures hit by this attack are driven back, and may not attack unless attacked.

Blazing Aura (Cha +3, Divinity 10, Holy Aura): your character radiates holiness. Once per encounter you may roll your character's Divinity + Cha as an attack against the Level + Cha of all unholy creatures in the area. Creatures hit by this attack take 1d12+Cha damage.

Battle Caster: your character has mastered the art of casting in armor. The penalty to cast a spell while wearing armor is reduced by 2 for a character with this Trait. Battle Caster can be purchased multiple times, and the bonuses stack. This Trait does not require fp to be spent to use it.

Necromancy (Int or Cha +2, Wizardry or Divinity 7): you may make a ritual magic roll to animate the dead. For every 5fp spent, you may animate 1 level of undead creatures. The creatures obey your commands. Each undead creature loses 1 fp per day, when they reach 0 they become normal corpses. All undead can steal fp from their victims to replenish themselves.

Animal Companion: you have a normal animal companion that helps and obeys you. It's level is equal to half of your level.

Familiar (Animal Companion): your animal companion shares a telepathic bond with you. You can command it from afar, and use its senses. You take 1 point of damage for every 2 points of damage inflicted on it.

Smite Enemy: by spending 1 fp a character with this Trait can add 1d6 damage to a melee attack, or inflict it as a touch attack. This is only effective against one kind of enemy (undead, true evil, goblinoids, etc.). The fp are still spent if the attack misses. Choose a damage type off of the Damage Table when this Trait is bought, the damage inflicted will always be of that type.

Ranged Strike (Magical Strike or Smite Enemy): your character's magical strike or smite enemy trait can hit targets at range, as if shot from a bow. You may choose to use Arcane or Divinity for the attack roll instead of Fighting when you buy this Trait.

Magical Strike (Smite Enemy): your character can affect any target with their attack

Toughness: once per encounter you can spend 1 fp to ignore up to 3 points of damage from a single attack

Rage (Toughness): when used, the character with this Trait goes into a berserker frenzy. They gain a +2 to STR, and don't suffer penalties from wounds. The character must continue attacking until all enemies are prone and unmoving or they are incapacitated.

Background Traits

These traits represent an element of your character's history, personality, or destiny. By spending 1fp and invoking a Background Trait, you can influence the game world in a subtle way. For example, when the party is confronted by palace guards, you could invoke your character's Noble Blood trait to declare that the guards' lord owes allegiance to your family, and once they know who you are, they will let you pass. You can also invoke a Background Trait to restore a Fate point when you follow the Trait instead of a more convenient course of action. You might declare your character cannot kill a disarmed but still dangerous enemy due to your character's Honorable Trait, and regain a Fate point. The DM is always free to deny the use of a Background trait if it is inappropriate. The DM can also invoke a Background Trait as if it was a flaw. All of them come with responsibilities as well as perks. Noble Blood may result, for instance, in being required to accept a duel or assist a greater lord, while Honorable may be invoked by a DM when you least expect it.

Examples: Noble Blood, Member of Merchant's Guild, Peasant Hero, Criminal Connections, Member of Clergy, Tainted by Evil, Supernatural Heritage, Famous Ancestor, Protector of the Innocent, Sworn Enemy of Lord Dralthen, or Vow of Chivalry.

Flaws:

A flaw is some drawback that haunts your character. It might be a physical ailment, like being clumsy or having a limb, a moral failing such as cowardice or greed, or something in their history, such as past crimes or a reputation for dishonesty.

The DM may declare one of your Flaws affects you at any time. When this happens you immediately regain 1 temporary fate point. Flaws can trigger plot complications (NPCs turn against you, guards burst in to arrest you), or give you a 1d6 penalty to some or all of your actions for one encounter (clumsy, afraid of spiders, forgetful)

Suggested Racial Traits:

Racial traits are packages of traits that define a typical member of a non-human race. A character of that race is not required to buy the racial package. It's entirely possible to have a weak dwarf or a clumsy elf.

Elf: Talent (nimble), Combat Maneuver (Marksman), Spend fate point on Dex (even if this increases Dex to 5).

Dwarf: Talent (steadfast), Toughness, Spend fate point on Str (even if this increases Str to 5).

Magic Items

To "bond" to a magic item, fate points equal to the Fate Score of the item must be sacrificed. These points cannot be regained until the bond is broken. An unbonded item behaves as a mundane item of the same kind, though it still radiates magic.

When bonded to an item, a character may burn a fate point to gain +2 to any action roll using the item, as if using a maneuver, but the bonus stacks with maneuvers.

At the DM's discretion, a character may sacrifice additional fate points to increase the power of a magic item. This should only be done when the character has achieved a dramatic story goal using the item, such as vanquishing a powerful enemy.

A character can sacrifice a Fate Point to give a magic item a continuous +1 to attack, defense, or damage.

Some items can store spendable Fate Points. For each point sacrificed, the item gains a pool of 3 points that can be spent in actions using the item. The points can be spent to cast spells, avoid damage, activate Traits, or do anything else normally done with Fate Points, as long as the item is involved.

By sacrificing Fate Points equal to the casting cost, an item can gain the power to cast a spell. The item must spend its fate points to cast the spell each time.

When a character gains temporary FP while using the item, they can use some or all of those points to charge the item's Fate pool, if it has one.

A magic item's Fate Score is equal to one, plus 1 for each fate point sacrificed to it. Thus if a character has sacrificed points to increasing the power of an item, any other character that wishes to bond with it must sacrifice the same number of points.

Monsters are based on stats, skills, and toolkit of abilities (bought with points, point total used to balance against PCs)

Monster Kit

Paralysis
Fear
Poison
Spell
Damage Reduction
Immunity (attack type, magic type)
Regeneration
Phasing
Teleport
Shapechange
Unholy (): this creature may roll Level + Cha to counter Holy effects within the area.
Vulnerability

Type
Abomination
Dragon
Goblinoid

Undead: All undead have the following properties:

Damage Reduction: -5 physical (magic)

Immunity: Poison, Cold

Vulnerability: Fire +5

Drain Hp: Every time an undead successfully deals direct damage to the living, they gain 1 hp, up to their maximum.

Discarded Ideas:

Minor: 3d4, fist, kick, badger bite, dart

Light: 3d6 dagger, short sword, hand axe, club, wolf bite, hunting arrow

Medium: 3d8 most swords, axes, staff, spear, bear claw, war arrow

Heavy: 3d10 two handed swords, polearms, battle axes, charging bull, alligator, crossbow bolt, longbow arrow

Huge: 3d12 ballista, great white bite

Gigantic: 3d20 catapult, dragon bite

MICROLITE74 VERSION 2.0

Microlite74, like its parent game, Microlite20, is a trimmed-down, sub-miniature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal of Microlite74, however, is to recreate the style and feel of that very first ("Oe") fantasy roleplaying game published back in 1974.

The Rules

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 3d6, Total the 3 dice and allocate to one of the stats.
Repeat for remaining stats.

Stat bonus = (STAT-10)/4, round toward zero.

Races

Humans can be any class (suggested maximum level 12-14).

Dwarves can be Fighters, max level 6.

Special Abilities: +4 to magic saves; note slanting passages, traps, shifting walls and new construction in underground settings (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of dwarves, gnomes, kobolds and goblins; can see in darkness half as well as in light.

Elves can be Fighters or Magic-Users, max level 8.

Special Abilities: Can switch between classes between adventures and can use magic armour and magic weapons when acting as a Magic-User; +2 to hit and damage goblinoid monsters; note secret/hidden doors (D20 + MIND bonus; DC 12 if carefully checking, DC 16 if just passing through area); speak languages of elves, orcs, hobgoblins, and gnolls.

Halflings can be Fighters, max level 6.

Special Abilities: +4 to magic saves; +2 to hit and damage with slings and light bows; can blend in background (D20 + DEX Bonus; DC 12 if outdoors, DC 16 if indoors – this is an extraordinary ability above and beyond simply hiding in available cover which anyone can try to do).

Classes

The classes are Fighter, Magic-User, Cleric. Characters begin at Level 1.

Fighters wear any kind of armour or weapon and may use shields. **Physical Combat Bonus** is level/2, round up. Experience Base is 20. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armour and can only use daggers or staves as weapons. **Physical Combat Bonus** is level/4, round up. Experience Base is 20. They cast arcane spells.

Clerics can wear light or medium armour and use shields, but cannot used edged weapons. **Physical Combat Bonus** is level/3, round up. Experience Base is 20. They cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll needed. This can be used (2 + Level + MIND bonus) times per day.

Skills

There are no skills in Microlite74. Instead players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation. If the GM decides a random success chance is truly needed, roll 1D20 + level if the character is attempting something directly related to their class, 1d20 + (level/2, round up) otherwise. Roll higher than the GM assigned Difficulty Class to succeed.

Languages: All character races speak common. Other intelligent beings speak their own languages (20% chance of also speaking common). Beings with a MIND over 10 may speak one additional language per point of MIND over 10 (these are in

addition to any languages known by race).

Saving Throws: Note that there are no separate "saving throws" in this game: roll d20 and add your STR bonus + your level, DEX bonus + your level, or MIND bonus + your level as the GM determines against a GM set Difficulty Class (DC). For example, saving versus a spell would generally use MIND, saving versus a dragon's breath attack would generally use DEX, etc.

Magic

Magic-Users can cast any arcane spell from the Microlite74 list, and Clerics any divine spell from the Microlite74 list, with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with three first level arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	1	2	3	4	5	6
HP Cost	3	5	7	9	11	13

This loss **cannot** be healed magically but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from first upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

For purposes of things like saves and dispelling, the Difficulty Class (DC) for all spells is: 10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = 6 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Further damage directly reduces STR. If that reaches 0, the character is dead.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 a side is surprised and may not act at all in the first round.

Initiative: Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them.

Melee attack bonus = STR bonus + Physical Combat Bonus
Missile attack bonus = DEX bonus + Physical Combat Bonus
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters can use DEX bonus + Physical Combat Bonus as Melee attack bonus instead if wielding a light weapon. Fighters can wield 2 light weapons and attack with both in a round (making one attack roll at -2). Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

All weapons do 1d6 damage, add STR bonus to Melee damage. Fighters wielding two weapons roll 1d6 twice and use the higher roll.

Armour Class (AC) = 10 + DEX bonus + Armour bonus. Basic Armour Bonuses: Light Armour (e.g. leather) +2, Medium Armour (e.g. Chainmail) +4, Heavy Armour (e.g. Plate) +6; a shield adds +1.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Healing: All characters recover hit points lost due to wounds and damage at a rate equal to one-half their level (round up) in hit points per night of rest. (In addition, Magic-Users and Clerics recover all hit points lost due to spell casting with a night's rest.) If a character has lost strength due to wounds, no hit points are recovered, but the character regains lost strength at the rate equal to their STR Bonus (minimum of 1 point regained) per full day of rest.

Energy Drain: Certain undead and demonic monsters can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Hirelings

Players may find it useful to have their characters hire bearers to carry light sources into ruins and dungeons (and to carry treasure out) and men-at-arms to aid in combat. In some areas there may be a guild where such people may be found and hired, in other areas characters may have to advertise. Pay must be negotiated and what will be asked will depend on the situation the hirelings think they may get into and the reputation of the characters hiring them.

Bearers have 2 hit points and generally will only fight if cornered and there is no other choice – even then their effective level (used in attack rolls) is -2. They will carry light sources and baggage willingly so long as they are paid, fed, treated well, and not exposed to much mortal danger. Minimum pay: 1 SP/day.

Men-at-Arms will fight but consider being used as a bearer (except of treasure they get a share of) to be beneath them. Green Men-At-Arms have 4 hit points, an effective combat level (used in attack rolls) of 0 and can use whatever armour and weapons their employers provide. Minimum pay: 5 SP/day plus 1/20 of a share of any non-magical treasure found. Veteran Men-at-Arms have 7 hit points, an effective combat level (used in attack rolls) of 1 and can use whatever armour and weapons their employers provide. Minimum pay: 1 GP/day and 1/10 a share of any non-magical treasure found. Men-at-Arms will serve willingly as long as they are fed, paid, treated well, and not asked to take unusual risks that their employers are not taking with them.

Monsters

See the Microlite74 Monster List or use the monster descriptions in any Oe game (substituting d6 for hit dice and damage if needed). To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armour equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defence. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Other Hazards

Falling: 1d6 damage per 10', half damage on DEX save.

DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.:

1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 100gp so spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds +1d6 to Hit Points and the character's Physical Combat Bonus is recalculated. (Note that both the above are already included in the attack and hit point formulas given in the rules.)

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magic-Users gain access to new spell levels at levels 3, 5, 7, 9, and (Magic-User only) 11. When a Magic-User gains access to a new spell level he gets one spell of the new level added to his spell books. The player may select the spell subject to GM veto.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful.

They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level and her XP total is reset to 0. The other party members have 29 XP each.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
10 oil flasks	10 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations for four days	iron rations for four days	iron rations for four days

Finally, add the following, based on your Class:

Fighter: Vial of holy water, medium armour (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Magic-User: Spellbook with all spells known and 5 gold pieces

Cleric: Silver holy symbol, light armour (AC +2), a one handed weapon + shield, and 5 gold pieces

Optional Rules

The following rules are optional. The GM decides if they will be used.

Demi-Human Restrictions: If you do not like the level and class restrictions, Demi-Humans can instead have a higher Experience Base than Humans. Halflings have a +3 to Experience Base, Dwarves have a +5 to Experience Base and Elves have a +7. Elves can no longer switch between Magic-User and Fighter classes, but retain the ability to use magic armour and all magic weapons no matter which class they select.

Encumbrance: Characters can carry twelve (plus STR bonus) items in addition to armour, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item.

Energy Drain: If the standard energy drain rule seems too harsh, try the following instead. Each energy level drained subtracts one from any roll to which the character would add his level (or his level/2). 1 point of energy drained is recovered every L days where L is equal to the hit dice of the monster that drained the energy level.

Supplement I Spells: Spells marked with an asterisk after their name in the spell lists are from the first supplement to Oe. GMs wanting to run a more pure Oe campaign may want to disallow these spells.

0e Conventions

Almost any material you come across for Oe or other early editions of the world's most popular roleplaying game can be used in Microlite74 with little modification. However, there are some descriptive conventions that Oe used that may need explanation.

Time Conventions: Oe talks about time in terms of rounds (combat rounds) and turns. A round was 1 minute and a turn was 10 minutes.

Movement/Distance Conventions: Oe gave distances in inches. When underground or in buildings or the like, one inch equalled 10 feet. When outdoors, however, one inch was 10 yards. Yes, this meant spell and weapon ranges were greater outdoors than indoors. Normal human movement (when carefully exploring) was 12" per move, with two moves per turn. Carrying too much weight cut this down to 9" or even 6". Running movement was double the above.

Microlite74 Spell Lists

Arcane (Magic-User) Spells

For expanded spell descriptions see Oe or a Oe retro-clone. R: is range. D: is duration.

1st Level

Charm Person: Puts one living humanoid totally under your influence. R: 120 feet. D: until dispelled.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Hold Portal: Holds door/gate shut. R: 10 feet. D: 2d6 x 10 minutes.

Light: object lights circle with 30 ft radius, not full daylight. R: 120 feet. D: 1 hour+10 min/level.

*Magic Missile**: Creates magic arrow which hits its target for 1d6 damage. An additional 2 missiles are created every 5 levels (e.g. total 3 at level 5, total 5 at level 10). R: 150 feet. D: instant.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R: shell around caster. D: 1 hour.

Read Languages: Read any written language. D: 1 or 2 readings.

Read Magic: Read scrolls, spellbooks, other magical writing. R: Caster Only. D: one reading (two scrolls or equivalent).

*Shield**: Improves caster's armour class to 17 versus missile attack and to 15 versus melee attacks. R: caster. D: 20 minutes.

Sleep: Puts 4d6 HD of beings into magical slumber. Creatures with more than 4 hit dice are not affected. Range: 240 feet. D:

GM's discretion.

*Ventriloquism**: allows caster to "throw his voice" absolutely convincingly. R: 60 feet. D: 20 minutes.

2nd Level

Continual Light: object lights circle with 120 ft radius until dispelled, not full daylight. R: 120 feet.

*Darkness, 15' Radius**: Magical darkness which even blocks infravision and darkvision. R: 120 feet. D: 1 hour.

Detect Evil: Reveals evil thoughts/intent or evil items. R: 60 feet. D: 20 minutes.

Detect Invisible: Detect invisible items and beings within 10 feet per caster level. D: 1 hour.

ESP: Allows Caster to read surface thoughts of target. R: 60 feet. D: 2 hours.

Invisibility: Subject is invisible until spell broken by caster, some outside force, or until it attacks. R: 240 feet.

Knock: Unlocks/Unbars all locked or magically sealed doors or other door-like barriers. R: 60 feet. D: instant.

Levitate: Caster floats up and down as he desires. Speed: 6 feet/minute. R: 20 feet up/down per level. D: 10 minute/level.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 60 + 10/level feet.

*Magic Mouth**: Mouth appears on target object and delivers up to 30 word message when conditions set by caster are met. R: touch. D: permanent until triggered or dispelled.

*Mirror Image**: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. R: around caster. D: 1 hour.

Phantasmal Forces: Vivid illusions of nearly anything the caster envisions, lasts as long at the caster concentrates. Damage caused is real if target believes illusion. R: 240 feet.

*Pyrotechnics**: Caster creates either fireworks or blinding smoke from a normal fire. R: 240 feet. D: 1 hour.

*Strength**: Adds 1d6+1 to a single Fighter's Strength or 1d6-1 to a single Cleric's. Maximum Strength is 18. R: touch D: 8 hours.

*Web**: Sticky webs fill a 10x10x20 foot area. Burning through the webs takes 6+1d4 minutes. Large creatures push through in 14+1d6 minutes. Human-sized creatures take 20+3d6 minutes. R: 30 feet. D: 8 hours.

Wizard Lock: Locks door like Hold Portal. Permanent until dispelled. Knock opens without dispelling. Caster can pass through without lifting spell. R: 10 feet.

3rd Level

Clairaudience: Hear at a distance for 2 hours. R: 60 feet.

Clairvoyance: See at a distance for 2 hours. R: 60 feet.

Dispel Magic: Cancels magic effects and spells. (Magic Attack vs Spell's DC for success) Duration: instant but effects permanent for spells or 10 minutes/level for items. Range: 120 feet.

Fire Ball: 1d6/level fire damage, 20 foot burst. R: 240 feet. D: instant.

Fly: Subject can fly at a speed of 120 feet per minute. R: Touch. D: 1d6 x 10 minutes plus 10 minutes/level. (GM rolls secretly.)

Haste Spell: Subjects (up to 24 beings in a 60 foot radius of target) double in speed, taking two actions at a time. (Counters Slow) R: 240 feet. D: 30 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 120 feet. D: 1 hour plus 10 minutes/level.

Infravision: See in the dark. R: touch. D: 1 day. Sight Range: 30 + (1d3 x 10) feet.

Invisibility, 10' radius: Subject and those within 10 feet of him are invisible until spell broken by caster, some outside force, or until one attacks.

Lightning Bolt: 1d6/level electrical damage. R: 240 feet, bolt is 10 feet wide, 60 feet long. D: instant.

*Monster Summoning I**: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d6 giant rats, 2-1d3 goblins, 3-1d3 hobgoblins, 4-1d6 kobolds, 5-1d3 orcs, 6-1d3 skeletons. D: 6 minutes.

Protection from Evil, 10' radius: +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around subject. D: 2 hours.

Protection from Normal Missiles: Non-magical thrown and missile weapons automatically miss. R: 30 feet. D: 2 hours.

Rope Trick*: Caster tosses rope into the air. It hangs there. Caster and up three others can climb rope into a hidden pocket dimension at top. Rope can be pulled up or left out. R: rope toss. D: 60 minutes + 10 minutes/level.

Slow Spell: Subjects (up to 24 beings in a 60 foot radius of target) slowed by 50%. (Counters Haste) R: 240 feet. D: 30 minutes.

Suggestion*: Caster makes 1-2 sentence hypnotic suggestion to target. If save failed, target will carry out suggestion for up to duration. Only 1% chance target will obey suggestion that obviously would result in target's death/extreme injury. R: 30 feet. D: 1 week.

Water Breathing: Subject can breathe water. R: 30 feet. D: 2 hours.

4th Level

Charm Monster: Makes one monster of 3+ hit dice (or 3d6 monsters of less than 3 hit dice) believe they are the caster's strong ally. Save again every level days or when asked to do something obviously against the being's interest. R: 60 feet.

Confusion: Subjects (up to 2d6 hit dice, only 4+ HD get save) behave oddly/cannot act effectively. R: 120 feet. D: 2 hours.

Dimension Door: Teleports subject a short distance (up to 360 feet). D: instant. R: 10 feet.

Fear*: 240 ft cone of fear (120 ft width at far end) extends from caster. Creatures within must save or flee in fear/horror for 1 hour. R: as above. D: 1 hour of fear.

Hallucinatory Terrain: Makes one type of terrain appear like another type until dispelled or area entered by an opponent. R: 240 feet.

Ice Storm*: 30 foot cubic vortex of ice, snow, and hail appears doing 5d6 damage to all within. R: 120 feet. D: 1 minute.

Massmorph: Makes up to 100 humanoids appear to be trees until dispelled or negated by caster. Creatures may move and still appear to be trees. R: 240 feet.

Monster Summoning II*: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d2 hobgoblins, 2-1d2 zombies, 3-1d2 gnolls, 4-1d2 bugbears, 5-1d6 orcs, 6-1d6 skeletons. D: 6 minutes.

Plant Growth: Plants in an area up to 30x30 yards become overgrown and nearly impassable. Lasts until dispelled or plants killed. R: 120 feet.

Polymorph Others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. R: 60 feet. D: until dispelled.

Polymorph Self: Change self to form of another being, does not get special powers but retains own intelligence. R: caster only. D: 60 + 60/level minutes.

Remove Curse: Frees subject from a curse. R: touch. D: instant but effects permanent.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wall of Ice: Creates wall of ice with 15 hp +1/level. Wall lasts as long as caster concentrates on it. R: 60 feet.

Wizard Eye: Allows sending an invisible eye up to 240 feet away which relays all it sees to the caster. Moves up to 12 feet each minute. D: 1 hour.

5th Level

Animal Growth: 1d6 normal animals grow to giant size. R: 120 feet. D: 2 hours.

Animate Dead: Create undead skeletons or zombies under control of caster from dead bodies, 1d6 per level over 8. R: GM discretion. D: permanent.

Cloudkill: creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. 30 feet in diameter, moves with wind or 6 feet per minute. D: 1 hour.

Conjure Elemental: Conjures one 16 HD elemental who will serve the caster until dispelled/dismissed/caster no longer concentrates. Caster can only summon one of each type in a day. R: 240 feet.

Contact Higher Plane: Lets Caster ask yes/no question of other planar entity, 1 question per level. Chance of correct answer 5% per level, maximum 95%.

Feeblemind: Subject's MIND drops to 1. R: 240 feet. D: until dispelled.

Hold Monster: As Hold Person, but any creature. R: 120 feet. D:

1 hour plus 10 minutes/level.

Magic Jar: Moves caster's spirit/mind to a fixed object from which caster can try to possess others. Magic Attack vs DC of (10 + MIND bonus + target level or hit dice). New save every level days. Duration: until dispelled or caster ends spell.

Monster Summoning III*: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1d4 bugbears, 2-1d2 harpies, 3-1d2 ochre jellies, 4-1d2 wererats, 5-1d2 wights, 6-1d2 wild boars. D: 6 minutes.

Pass-Wall: Creates a human-sized passage up to 10 feet long through a wood or stone wall. R: 30 feet. D: 30 minutes.

Rock-Mud: Transforms rock to mud or vice-versa, up a 300x300 foot area. R: 120 feet. D: 3d6 days.

Telekinesis: Moves object by mental power. Up to 20 pounds per level. R: 120 feet D: 1 hour.

Teleport: Instantly transports subject up to 100 miles/level. Caster must know target location exactly.

Wall of Iron: creates a wall of iron in any shape. 1000 square feet (3 inches thick). R: 60 feet. D: 2 hours.

Wall of Stone: Creates a wall of stone in any shape. 1000 square feet (2 inches thick). R: 60 feet. D: until destroyed or dispelled.

6th Level

Anti-Magic Shell: Shell surrounds caster blocking magic both ways. R: caster. D: 2 hours.

Control Weather: Caster can adjust weather. D: GM decision.

Death Spell: Kills 2D8 beings with less than 7 hit dice with a 60 foot radius. R: 240 feet. D: instant but effect permanent.

Disintegrate: Makes one creature or non-magical object vanish, turning it to fine dust. R: 60 feet. D: permanent.

Geas: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Invisible Stalker: Summons an invisible stalker, an extra-dimensional monster, under the control of the Magic-User who may give it a single mission which it will carry out until it is finished.

Legend Lore*: A complex process taking 1d100 days allows caster to gain knowledge of a legendary person, place, or thing. Information is accurate but may be in a cryptic form. R: caster.

Lower Water: Lowers bodies of water 50%. R: 240 feet. D: 10 turns.

Monster Summoning IV*: Caster summons random monsters who appear 10 minutes after casting. They will then serve until slain or the spell duration is up. Sample monsters (1d6): 1-1 gargoyle, 2-1 ogre, 3-1 owlbear, 4-1 shadow, 5-1 werewolf, 6-1 wraith. D: 6 minutes.

Move Earth: Move small hills, dig ditches and moats, other surface features, etc. Land moves at 6 feet per minute. R: 240 feet. D: permanent.

Part Water: Parts bodies of water up to 10 feet deep. R: 240 feet. D: 1 hour.

Projected Image: Project an image of yourself that can sense and talk as if you were the image. Other spells cast come from image. R: 240 feet. D: 1 hour.

Reincarnation: Restores dead person to life in a random (usually humanoid) form. R: touch. D: instant.

Repulsion*: Any being trying to move toward spell target finds itself moving away instead. R: 120 feet. D: 1 hour.

Stone-Flesh: Turns subject into a stone statue (or vice versa). R: 120 feet. D: permanent.

Divine (Cleric) Spells

For expanded spell descriptions see 0e or a 0e retro-clone. R: is range. D: is duration.

1st Level

Cure Light Wounds (Reversible): Cure 1d6+1 hit points of wounds. R: touch. D: instant but effects permanent.

Detect Evil (Reversible): Reveals evil thoughts/intent or evil items. R: 120 feet. D: 1 hour.

Detect Magic: Caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. R: 60 feet. D: 20 minutes.

Light (Reversible): object lights circle with 20 ft radius, full daylight. R: 60 feet. D: 2 hours.

Protection from Evil (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters. R:

shell around caster. D: 2 hours.

Purify Food & Water (Reversible): Purifies food and water for up to 12 people. R: 10 feet. D: instant but effects permanent.

2nd Level

Bless: Allies gain +1 on attack rolls, saves against fear, and morale checks. Cannot be cast in combat. R: 10 feet. D: 1 hour.
Find Traps: Notice traps within 30 feet. R: caster. D: 20 minutes.

Hold Person: Paralyzes 1-4 targets. Cast at single target, save at -2 and double duration. R: 180 feet. D: 90 minutes.

*Silence, 15' Radius**: Magical silence for 15 feet around target, moving with target. No sound within area can be heard from outside it. R: 180 feet. D: 2 hours.

*Snake Charm**: 1d6 snakes/level charmed and will obey caster's commands. R: 60 feet. D: 20 minutes + 1d4 x 10 minutes.

Speak with Animals: Can understand and speak with animals. R: 30 feet. D: 1 hour.

3rd Level

Continual Light (Reversible): object lights circle with 120 ft radius until dispelled, full daylight. R: 120 feet.

Cure Disease: Cures person of any diseases, including magical diseases. R: touch D: instant but effects permanent.

Locate Object: Senses direction toward an object (specific or type) D: level minutes. R: 90 feet.

*Prayer**: Gives saving throw penalty of 1 per ten levels of caster to enemies in 20x20 foot area. R: 30 feet. D: next melee round.

Remove Curse (Reversible): Frees subject from a single curse. R: 10 feet. D: instant but effects permanent.

*Speak with Dead**: Ask three questions of a corpse. Age of corpse affected: Cleric under level 8: 1d4 days, level 9-14: 1d4 months, level 15+: any age. R: 10 feet. D: 3 questions.

4th Level

Create Water: Creates water, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Cure Serious Wounds (Reversible): Cures 3d6+3 hit points from wounds. R: touch. D: instant but effects permanent.

Neutralize Poison: Immunizes subject against poison (10 minute duration) OR detoxifies venom in or on subject (instant but effects permanent). R: 10 feet.

Protection from Evil, 10' radius (Reversible): +2 to AC and saves, counter mind control, hedge out elementals and enchanted monsters to all within 10 foot circle around caster. R: caster. D: 2 hours.

Speak with Plants: Can understand and speak with plants. R: 30 feet. D: 1 hour.

Sticks to Snakes: Turns up to 2d8 sticks into serpents. 50% chance each serpent will be venomous. R: 120 feet. D: 1 hour.

5th Level

Commune: Cleric's Deity truthfully answers three yes-or-no questions. R: caster. D: 10 minutes.

Create Food: Creates food, enough for up to 24 people and their horses for one day. R: 10 feet. D: instant but effects permanent.

Dispel Evil (Reversible): Works like Dispel Magic, but affects any evil sending or evil spell. R: 30 feet. D: instant but effects permanent.

Insect Plague: Insect swarms (20 x 20 x 20 feet) attack creatures. Creatures under 2 HD flee in terror. Can only be cast outdoors. R: 480 feet. D: 1 day.

Quest: Force a creature to obey one long-term order. R: 30 feet. D: until order completed.

Raise Dead (Reversible): Restores life to subject who died as long as 4 days (plus 4 days per caster level over 8) ago. R: line of sight. D: instant but effects permanent.

Monsters

AC=Armour; HD=Hit Dice; AT=Attacks; S=Special Abilities

Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6).

ANHKHEG: AC: 16 HD: 5d6 AT: bite+5 (2d6) S: Squirt acid (3d6).

BADGER, GIANT: AC: 15 HD: 3d6 AT: claws+3 (1d6), bite+3 (1d6)

BANSHEE: AC: 20 HD: 7d6 AT: claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments.

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers.

BEETLE, GIANT FIRE: AC: 15 HD: 1d6 AT: bite +1 (2d6) S: Light glands glow for 1d6 days after death.

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit.

BLINK DOG: AC: 14 HD: 6d6 AT: bite +6 (1d6) S: teleports, hate coeurs.

BRAIN EATER: AC: 14 HD: 8d6 AT: mouth tentacles +8 (1d6, special) or weapon +8 (1d6) S: on hit by tentacles 1d4 turns later tentacles reach brain, killing victim; Psi Blast (8d6 cone of mental force, save to confused), 90% magic resistant.

BROWN HULK: AC: 17 HD: 8d6 AT: claws or bite +8 (2d6) S: burrows through rock, eyes cause confusion.

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3.

CATOLEPAS: AC: 12 HD: 6d6 AT: tail +6 (1d3 + stun) S: gaze (save vs death).

CARCASS CREEPER: AC: 16 HD: 3d6 AT: tentacles +3 (paralysis) S: walk on walls and ceilings.

CENTAUR: AC: 14 HD: 4d6 AT: kick or weapon +4 (1d6)

CENTIPEDE, GIANT: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: poison (1d6 DEX).

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies.

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite.

COEURL: AC: 15 HD: 6d6 AT: tentacles +6 (2d6) S: appear 3 feet from actual position (+2 to defence and saves), hate blink dogs.

DEMON, BAAL-ROG: AC: 17 HD: 9d6 AT: sword or flaming whip+9 (2d6) S: flies, flaming (3d6 damage to all in contact), darkness, 10 ft r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

DEMON, LEMURE: AC: 17 HD: 3d6 AT: claws (1d6) S: regenerate 1 HP/minute.

DEMON, SUCCUBUS: AC: 10 HD: 6d6 AT: claws (1d6) or kiss (drain 1 energy level) S: immune to non-magic weapons, 70% magic resistance, darkness 5 ft r. Spell-like powers: Ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid forms only), gate demons 40%.

DJINN: AC: 15 HD: 7d6 AT: fist or weapon +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons.

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: imitate humanoids, immune to sleep and charm. +5 on magic saves.

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies, breathes line of acid (7d6).

DRAGON, BLUE: AC: 17 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: flies, breathes line of lightning (9d6).

DRAGON, BRASS: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies, breathes cloud of sleep or fear gas.

DRAGON, BRONZE: AC: 17 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: flies, breathes lightning (9d6) or repulsion.

DRAGON, COPPER: AC 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) S: flies, breathes acid cloud (8d6) or slow.

DRAGON, GREEN: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (2d6) S: flies, breathes cloud of chlorine gas (8d6).

DRAGON, GOLD: AC: 19 HD: 11d6 AT: 2 claws +11 (1d6), bite +11 (3d6) S: flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, RED: AC: 17 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2), assume human form.

DRAGON, SILVER: AC: 18 HD: 10d6 AT: 2 claws +10 (1d6), bite +10 (3d6) S: flies: breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form.

DRAGON, WHITE: AC: 17 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, breathes cone of cold (6d6).

DRYAD: AC: 14 HD: 2d6 AT: none S: charm.

DWARF: AC: 15 HD: 1d6+1 AT: warhammer +1 (1d6) S: standard dwarf abilities.

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons.

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air.

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6).

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials.

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6).

ELF: AC: 14 HD: 1d6+1 AT: sword or longbow (1d6) S: standard elf abilities.

EYE GLOBE: AC: 17 (Eye Stalks: 15) HD: Body 40 HP, Eye Stalk 10 HP each AT: 1d4 eyes S: floats about; large body eye generates anti-magic ray; 12 smaller eyes do: 1-charm person ray, 2-charm monster ray, 3-death ray, 4-2d6 damage ray, 5-sleep ray, 6-telekenesis ray, 7-slow ray, 8-fear ray, 9-stoning ray, 10-disintegration ray, 11-turn/control undead ray, 12-mind reading ray.

GARGOYLE: AC: 14 HD: 4d6 AT: claws or bite +4 (1d6), horns +4 (1d6) S: fly.

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4.

GHOUL: AC: 13 HD: 2d6 AT: claws or bite +2 (1d6) S: undead immunities touch paralyses, humans slain by ghouls rise again as ghouls in 24 hours.

GIANT, CLOUD: AC: 17 HD: 13d6 AT: weapon +13 (3d6) or hurl rocks +13 (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 16 HD: 12d6 AT: weapon +12 (2d6) or hurl rocks +12 (2d6) S: immune to fire.

GIANT, FROST: AC: 15 HD: 11d6 AT: weapon +11 (2d6) or hurl rocks/ice +11 (2d6) S: immune to cold.

GIANT, HILL: AC: 15 HD: 8d6 AT: weapon +8 (2d6) or hurl rocks +8 (2d6)

GIANT, STONE: AC: 20 HD: 9d6 AT: stone club +9 (2d6) or hurl rocks +9 (2d6)

GIANT, STORM: AC: 18 HD: 16d6 AT: weapon +16 (3d6) or hurl rocks +16 (3d6) S: control weather.

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 12 HD: 1d6-1 AT: weapon +1 (1d6) S: -1 to hit in sunlight.

GOLEM, FLESH: AC: 10 HD: 12d6 AT: fists +12 (1d6) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

GOLEM, IRON: AC: 16 HD: 13d6 AT: fists or weapon +13 (1d6) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

GOLEM, STONE: AC: 14 HD: 16d6 AT: fist +15 (1d6) S:

Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic.

GORGON: AC: 17 HD: 8d6 AT: gore +8 (216) S: breathes petrifying gas.

GREEN SLIME: AC: n/a HD: n/a AT: organics and metal turn to green slime if touched S: killed by cold or fire. Cure Disease stops transformation to green slime.

GREY OOZE: AC: 12 HD: 3d6 AT: strike +3 (1d6) S: acid. destroys armour in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold.

GRIFFON: AC: 16 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies.

HARPY: AC: 12 HD: 3d6 AT: talons or weapon +3 (1d6) S: flies, siren-song (Charm person).

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies.

HOBGOBLIN: AC: 14 HD: 1d6+1 AT: weapon +1 (1d6)

HORSE, RIDING: AC: 12 HD: 2d6 AT: bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3d6 AT: bite +3 (1d6) or kick +3 (2d6)

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1d6 AT: weapon +1 (1d6)

HUMAN, Berserker: AC: 12 HD: 1d6+2 AT: weapon +1 (1d6) Special Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 11 HD: 1d6-2 AT: weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3d6 AT: weapon +3 (1d6)

HYDRA: AC: 14 HD: 5-12d6 AT: 5-12 bites +HD (1d6) S: 1 HD per head, 20% chance fire-breathing or regenerating.

INVISIBLE STALKER: AC: 16 HD: 8d6 AT: 1 bite +8 (1d6) S: flies, invisible.

KOBOLD: AC: 13 HD: 1d3 AT: weapon +0 (1d6)

LEPRECHAUN: AC: 11 HD: 1d3 AT: theft, magic S: invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised.

LICH: AC: 20 HD: 12-18d6 AT: touch +HD (1d6) S: undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD, Magic-User or cleric level equals hit dice.

LIZARDMAN: AC: 14 HD: 2d6+1 AT: claws or weapon +2 (1d6) S: breathe underwater.

LURKER RAY: AC: 13 HD: 10d6 AT: wing smother +10 (1d6) S: those hit take 1d6 damage/turn and smother in 1d6 turns.

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) S: lycanthropy, extra 2d6 damage if both claws hit.

LYCANTHROPE, WEREOAR: AC: 15 HD: 4d6 AT: tusks +6 (1d6) S: lycanthropy, attack +6 instead of +4 because of rage.

LYCANTHROPE, WERERAT: AC: 13 HD: 3d6 AT: bite or weapon +3 (1d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4.

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy.

MANTICORE: AC: 15 HD: 6d6 AT: claws +6 (1d6) or bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total.

MEDUSA: AC: 14 HD: 6d6 AT: weapon +6 (1d6) S: onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim.

MINOTAUR: AC: 13 HD: 6d6 AT: weapon or Head gore +6 (1d6) S: never lost in mazes.

MUMMY: AC: 16 HD: 6d6 AT: touch +6 (1d6) S: mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire.

NAGA, GUARDIAN: AC: 14 HD: 12d6 AT: bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) S: spells as 6th level Cleric.

NAGA, SPIRIT: AC: 14 HD: 10d6 AT: bite +10 (1d3 + poison), S: spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm).

NAGA, WATER: AC: 14 HD: 8d6 AT: bite +10 (1d3 + poison), S: spells as 5th level Magic-User (no fire or lightning).

NIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: swims, charm.

OCHRE JELLY: AC: 11 HD: 6d6 AT: acid strike +6 (1d6) S: a hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage.

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (1d6+2)

OGRE MAGE: AC: 15 HD: 5d6 AT: weapon +5 (2d6) S: flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost).

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws or bite +5 (1d6) S: hug for additional 2d6 if both claws hit.

PEGASUS: AC: 13 HD: 4d6 AT: hooves +4 (1d6) S: flies.

PIXIE: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: flies, charm, naturally invisible.

PURPLE WORM: AC: 13 HD: 15d6 AT: bite or sting +15 (1d6) S: poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round.

RAT, GIANT: AC: 12 HD: 1d6 AT: bite +1 (1d3) S: 1 in 20 chance of disease from bite.

RAT, MONSTROUS: AC: 13 HD: 3d6 AT: bite or claws +3 (1d6) S: 1 in 20 chance of disease from bite.

ROC: AC: 15 HD: 12d6 AT: claws or bite +12 (3d6) S: flies

RAKSHASA: AC: 23 HD: 7d6 AT: claws, bite or weapon +7 (d6) S: spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly.

RUST MONSTER: AC: 17 HD: 5d6 AT: touch +5 (special) S: touch of (or touching) the rust monster causes metal items to turn to rust.

SALAMANDER: AC: 15 HD: 7d6 AT: touch or constrict +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire.

SEA SERPENT: AC: 17 HD: 30d6 AT: bite +15 (4d6) S: swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every turn.

SHADOW: AC: 12 HD: 3d6 AT: touch +3 (1d6) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow.

SKELETON: AC: 12 HD: 1d6 AT: weapon or strike +1 (1d6) S: undead immunities.

SLUG, GIANT: AC: 11 HD: 12d6 AT: bite +12 (1d6) S: spits acid (2d6).

SNAKE, CONSTRICTOR: AC: 14 HD: 2d6, AT: constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead.

SNAKE, GIANT CONSTRICCTOR: AC: 14 HD: 6 AT: constriction +4 (1d6) S: On successful attack, automatic 1d6 damage thereafter until dead.

SNAKE, GIANT VIPER: AC: 14 HD: 4d6 AT: bite +4 (1d3 + poison) S: Poison bite.

SNAKE, VIPER: AC: 14 HD: 1d6 AT: bite +1 (1hp + poison) S: Poison bite.

SPECTRE: AC: 17 HD: 7d6 AT: touch +7 (1d6) S: undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre.

SPIDER, GIANT: AC: 13 HD: 2d6+2 AT: bite +2 (1d6) S: bite causes paralysis via poison, surprise on 1-5.

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round.

TREANT: AC: 17 HD: 10d6 AT: strike +10 (3d6) S: Control trees and can make them move and attack.

TICK, GIANT: AC: 15 HD: 3d6 AT: bite+3 (1d6) S: attaches on a hit and will deal 1d6 damage automatically every round.

TITAN: AC: 22 HD: 16d6 AT: weapon+15 (2d6) S: Spells.

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue.

TROLL: AC 15 HD: 6d6 AT: claws +6 (1d6) S: regenerate 3 hp per round (except acid or fire damage).

UNICORN: AC: 17 HD: 5d6 AT: hoofs or horn +5 (1d6) S: double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease.

VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: undead immunities, hit only by magical weapons, regenerate 3 hp per

round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator.

WARTHOG: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight.

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: shock +9 (1d6+4) S: flies.

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith.

WYVERN: AC: 16 HD: 8d6 AT: bite or sting +8 (1d6) S: poison sting (1d6 STR), flies.

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched S: if struck, 50% releases poisonous spore cloud, destroyed by fire.

ZOMBIE: AC: 11 HD: 2d6 AT: weapon or strike +2 (1d6) S: undead immunities, always lose initiative.

Microlite74 Treasure

Here is a list of sample treasure items appropriate to a Microlite74 campaign. Maps to possible hoards of such treasures are also a common treasure item. Of course, any magic item you like from the SRD can be used, but higher powered items may be too powerful for most Microlite74 games.

Money: 1 gold piece (gp) = 10 silver pieces (sp); 1 silver piece = 5 copper pieces (cp).

Gems: Most range in value from 10gp to 1000gp, with 50% of gems being worth about 100gp.

Magic Weapons: Most range from +1 to +3, some +1 weapons have a greater plus versus specific types of monsters. Magic Swords sometimes have a special spell-like power or two. A few swords are intelligent and have a number of spell-like powers (some even talk). A few weapons are cursed and reduce one's chance to hit.

Magic Armour: Most are plus +1, with a few +2 or +3. Magic shields exist with similar pluses.

Scrolls: Most hold one to six spells (all arcane or all divine). Some are protection against good/evil/one of the elements. A few place curses on the reader.

Potions: Common examples: Growth, Diminution, Giant Strength, Invisibility, Gas Form, Polymorph Drinker, Speed, Fly, Levitate, ESP, Healing, Clairvoyance, Clairaudience, Control (Animal, Demon, Dragon, Giant, Human, Plant, Undead, etc.), Invulnerability, Heroism, Resistance (Fire, Cold, Acid, etc.), Treasure Finding, Water Breathing, etc. Some potions are poison, cause disease, cause delusions, etc.

Rings: Common examples: Spell Storing, Spell Turning, X-Ray Vision, Telekinesis, Protection, Protection 5 foot radius, Invisibility, Control (Human, Mammal, Zombie, etc.), Resistance (Fire, Cold, Acid, etc.). Uncommon examples: Three Wishes, Regeneration, Djinn Summoning. Some rings are cursed with negative effects.

Wands and Staves: Common examples: Detection (Enemy, Metal, Secret Doors, Traps, Magic, etc.), Illusion, Fire Balls, Lightening Bolts, Cold, Polymorph, Healing, Commanding, Striking, etc. Uncommon examples might have several of the above powers. Wands operate as level 6 casters with 1d100 charges. Staves operate as level 8 casters with 1d200 charges.

Unusual Magic Items: Here are some ideas: Boots (Speed, Levitation, Travelling, Leaping, Elven), Cloak (Displacing, Elven, Flying, Protection), Crystal Ball, Flying Broom, Flying Carpet, Amulets (Protection, versus ESP, versus Charm, etc.), Helms (Read Magic, Read Languages, Telepathy, Teleportation, Good, Evil, etc.), Horn (Blasting, Summoning, etc.), Belts of Giant Strength, Efreet Bottle, Djinn Lamp, Mirror of Life Trapping, etc. Cursed items are possible as well.

Designer's Notes

While Microlite74 is designed using tried and true "D20" systems filtered through the Microlite20 rules (<http://microlite20.net/>), it is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. Microlite74 isn't primarily a game of killing things; it's a game of exploration and treasure hunting.

Combat is more dangerous than it seems in Microlite74, so good players have their characters avoid it whenever possible. Fortunately, one can earn a lot of experience by finding and spending treasure whether or not any monsters are killed in the process. You'll still kill monsters, of course, but killing monsters is not the only, or even the primary way, to get ahead in the world.

Unlike most modern RPGs, there aren't any skills in Microlite74, not even the streamlined four skills of Microlite20. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in Microlite74. Instead, you just tell the GM what your character is trying to do. If you need to keep a door open or shut, tell the GM your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

For more information on the differences between "old" style and "new" style play, read *A Quick Primer for Old School Gaming* by Matthew J. Finch. The *Quick Primer* description reads: "This booklet is designed for the modern-style gamer who's planning on taking the old-style rules for a trial run -- because open-ended rules like Oe are USED very differently than rules are used in modern systems."

In summary, Matt's article points out four major areas where the "old" style of play is different than the "new" style of play:

- **Rulings, Not Rules:** Old style play doesn't try to have rules for everything in the rulebook, instead the GM is supposed to make rulings as needed on the spot taking into account the specific circumstances. That is, rulings may not always set a precedent binding future play in all situations.
- **Player Skill, not Character Skill:** As mentioned above, in old style play the results of most non-combat actions depend more on player description and ideas than on character skills. Note, however, that player skill is not about "rules mastery" as it is in some newer games. Players don't need to be rules lawyers.
- **Heroic, not Superheroic:** Old style play, especially at low to mid levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a comic book superhero proud – and at first level yet.
- **Forget "game balance":** Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the GM to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided.

This summary does not do justice to Matt's article. You really need to read it yourself. It is not just for GMs, there is advice for players as well as for GMs. The *Quick Primer* is available as a free 13 page pdf download from Lulu:
<http://www.lulu.com/content/3019374>.

Finally, remember that these rules are a tool for the GM. If something herein does not work right in your campaign, change it. The object is to have fun, not be a slave to rules or to players who think being a rules-lawyer is the way to get ahead. In many roleplaying games, the Rules As Written (RAW) are often considered sacrosanct or at least somehow better than those a GM can come up with himself. This is not true of Microlite74 so please change anything you do not like.

Notes on the Revised Edition (aka Microlite74 2.0): In the eight months since Microlite74 was first released, many people have played the game and discovered a few problems (and found some better ways of doing things) and a Oe retro-clone has been released. This revised edition of Microlite74 will (hopefully) fix many of the problems players have discovered and increase compatibility with Oe and its retro-clones.

The spell and monster lists have been rewritten to make to make Microlite74 much more compatible with Oe and Oe retro-clones. Spell ranges and durations are much closer to Oe. Monsters use d6 for hit dice and generally do 1d6 damage. I've also tried to make these lists more complete and useful. Spells, for example, are now alphabetical within each level instead of a random hodgepodge. There is also more information on each monster's special abilities. Many more monsters and a few additional spells are included in the revised lists.

The normal Microlite20 bonus system used in the original Microlite74 worked fine for low level characters, but made mid and high level characters far too powerful for Oe monsters -- which lack the major power increases standard OGL/20 monsters have. Stat, combat, and some other bonuses have therefore been reduced to levels more appropriate for Oe and Microlite74. Starting hit points have also been slightly reduced.

Optional rules have been moved to their own section near the end of the main rules and two additional optional rules on removing demi-human class and level limits and on spells from Oe's first supplement have been added. For those less familiar with Oe, a short section on Oe conventions and a section on "Oe appropriate" treasure have been added.

Finally, many minor tweaks in wording or rules have been made to correct typos, make things clearer, or make GM rules modifications and future expansions easier.

Old School Games and Retro-Clones

Microlite74 is designed to be an introduction to "old school" gaming for players more familiar with the 3.x version of the world's most popular fantasy roleplaying game. While I've tried to design Microlite74 for long running campaigns, if you find the "old school" style of play espoused by Microlite74 fun you may want to move to one of the original games or one of their retro-clones.

What is a retro-clone? The OGL has allowed fans to recreate the rules of older, out of print editions of the world's most popular fantasy roleplaying game. These are usually called "retro-clones" because they are "clones" of the rules to older ("retro") editions of the world's most popular fantasy roleplaying game. PDFs of the original games are often available as well. Most retro-clones have free PDF versions and most have nicely bound printed copies available for a very reasonable price.

Oe and Retro-Clones

Oe: The Original Game

<http://www.retroroleplaying.com/book/original-dd>

The original Oe booklets and supplements are available as PDFs for very reasonable prices. They can even be printed out and made into little booklets like the original. Oe items can also be found on eBay, but they are generally very expensive collectibles. PDFs of some excellent third party Oe adventures (and an excellent campaign setting) from the late 1970s are also available in PDF format. These adventures could easily be used with Microlite74 or a Oe retro-clone – and converted for use with any other early edition/retro-clone with only a little effort.

Swords & Wizardry

<http://www.swordsandwizardry.com/>

Swords & Wizardry is an OGL retro-clone of the 0e version from the mid-1970s, the same edition Microlite74 is loosely based on. *Sword & Wizardry* is handy for complex spell and monster descriptions for use with Microlite74 as well as a great game itself. The spell lists and monsters can be used as drop in replacements for those listed in Microlite74. There are two versions of this game. One uses just the material from the three LBB and the other uses selected material from the 0e supplements.

B/X and Retro-Copies

B/X: The Original Game

<http://www.retroroleplaying.com/book/classical-dd>

Unfortunately, the original B/X sets are not available in PDF. They can sometimes be found on eBay for reasonable prices. The revised version of this edition, the five box BECMI edition, is available in PDF as are a very large number of excellent adventure and campaign modules. Many of these modules could be used with Microlite74 or other B/X retro-clones with little modification -- and converted for use with any other early edition/retro-clone with only a little more effort.

Basic Fantasy Role-Playing Game

<http://www.basicfantasy.org/>

The *Basic Fantasy Role-Playing Game* is loosely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. There are a number of minor tweaks like ascending armour class and separation of races and classes.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.htm>

Labyrinth Lord is more closely based on the so-called B/X edition of the world's most popular fantasy roleplaying game from the early 1980s. While some minor changes have been made for compliance with the OGL and copyright law, many people have a hard time finding any truly major differences between *Labyrinth Lord* and the original.

1e and Retro-Copies

1e: The Original Game

<http://www.retroroleplaying.com/book/add-first-edition>

All of the original 1e rulebooks and adventures are available in PDF form at very reasonable prices. Many of these can also be found on eBay at good prices if you do not need collectible condition. 1e adventures and campaign settings could be converted for use with Microlite74 or any other early edition/retro-clone without much work.

OSRIC

<http://www.knights-n-knaves.com/osric/>

OSRIC (Old School Reference & Index Compilation) is an OGL version of the first "advanced" edition of the world's most popular fantasy roleplaying game from the late 1970s and early 1980s. The first edition of *OSRIC* was designed to be just something that would allow publishers to legally publish OGL materials compatible with 1e. This attitude is also responsible for the boring name. The second edition of *OSRIC* is much more complete and is written with both players and publishers in mind.

Other Games

Forward to Adventure!

<http://www.flyingmice.com/FTA.html>

This game is not a retro-clone, but a modern game that was designed with "old school" dungeon adventuring in mind. While not an "old school" game by any stretch of the imagination, it would be relatively easy to use FtA! to run a campaign in the old-school style. Unlike most modern RPG designs, there is little designed into FtA! that would interfere with this which makes it a system those who like the "old school" style of play but dislike the "old school" style of rules might wish to consider. (No free PDF version.)

Spellcraft & Swordplay

<http://stores.lulu.com/elflairgames>

Spellcraft & Swordplay is an OGL redesign of the 0e version from the mid-1970s. The designer decided to rewrite 0e based on the original combat system (from the miniatures rules 0e grew out of) instead of 0e's "alternative combat system." The alternative combat system quickly became the standard combat system of the world's most popular fantasy roleplaying game. This is sort of a retroclone from an alternate universe where the original combat system was the most-used. (No free PDF version.)

ZeFRS

<http://www.midcoast.com/~ricekrwc/zefrs/>

David "Zeb" Cook's 1985 rules for the TSR Conan roleplaying game returns as a generic sword-and-sorcery RPG complete in one volume. Trample the jewelled kingdoms of your own world beneath your sandals!

Microlite20 Notes

Microlite20 is a trimmed down sub-miniature version of the OGL 3.5 SRD. In its most basic form, Microlite20 has only two pages of rules but can be used with most fantasy OGL and D20 adventures and supplements with little or no conversion. Since M20 was published in 2006, many people who prefer rules-lite games have been using it for their D20 games and/or writing expansions, supplements and other material especially for M20. You can find out more about the original Microlite20 and find more variants like Microlite74 on the Microlite20 web site:

<http://microlite20.net/>

Retroroleplaying Web Site

The author of Microlite74 maintains a web site devoted to out of print and out of style tabletop roleplaying games. He is always willing to discuss and answer questions about Microlite74 in the Microlite74 board on the Retroroleplaying forum.

Web Site: <http://www.retroroleplaying.com/>

Forum: <http://www.retroroleplaying.com/smfforum>

Blog: <http://www.retroroleplaying.com/blog.php>

Old School Internet Resources

Old-School Blogs

There are a lot of old-school blogs. Even a selection of just the ones I currently read regularly would fill up a page or two and would likely be out of date quickly. Fortunately, there is a great place to find old school RPG blogs -- the RPG Blog Network, check the Legacy D&D category:

<http://www.rpgbloggers.com/>

Major Old-School Forums**Dragonsfoot**

Very large forum discussing 1e and earlier, related games like retro-clones, Hackmaster, and Castles & Crusades. Many people who worked for TSR in the early days post here. Many free downloads including Footprints magazine and adventures.

<http://www.dragonsfoot.org/>

Knights & Knaves Alehouse

Discussions of 0e and 1e.

<http://knights-n-knaves.com/phpbb/>

Original D&D Discussion

Mainly discussions of 0e. Home of Fight On! Magazine.

<http://odd74.proboards76.com/>

The Piazza: Old D&D Campaign Worlds

Discussions of old published campaign worlds including many no longer officially supported.

<http://www.thepiazza.org.uk/bb/index.php>

Old School Product

A number of publishers are producing new material for old school games (using the OGL and retro-clones for compatibility). Many of these products are available through Lulu's Old School Renaissance group. Some downloadable products are free.

<http://stores.lulu.com/oldschoolren>

Microlite74
Version 2.0 (March 4, 2009)
Special thanks to Adam, Chgowiz, Jamused, and Talyman for
rules proofreading and testing.

*Microlite74 is dedicated to the memory of E. Gary Gygax
(July 27, 1938 to March 4, 2008)*

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A number of rules supplements were published for that very first ("Oe") fantasy roleplaying game published back in 1974. All those supplements contained material that the GM could choose to allow (or not allow) into her campaign on a case-by-case, rule-by-rule basis. The rules in this Supplemental Rules section are designed in the same way.

Each item is independent and can be added or ignored as the GM decides. Some sections may interfere with or contradict other sections. Some of these supplemental sections add material from the original Oe supplements while others had interesting ideas from other sources – even interesting material from modern rules sets "backported" to Oe for Microlite74.

Supplemental Classes & Class Abilities

Specialist Class

Specialists can wear light armour, use shields and any weapon. *Physical Combat Bonus* is Level/3, round up. A specialist has special knowledge of and/or skill in one broad area selected with the approval of the GM. The GM will give strong consideration the specialist's area of knowledge when deciding if the specialist's actions succeed. If the GM decides a skill roll is need for an action clearly falling within the specialist's area of special expertise, the activity is considered directly related to the character's class and the character receives a +1 bonus at first level, +3 at fifth Level, +5 at tenth level, etc.

Notes for the GM: The Specialist class could easily be used for a thief or a ranger. A specialist normally cannot do anything any other character class could not try to do, they are just far better than the average character at tasks that clearly fall within their area of specialization. For example, anyone can try to disarm a mechanical trap, but a thief specialist should be much more likely to succeed without even having to roll.

Fighter Special Abilities

Fighters may select one special ability from this list at levels 3 and at level 6. (Optional: for high powered campaigns, allow fighters to select one ability at levels 3, 6, 9, 12, etc.) Each fighter special ability may only be selected once.

Accuracy - A fighter with this special ability rolls a 1d8 for damage (instead of 1d6) with thrown or missile weapons.

Berserker Rage - A fighter with this special ability may go into a berserker rage when in combat. During a berserker rage, the always fighter attacks the nearest foe (determine randomly if multiple foes in range). His ferocity doubles his fighter bonus to his attack roll and his damage. To break off combat (before all foes are dead) the berserk fighter must make a MIND save versus a DC of 10 (plus 2 for every opponent still standing) in order to break off from fighting. Each round the fighter is berserker costs him 2 hp, subtracted immediately after the berserker rage ends. A berserk fighter cannot use any combat stunts nor the Find Weakness, Leadership, or Tactical Expertise fighter special abilities.

Brutal Attack - A fighter with this special ability rolls a 1d8 for damage (instead of 1d6) with melee weapons.

Cleave - After a fighter with this special ability kills an opponent, he may immediately make another attack against any still-standing foe. The maximum number of attacks he can make in one round is equal to his level.

Dodging - When not wearing armour, a fighter with this special ability may add 1/2 his level plus 1 for every point of dexterity above 15 to his AC.

Find Weakness - When attacking an unaware opponent, a fighter with this special ability may ignore any AC bonus the opponent has due to armor worn. He is hitting at his opponent's weak, exposed areas.

Leadership - A fighter with his special ability has a number of Leadership Points per day equal to his level plus one for every

charisma point above 13. These leadership points are like bonus HP for the whole party - useable at the fighter's discretion. For example - James the Mage has 2 HP left and takes 12 damage, which would knock him unconscious and reduce his STR by 10. John the fighter has 15 leadership points, so he lets his leadership absorb the blow rather than let James suffer a major injury. The fighter has only 3 leadership points left, but the James still has 2 HP and is still standing.

Tactical Expertise - A fighter with this special ability has a number of Tactics Points per day equal to his level plus one for every point of intelligence above 13. These points are spent directly before the attack roll of anyone in the fighter's party, giving a +1 per point spent. Tactics Points can also be spent before any enemy's attack roll, giving a -1 per point spent.

Unarmed Combat - A fighter with this special ability does 1d6 damage with his bare hands (instead of the standard 1d2 bare handed damage).

Notes for the GM: Some people feel that the Fighter class is too weak at higher levels compared to the Magic-User and Cleric. These special abilities allow limited mechanical customization of Fighters without greatly increasing their power or making the game more complex to play or GM. Nevertheless, they do increase the power of the Fighter so the GM needs to carefully consider the needs of her players and her campaign before deciding to use these supplemental rules, especially if the option allowing fighters to select one special ability every three levels is used.

Magic-User Special Abilities

All Magic-Users have the following special abilities. All require the use of a special wand hand-made by the magic-user.

Create Handmade Wand - A Magic-User knows how to create the handmade wand required for Magic-User special abilities. The wand must be made by the Magic-User using it to function. Creating the wand requires a knife, a living tree to cut the wand from, and 12 minus the Magic-User's level hours (minimum of 1 hour) of uninterrupted time.

Magic Dart - A Magic-User can shoot a 1d6-1 dart of magic energy from the tip of their handmade wand once per round provided no other action is taken. They must roll to hit the target normally. Range: short 60; medium 120; long 180. Usable once per round if no other action taken. Requires pointing a handmade wand at the target and costs 1 HP per use. The visible effects can be whatever the Magic-User desires; note that this does not affect damage, it only adds color to the ability.

Minor Magic - Magic-Users can cast minor "everyday/non-combat" magic at will. Attempting something the GM considers abusive fails and causes the magic-user's wand to explode (doing 1d6 backfire damage to the magic-user unless save vs MIND). Usable once per round if no other action taken. Requires waving a handmade wand. Cost 1 HP per use.

Some examples: Light a candle or pipe with a flame from the finger tip. Dust things – at first level a minor magic spell might be needed for each shelf or piece of furniture, while at third level a single spell might dust a room and at sixth level the magic-user's the entire floor of a house or tower. Tie or untie a knot. Float coins from the magic-user's coin purse to a merchant's hand.

Notes for the GM: Some people feel that the Magic-User class is too weak and uninteresting to play at lower levels. These special abilities add some magical flavour to the Magic-User without really increasing the power of the class. The Magic Dart ability is no worse than letting a magic-user use a sling (a fairly common house rule), but it has a more magical feel. Minor Magic lets a Magic-User use magic for minor mundane tasks which is fun but generally has no effect on the game except, perhaps, to impress peasants and the like. Note the 1d6-1 damage a magic dart can be either 1 to 5 points or 0 to 5 points at the GM's option.

Cleric Special Abilities

All Clerics have the following special abilities. The cleric must have a holy symbol of his religion in hand to use these abilities.

Minor Divination - A cleric may spend 10 minutes in prayer asking his deity whether or not a specific action would have generally good or generally bad results *from the deity's point of view*. The cleric will have vague feeling of rightness or wrongness. A cleric may do this at most 1 per day (+1 additional time per day every 5 levels).

Minor Healing Prayers - Immediately after combat, a cleric may touch the wounds and pray over a being injured in that combat. This costs the cleric 1 HP and will restore 1d3-1 hit points. This may only be done once per being per combat and takes one minute per being.

Smite - A cleric may imbue his normal weapon with holy power allowing it to hit monsters that normally require silver or even magical weapons to hit. Spending 1 HP before making the attack roll will allow hitting monsters that require silver (or other special non-magical) weapons to hit. Spending 2HP before making the attack roll will allow hitting monsters that require magical weapons to hit.

Notes for the GM: While the Cleric has a good mix of combat and magical abilities, these special abilities add some nice minor powers. The Smite ability is particularly useful as it means that no party with a cleric will ever be caught fighting creature they cannot possibly hit due to lack of special weapon types.

Supplemental Skills

A simple skills system can be added to Microlite74, by substituting the following rules for the standard skills rules.

Skills

While there are skills in Microlite74, they are not used the way they are in most modern games. Instead of saying "I make my (name of skill) roll," players are expected to think like adventurers, tell the GM what they are doing and the GM decides if it will succeed in the situation. If the GM thinks the plan is a good one and likely to work, it succeeds without a die roll. If the GM thinks the plan is unlikely to work, then it fails without a die roll. Only if the GM decides a random success chance is truly needed will a skill roll, chosen by the GM, be made.

There are just five skills in Microlite74: Communication, Knowledge, Physical, Subterfuge, and Survival. Each class has a class specific major class skill (Fighter: Physical, Magic-User: Knowledge, Cleric: Communication) and a minor class skill of the player's selection. A character gets a +3 class bonus to his major class skill. The player then selects two of the remaining three skills as secondary skills. The remaining skill is a minor skill. A player's skill rank is:

Class Skill Rank = level + any bonuses due to class or race

Secondary Skill Rank = (level/2, round down) + any bonuses due to class or race.

Minor Skill Rank = (level/4, round down) + any bonuses due to class or race

When the GM calls for a skill roll, he will declare which skill and stat the skill roll falls under and the player will make a skill roll.

Skill roll = 1d20 + skill rank + stat bonus + GM declared situational modifiers (if any).

Roll higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds. Suggest ball-park DCs: 12 for easy tasks, 15 for hard tasks, 18 for difficult tasks, etc.

Notes for the GM: This is a simple skill system based on

standard Microlite20 skills. The only real change is that GM as wider set of choices for what to roll to ask for when he feels a roll is actually needed. However, what skills a player selects as better/worse for his character can also help the GM decide the results of an action without a skill roll. If the supplemental Specialist class is used the GM should select an appropriate skill to be the major class skill based on the type of specialist character. The specialist bonus is added to any skill roll that falls into the specialist's special area of skill/knowledge.

Supplemental Magic**Ritual Magic**

A Magic-User or Cleric can perform ritual magic to cast spells of any level (and other special rituals that might be found in old books or scrolls) provided the caster has a written copy of the spell or ritual, any needed materials (mainly required by special rituals), and the time and space needed to perform the ritual.

Ritual casting of a spell of a level the caster is able to cast normally takes 10 minutes and costs 1 HP per level of the spell being ritually cast. Ritual casting of a spell of a level the caster is not yet able to cast normally takes 10 minutes per level of the spell and costs twice as much in hit points as it would to cast directly. Ritual casting of a special ritual takes as long and costs as many HP as the ritual states (that is, the GM assigns these as needed when he creates the special ritual). Multiple Magic-Users and/or Clerics may participate in a casting a special ritual with the HP cost of casting divided among them.

Optional Sacrifices - One or more beings of "good alignment" and with human or better intelligence may be sacrificed during ritual magic. Each sacrifice made adds 10 minutes to the ritual and provides 10 plus the being's level or hit dice in HP to power the ritual. This amount is tripled if the being is truly a willing sacrifice. Such sacrifices are normally against the law in civilized societies.

Notes for the GM: These supplemental rules allow magic to be cast as rituals, trading time for energy and class/level limitations on direct spell casting. While player-characters may occasionally find magic rituals useful, they are very useful for NPCs and villains. Your NPC village cleric may not be able to cast Raise Dead as a spell, but his holy books might have an elaborate and expensive ritual with similar effects. Your mad chaotic sorcerer might be able to cause a volcano to appear with a horrible ritual the calls for the sacrifice of all the children in the closest village – that's a spell you won't have to worry about a player getting his hands on and using.

Metamagic

Magic-Users and Clerics may select one metamagic ability from this list at levels 3, 6, 9, 12, 15, etc. A metamagiced spell is cast at a higher HP cost: the standard HP cost for the spell plus the HP cost for all metamagic being applied to the spell. The GM has the final say as to what metamagic effects do or do not make sense to use with a particular spell. Multiple metamagic effects can be applied to a single spell; however, each metamagic effect after the first adds an additional +1 to the HP cost of the spell.

Empower Spell - All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell adds +4 to the HP cost of the base spell.

Enlarge Spell - You can alter a spell with a range of close, medium, or long to increase its range by 100%. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. An enlarged spell adds +2 to the HP cost of the base spell.

Extend Spell - An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected. An extended spell adds +2 to the HP cost of the base spell.

Maximize Spell - All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. A maximized spell adds +6 to the HP cost of the base spell.

Silent Spell - Casting a spell normally requires the caster to speak and gesture. A silent spell is cast with no verbalization. A silenced spell adds +2 to the HP cost of the base spell.

Still Spell - Casting a spell normally requires the caster to speak and gesture. A still spell is cast without gestures. A stilled spell adds +2 to the HP cost of the base spell.

Widen Spell - You can alter an area shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell adds +6 to the HP cost of the base spell.

Notes for the GM: These abilities ported in from 3e allow Magic-Users and Clerics to manipulate the effects of some of their spells. This can make Magic-Users and Clerics somewhat more interesting to play, but it can also make them much more powerful (especially in the hands of mini-maxing players). GMs should carefully consider the needs of their campaign and the types of players in their campaign before using the supplemental Metamagic rules.

Memorized Spells

A Magic-User or Cleric may retain only a limited number of spells in memory, ready for immediate casting: one spell can be retained in memory for each level the Magic-User or Cleric has attained. He can change the spells he has in memory at any time by studying his spells (if a Magic-User) or praying to his deity (if a cleric) for one hour. Signature spells are always in memory and do not count against this limit.

Notes for the GM: If you want a spell system more like that of "Oe" but do not want to go to the Fire-And-Forget system below, this Memorized Spells rule is a good compromise. It introduces some "old school" resource management into the magic system while retaining the basics of the Microlite20 magic system.

Fire-and-Forget Magic

The "Oe" original version of the world's most popular fantasy roleplaying game used a much different system of magic from that of Microlite20-based games. This system had the magic-user or cleric select and prepare a set number of spells of certain levels in advance. Each prepared spell could only cast once. This system can easily be substituted for the standard Microlite74 spell casting system using the following rules.

Magic-Users can cast any arcane spell (and Clerics any divine spell) from the Microlite74 list with a spell level equal or below 1/2 their class level, rounded up. A Magic-User starts with three first levels arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however).

Both magic-users and clerics must select and prepare specific spells from their collections in advance. The number of spells of specific levels a character can prepare is limited by their class level (see below for details). Preparing spells takes one hour of uninterrupted time: magic-users must study their spell books while clerics must meditate and commune with their deity.

Casting a prepared spell does not cost any hit points, but once cast, a spell cast is no longer in memory and may not be cast again. Casters may prepare multiple copies of the same spell.

No Clerical Spell at First Level (Optional): To be true to the original source material, first level clerics should not have any spells. To duplicate this, change the number of first level spells available to first level clerics to zero and the number available to

second level clerics to one on the Cleric table below.

Number of Spells Prepared Per Day (Magic-Users):

Magic-User Level	Spell Level					
	1	2	3	4	5	6
1	1					
2	2					
3	2	1				
4	3	2				
5	3	2	1			
6	4	2	2			
7	4	3	2	1		
8	4	3	2	2		
9	5	3	3	2	1	
10	5	4	3	2	2	
11	5	4	3	3	2	1
12	5	4	4	3	2	2
13	5	5	4	3	3	2
14	5	5	4	4	3	2

Number of Spells Prepared Per Day (Clerics):

Cleric Level	Spell Level				
	1	2	3	4	5
1	1				
2	2				
3	2	1			
4	2	2			
5	2	2	1		
6	3	2	2		
7	3	2	2	1	
8	3	3	2	2	
9	3	3	2	2	1
10	4	3	3	2	2
11	4	3	3	2	2
12	4	4	3	3	2
13	5	4	3	3	2
14	5	4	4	3	3

Notes for the GM: Some people don't think it is Oe-like if Magic-Users and Clerics not have to memorize their spells and forget them as they are cast. If you or your players fall into this category, these Fire-and-Forget magic rules are a drop-in replacement for the standard M74 magic system. They can also be used along with the standard magic system as a separate school of magic from a different location or culture.

Supplemental Combat

Combat Stunts (Simple)

At a cost of 1 hit point, Fighters and Clerics may adjust their armor bonuses, attack bonus, damage done, etc for an attack to create a combat stunt. For each -1 a character takes, he may take a +1 in another area. A Fighter may take up to 2 plus Level/3 (round up) in penalties on a single attack roll. A Cleric may take up to his level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat stunt penalties of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For example, +4 to damage, -2 to AC and -2 to hit would balance the bonuses and penalties.

Notes for the GM: This can make combat more interesting at little cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

Combat Stunts (Complex)

Fighters may modify their basic attack in the following ways by spending HPs: 1 hp + 2hp for each effect.

Hinder - inflict an extra 1d6 as a penalty until next turn
Cleave - hit all adjacent enemies, roll separate damage
Aid - give a 1d6 bonus any one character's to hit or AC this round
Extra Die - roll an extra damage die (can't be used with Aid or Hinder)
Effect - some extra effect like knocking the target back or disarming them. The target gets a resisted roll.

The maximum number of hit points a Fighter can spend on stunts for a single attack is $((\text{Level}/2, \text{round up}) \times 2) + 1$. That is 3hp at levels 1 and 2, 5hp at levels 3 and 4, 7hp at levels 5 and 6, etc. – with an absolute maximum equal to the Fighter's STR.

Example: A fighter of level 3 or higher can spend 5hp to hit all the kobolds surrounding him with double damage (Cleave, Extra Die).

Example: A Fighter can spend 3hp to make a distracting attack that gives another named member of his party +1d6 to hit the same opponent (Aid).

Example: A fighter can spend 3 hp to knock the goblin off balance, giving him a -1d6 AC penalty (Hinder).

Example: A fighter of level 10 or higher could knock his opponent back, giving three named members of his party a +1d6 each to hit that same opponent, and reducing the opponent's AC by 1d6 (Effect, Aid x 3, Hinder).

If the Combat Stunts (Simple) rules are in use, Fighters may also adjust their bonuses as allowed under those rules as part of a complex combat stunt at no additional cost in hit points.

Notes for the GM: This can make combat more interesting for fighters, but a relatively large cost in complexity. If you use this system, you should require the player to describe what his character is doing and deny any combat stunts that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. If characters are allowed this option, some intelligent opponents (including some monsters) may use these combat stunts at your option.

No Initiative

Use Physical Combat Bonus (Attack Bonus for monsters) to determine attack order instead of rolling for initiative.

Notes for the GM: This will speed up combat by eliminating a die rolls and will tend to standardize the combat sequence. It has no major effect on play, except making things less random.

Overwhelming Opponents

Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member or monster would be at +1, a third attack at +2, etc.

Notes for the GM: This allows multiple creatures to wear down a more powerful target by overwhelming the target with many attackers. It adds a bit more realism to combat and allows large number of "nuisance" opponents to be a real threat. If you opt to use this rule, remember that opponents that are not within weapon reach of a target cannot attack. Therefore, you as GM must exercise common sense in applying this rule.

Hit Points and Body Points

Replace the standard character damage and healing system with the following:

Hit Points (HP) = $6 + 1\text{d}6/\text{Level}$. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage directly reduces Body Points.

Body Points (BP) = 20. If Body Points reach 0, the character is dead. Each two points of body damage a character has gives a -1 to all rolls.

Critical Hits: Natural attack roll of 20 (that would otherwise hit) is automatically a critical doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's STR Bonus (minimum of 1 point regained) per full day of rest. If a character with up to 1 to 10 points of Body Point damage performs more than very light activity or careful travel during a day, he has a 50% chance of losing an additional body point. If a character with more than 11-19 points of Body Point damage does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Healing Magic: Cure spells or their equivalent no longer affect hit points on characters (but continue to do so on creatures who only have hit points). A Cure Light Wounds (or equivalent) will cure $1\text{d}2+1$ Body Points. A Cure Serious Wounds (or equivalent) will cure $3\text{d}2+3$ Body Points. In either case, 1 point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): If the GM does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has.

Notes for the GM: This character damage and healing system is actually a bit easier to handle as players do not have to keep track of two different types of hit point damage (wound damage that can be healed by magic and "damage" from spell casting and combat stunts that cannot be healed magically but is fully restored by a night's sleep). It is also more realistic in that it provides negative effects for actual wounds. However, it makes characters somewhat more capable as their hit points are fully restored by a night's sleep if they haven't suffered any body damage. The optional monster body points rule is not really recommended except for GMs running adversarial campaigns.

Ancient Auguries
A Microlite74 Version 2.0 Supplement
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*Note: This is a supplement for Microlite74, a variant of Microlite20 designed to have the "feel" of the original "0e" edition of the world's most popular fantasy roleplaying game.
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Argo

by Mike Berkey (michael.berkey@gmail.com), Copyright 2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

It is the dawn of history. Your characters are heroes of ancient Greece, who sail the waters of the Aegean, trek through the vast stretches of unknown land beyond the few points of light comprising the first civilizations. This is not the history of our world, it is a world where magic exists and the gods still walk the Earth.

Direct influences are movies such as the old Ray Harryhausen sword and sandal epics and games such as *Titan Quest*, *God Of War* or *Mazes and Minotaurs*.

Warning, this does make some use of the SRD, because retyping lists really sucks. The design goal is to make a somewhat different-flavored D&D that remains compatible with the SRD, but plays fast...with a much smaller barrier to entry for newbies.

Stats

Argo uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Races

Human. Humans get one extra Mastery ability (for a total of 2 at first level).

You also have the option of declaring yourself to be of an **epic bloodline**. In exchange for another Mastery ability (for a total of 3 at first level), the gods decide to take an interest in you because of your ancestry. This is rarely a good thing.

In exchange for the extra ability, whenever you roll a natural 1 on a d20, roll d6: 1 Wandering monsters show up, 2 Everyone in the party takes a -1 to all rolls for the next hour, 3 An important item disappears from a random party member's inventory, 4 Something nearby catches on fire, springs a leak or otherwise takes damage, 5 The weather takes a turn for the worse, 6 Roll twice.

Additional Mastery picks at level 1 must be different—you can not stack them initially.

Primordial. "Primordials" represent a broad category of creatures that borrow elements of animals or magical creatures and blend them with human stature and intelligence. Satyrs, Centaurs, Harpies, Nymphs, they all fall under this category. Describe what you are, then give +2 to one stat. Another stat is penalized by -2 and you gain a special ability.

Talk over the specifics with your GM—examples could be flight, the ability to put foes to sleep by playing the pipes, thick scaly hide, +2 to an ability score, claws, the ability to breathe underwater, etc.

If you take another -2 penalty on top of that, you can have 2 special abilities.

Examples:

Centaur. +4 Str, -2 Dex, -2 Cha. Centaurs have four legs. They are fast, more stable than bipedal creatures and can carry more.

Naiad. +2 Cha, -2 Str. Naiads can breathe underwater and swim with preternatural ability.

Satyr. +2 Dex, -2 Int. These goat-legged creatures can play the pan flute, causing a magical drowsiness in all who listen (victim's Int+Know vs the Satyr's Cha+Subt, takes a few minutes to have any effect). At the GM's option, this ability can cause more varied effects as the Satyr grows in experience.

Note that these are only suggestions. It's perfectly acceptable for 3 different versions of the same "race" to appear in the same party, if their respective players want to emphasize different aspects. One Satyr could be Dexterity-intensive, while another could be Charisma-based, for example.

Classes

	Hit Points	Mastery
Hero	10+Str bonus/level	War
Rogue	8+Str bonus/level	Trickery
Sorcerer	6+Str bonus/level	Elemental, Nature, or Prophet
NPC	4+Str bonus/level	None

Heroes are warriors, masters of hand to hand combat. Play a Hero if you want to go toe to toe with your enemies and find glory in battle.

Rogues are cunning, masters of deceit. Be a Rogue if you want to outwit your enemies, like Odysseus.

Sorcerers are masters of magic. Be a Sorceror if you want to control the forces of nature, the elements or find wisdom in the flows of time.

NPC's are non-adventurers. The village black smith, the local priest, the scholar who teaches in the town square—they do not have access to Masteries but can choose as many Trained Skills as they need to perform their jobs adequately. This is not a player character class—it is simply listed here for completeness.

Hit point totals in this version of Microlite start out smaller, but inflate faster. They are also not randomly rolled. Monsters, however, have random hit dice, as per the standard d20 SRD.

Skills

There are four skills : **Communication**, **Knowledge**, **Physical**, and **Subterfuge**.

Communication skill covers interaction with other people and creatures. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the occult, how the world works, philosophy, history and the ways of the gods.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, riding a horse, climbing and so on.

Subterfuge. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your "**Trained Skill**"). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT. Whenever a "saving throw" is referenced, this is what it is referring to.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20.

Masteries

Masteries represent special skills and class abilities. Every time you advance a level, choose one ability from the list. Many abilities can be taken several times—if it stacks, it will say so in the description.

Every 4th level, you can choose from any Mastery, including your own, if none of the other Mastery's abilities appeal to you. This replaces your normal level pick.

Companions, henchmen and followers will be created and statted out by the GM.

Elemental

- **Cast Air Spells**
- **Cast Earth Spells**
- **Cast Fire Spells**
- **Cast Water Spells**
- **Elemental Companion.** Can be any creature within reason—just describe it. Tiny elementals, miniature dragons, and small demons are all appropriate. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **Existing companion** gains a special ability (fire breathing, another exceptional movement ability, spellcasting, etc.).
- **Forceful.** Once per day, reroll any spell result, picking the more favorable of the two rolls. Can only be taken once.
- **Gain +1** to saves vs the elements, with a maximum of +5.
- **Gain DR 1** vs elemental damage, with a maximum DR of 5.
- **Gain +5 SP**, can only be taken once.

Nature

- **Cast Animal Spells**
- **Cast Healing Spells**
- **Cast Plant Spells**
- **Cast Sun Spells**
- **Animal Companion.** Can be any animal within reason. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **An additional companion** if you already have one.
- **Gain an enhanced sense.** Sharp hearing, keen eyes, can track by smell, see in the dark, whatever you like, with GM approval.
- **Immune to diseases and poisons.**
- **Intuition.** An innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful,

you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

- **Shapeshift into medium or small creatures.**
- **Shapeshift** is extended to Large creatures.
- **Shapeshift** is extended to Tiny creatures.
- **Vital.** +1 hp per level, takable once. Increases are retroactive.

Prophet

- **Cast Good (or Evil) Spells**
- **Cast Knowledge Spells**
- **Cast Law (or Chaos) Spells**
- **Cast Luck Spells**
- **Cast Trickery**
- **Cast War**
- **Foresight.** Reroll any failed skill check, once per day. Can be taken again, up to two times, for a maximum of 3 uses per day.
- **Powerful.** Gain +1 per level to your Spell Point total, takable once. Increases are retroactive.
- **Soothsayer.** Gain +1 to your Communication skill, up to a maximum of +5.
- **Wise.** Gain +1 to your Knowledge skill, up to a maximum of +5.

Trickery

- **Agile.** +1 to AC in situations where the character can move freely, up to a maximum of +5.
- **Backstab.** +2d6 damage if the character can sneak up behind a target, maximum of +10d6.
- **Crafty.** One of your other skills is now Trained.
- **Deceitful.** Gain +1 to your Subterfuge skill, up to a maximum of +5.
- **Luck.** Once per day, you can reroll any damage taken, taking the lesser value. This can be taken again two more times, each time giving an extra use.
- **Traps.** You can set traps, if given enough time. If the enemy fails to notice them (Int + Subt vs Int + Subt), they either take 1d6 damage per level (10d6 max) or are temporarily set back in some nonfatal way (1 round/level or -1/level to some appropriate roll or ability score).
- **Tricky.** There's a +5 DC penalty for enemies to detect a Trap. Can be taken twice.

- **Henchman.** The henchman will be half your level, rounded down.
- **Gain 2 extra henchmen** if you already have one.

War

- **Armor Mastery.** When wearing armor, the character gains DR 1, with a maximum DR of 3.
- **Flurry.** Can perform a flurry of attacks. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Choosing this repeatedly gives you an additional attack at an additional -2 penalty on all attacks (e.g. 2 attacks at -2, 3 attacks at -4 and 4 attacks at -6). 4 attacks per round is the maximum. You can opt to attack fewer times than you are capable of in order to be more accurate.

- **Shield Mastery.** +1 AC when using a shield, with a maximum +3 bonus on top of the shield's bonus.
- **Tough.** Gain 5 hp, can be taken repeatedly.
- **Vigorous.** Gain +1 to your Physical skill, up to a maximum of +5.
- **Weapon Mastery.** +1 to hit and damage with a maximum bonus of +5.
- **Gain a follower.** This follower will be half your level, rounded down.
- **Gain 2 extra followers** if you already have one.

Magic

Once you choose a Cast ability, you immediately gain a bank of spell points equal to 4 SP/Level, plus or minus your Int bonus (or penalty). Your intelligence bonus is NOT added per level, it's a one time bonus (or penalty).

Spell points are spent when casting spells, at the following rate:

Spell Level	1	2	3	4	5	6	7	8	9
SP Cost	1	3	5	7	9	11	13	15	17

Any SP spent are recovered after a full night of rest.

Which spells can be cast depend on what abilities you've chosen from your Mastery list. Each ability corresponds to the list of Domain spells in the SRD under Clerical spell lists. So, if you can cast Fire and Water spells, then you may choose any of the 18 spells listed under the Fire and Water domain lists in the SRD. You do not get domain powers.

Choosing another "Cast" expands your spell selection, but not does not give you additional SP per day.

You can cast a maximum spell level equal to one half your level, rounded up, or your Intelligence modifier, whichever is higher.

Spells are subject to GM approval—for example, if the text says you can summon and control high level monsters and you're still low level, then the GM can rule that the monsters that do show up are fairly weak...or he can make the spell unreliable in other ways.

Combat

If HP reaches 0, you are unconscious and dying. If you aren't bandaged or otherwise healed by the end of combat, you must roll Str+Phys vs DC 20 or die. If you make the save, you recover to 1 hp after a few hours. If a dying character is struck again, he dies instantly. Hit points heal naturally at the rate of 1 point per level per day, double that if under full bed rest with medical attention.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order. Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, etc.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level
Armor Class (AC) = 10 + armor + DEX bonus + other bonuses.

Add attack bonus to d20 roll. **If equal to or higher than your opponent's Armour Class (AC), it's a hit.** Natural 20 is automatically a critical, doing maximum damage.

Rogues and Heroes can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite20 does not use iterative attacks. All additional attacks that do occur (from a Hero's flurry, for example) do so more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Cover. If you duck behind an object, you can gain +2 to +10 to your AC against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Ranged Combat. Shooting an arrow into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Smash. The player can take a -4 penalty to hit and deliver a powerful blow to his enemy, causing an additional die of damage. For a -8 penalty, they can cause two additional dice. If the weapon is not magical and causes more than twice its maximum damage (e.g. 8x2 = 16 for a spear), then it causes the listed damage and shatters.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. This does stack with a flurry.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 skeleton = EL1. 2 skeletons = EL2. 4 skeletons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +The class's listed Hit Points (plus or minus Strength bonuses)
- +1 to all attack rolls
- +1 to your Trained skill(s)
- +1/2 to all other skills

Example: The 1st level adventurers have just completed a mission, 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.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Mastery pick is gained every level. Every 4th level this Mastery pick can be from any Mastery list.

Equipment

For simplicity's sake, wealth is tracked as per the SRD.

1 gold piece = 10 silver pieces = 100 copper pieces.

Barter is also fairly common and is handled by opposed Cha + Comm rolls. Every 1 point the roll is won by adjusts the resulting price by 5%, to a maximum of 50% or 150% of the cost, depending.

Hero	150 gp
Rogue	125 gp
Sorcerer	75 gp

Weapons	Damage	Cost	Ammo Cost	Notes
Axe, Battle	d8	20 gp		
Axe, Hand	d6	6 gp		Ranged
Club	d6	5 gp		
Dagger	d4	2 gp		Ranged
Dart	d4	5 sp		Ranged
Javelin	d6	1 gp		Ranged
Net	--	20 gp		Ranged, Entangles*
Short Bow	d6	30 gp	1 gp per 20	Ranged, Two-handed
Short Sword	d6	10 gp		
Sling	d4	2 sp	1 sp per 10	Ranged
Spear/Trident	d8	15 gp		Ranged
Staff	d6	2 sp		Two-handed
Sword	d8	15 gp		
Unarmed Strike	d3	--		

* Entangles the opponent if he fails a Str + Phys check versus your Str + Phys.

Armor	Rating	Cost
Leather Armor	+2	30 gp
Scale Armor	+3	80 gp
Cuirass	+4	180 gp
Helmet	+1	20 gp
Shield	+1	10 gp
Shield, Tower*	+4	30 gp

* When using a tower shield, all attack rolls are at -2 due to the weight of the shield. However, the shield can count as cover, especially when used as part of a phalanx.

Cuirass and Leather Armor do not stack. Helmets and Shields, however, can be worn without armor, adding their respective bonuses.

Other Equipment:

For the sake of simplicity, equipment and services are per the SRD, with GM approval.

Magic Items:

Magical equipment exists in this setting, but is almost always either legendary (e.g. "The Mask Of Agamemnon") or of divine origin. There is no generic nameless "Sword +1", or if it does, it has a name like "Telus' Last Stand" and has a story behind it.

In any case, magical items can not be bought as part of the character creation process and if they do appear on the market, they tend to be rather expensive and sought after.

Potions work as per the SRD and are relatively common. The existence of other types of magic such as scrolls is up to the GM.

Example items:

The Sandals of Apollo. When worn, the player can fly at a fast running pace with no fatigue for up to 30 minutes per day.

Xenophon's Edge. A short sword +2 with unusual script along the blade. When a critical strike is achieved, the writing briefly glows and cures 1d6 hit points of damage to the wielder.

Foes

Templates:

Colossal. Turns a "normal" monster, creature or NPC into something several times as big.

- Double HD (or add 8, if greater)
- -4 initiative if based on a monster or creature, -2 if based on a PC race
- Double number of damage dice
- Add +5 damage to their melee attacks
- Add an additional +5 hp per hit die
- If any of their special attacks allow a save, increase the save DC by +5.
- If Strength is important, add another +10 to their total (already figured into previous bonuses)

Colossal versions of creatures often have special attacks involving throwing objects, grabbing victims or stomping on them.

Extra hit dice count for attack bonuses and hit points, but do not otherwise count as experience levels if the creature originally had class levels.

Example: Cyclopes. Hero-3, Colossal. 3 levels PC class + 8 HD. Str 26 (+8), Dex 10, Int 6 (-2), Cha 6 (-2). HP 154 (54 for Hero, plus another 8d8+64 for the colossal HD bonus, average result used). AC 15 (+4 Cuirass, +1 Shield). Initiative -2. Club +19 (2d6+8) or Fists +19 (2d3+8). Physical +6, all other skills at +2. Armor Mastery DR 2, Flurry. Has a quiver of magic javelins that cast a 6th level lightning bolt when used. Using a

javelin expends it.

Another example: Colossal Snake, Giant Constrictor. 22d8+69 (168 HP), AC 15, Initiative -1, Bite +24 (2d8+15) or Tail Lash +22 (2d8+15, target must roll Str+Phys vs DC 17 or go flying several yards and fall down). If the bite hits, it can Grab at Str 35. It then squeezes for 2d8+15 per round.

Construct. Greek mythology and (more importantly) the modern retellings of Greek mythology brim with wondrous mechanical constructs—metal soldiers, mechanical bronze bulls, clockwork owls and all other sorts of wonders.

Take a creature, NPC or monster as a base.

- Base hit die type becomes d10
- Add 2 hp per hit die or level
- Increase damage to the next higher die type
- Add +2 damage to their melee attacks
- Increase Strength by +4, if important (already figured into previous bonuses)
- If man-sized, add DR 1/magical weapons
- If bigger than man-sized, DR 3/magical weapons
- If gigantic, DR 10/magical weapons

Constructs can't heal—they can only be repaired and they are unaffected by poison, disease or mind-affecting magics. They are also slower than their biological counterparts, moving half as fast.

Reduce initiative to -1 if larger than man-sized, otherwise +0. They may also be vulnerable to rusting or corrosion, depending on what material they are made from.

Sample Creatures:

Bear. 6d8+24 (51 hp), AC 15, Initiative +1, Claw +11 (1d8+8) or Claw +11/+11 (1d8+8)/Bite +6 (2d8+4). If a claw hits can attempt to Grab with Str 27.

Boar. 3d8+12 (25 hp), AC 16, Initiative +0, Gore +4 (1d8+3).

Bull. 5d8+15 (37 hp), AC 13, Initiative +0, Gore +8 (1d8+9).

Chimera. 9d10+27 (76 hp), AC 19, Initiative +1, Bite +12 (2d6+4) or Dragon Head Bite +12 (2d6+4)/Snake-Tail Bite +12 (1d8+4)/Goat Head Gore +12 (1d8+4)/Claw +10 (1d6+2)/Claw +10 (1d6+2).

Has a breath weapon that can be used every 1d4 rounds for 3d8 damage—Dex + Phys vs DC 17 to save for half. For type of breath weapon, roll d6: 1-2 Cone of fire, 2 Bolt of lightning, 3 Poisonous spray, 4 Blast of cold, 5 Gout of acid. Also has keen senses and can fly clumsily.

Dog. 1d8+2 (6 hp), AC 15, Initiative +3, Bite +2 (1d4+1).

Golem, Bronze. 18d10+30 (129 hp), AC 28, Initiative -1, Slam +23 (2d10+11) or Slam +21/+21 (2d10+11) or Roar, DR 15/magic weapons.

Immune to most spells that allow spell resistance, metal body makes it vulnerable in unpredictable ways to earth spells. Electricity slows it for a few rounds and fire heals it. Roar can be used once per encounter, anybody within immediate ear shot must roll Str+Phys vs DC 20 or be stunned for 1d6 rounds. Can also throw boulders for 2d10+11 damage, +18 to hit.

Golem, Stone. 14d10+30 (107 hp), AC 26, Initiative -1, Slam +18 (2d10+9) or Slam +16/+16 (2d10+9), DR 10/magic weapons. Immune to most spells that allow spell resistance, stone body makes it vulnerable in unpredictable ways to earth spells.

Horse, Light. 3d8+6 (19 hp), AC 13, Initiative +1, Hoof -2 (1d4+1) or Hoof -2/-2 (1d4+1).

Kraken. 20d10+180 (290 hp), AC 20, Initiative +4, Tentacle +28 (2d8+12) or Tentacle +26/+26 (2d8+12). DR 1 (rubbery hide).

Can opt to do a Str 34 Grab with either tentacle. If grabbed, the Kraken will either crush for 2d8+12 with the tentacle or transfer the victim to one of its 6 shorter arms. These can maintain the hold and crush for 1d6+6. The kraken can also attack the victim with its mouth for 4d6+6. Tentacles have 20 hp if attacked directly, arms have 10.

Can also use sea-related weather magic, control weaker sea creatures and spray an enormous obscuring ink cloud over an area.

Lion. 5d8+10 (32 hp), AC 15, Initiative +3, Claw +7 (1d4+5) or Claw +7/+7 (1d4+5) and Bite +2 (1d8+2). If the bite hits, it can Grab at Str 21. When grappling, it can Rake +6 (1d4+2).

Manticore. 6d10+24 (57 hp), AC 17, Initiative +2, Claw +10 (2d4+5) or Claw +10/+10 (2d4+5)/Bite +8 (1d8+2) or Volley of 6 Spikes +8 (1d8+2, roll separately for each spike).

Medusa. 6d8+6 (33 hp), AC 15, Initiative +2, By weapon +8 (base weapon damage, no Str bonus). In addition to weapon attack, can also attack with Snakes +8 (1d4 plus poison). Str+Phys vs DC 15 to avoid poison. If failed, 2d6 Str damage, which heals at a rate of 1/day.

Also has a petrifying gaze, roll Str, Int or Dex plus Phys, Subt or Know (whichever's higher, depending on how the player describes their attempts to avoid the attack) vs DC 18 to avoid. Failure means being turned to stone permanently.

Pegasus. 4d10+12 (34 hp), AC 14, Initiative +2, Hoof +7 (1d6+4) or Hoof +7/+7 (1d6+4)/Bite +2 (1d3+2). Can fly.

Rat, Giant. 1d8+1 (5 hp), AC 15, Initiative +3, Bite +4 (1d4 plus disease). Str+Phys vs DC 11 to avoid disease. If failed, 1d3 days later, character develops a nasty fever.

Shark, Large. 7d8+7 (38 hp), AC 15, Initiative +6, Bite +7 (1d8+4).

Skeleton Warrior. 1d12 (6 hp), AC 15, Initiative +5, Rusty Sword +1 (1d6+1). DR 5/bludgeoning.

Snake, Giant Constrictor. 11d8+14 (63 HP), AC 15, Initiative +3, Bite +13 (1d8+10). If the bite hits, it can Grab at Str 25. It then squeezes for 1d8+10 per round.

Snake, Viper. 1d8 (4 HP), AC 17, Initiative +7, Bite +4 (1d2-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d6 Str damage, which heals at a rate of 1/day.

Spider, Large. 1d8 (4 hp), AC 14, Initiative +1, Bite +4 (1d4-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d3 Str damage, which heals at a rate of 1/day. Often lurks in webs which can ensnare weaker opponents.

Wasp, Giant. 5d8+10 (32 hp), AC 14, Initiative +1, Sting +6 (1d3+6 plus poison). Str+Phys vs DC 14 to avoid poison. Poison does 1d6 Dex damage, which heals at a rate of 1/day

Wolf. 2d8+4 (13 hp), AC 14, Initiative +2, Bite +3 (1d6+1).

Other appropriate creatures to convert from the SRD would be various animals and vermin, particularly of a giant or dire variety. Dinosaurs could also be very appropriate if you're planning on going with a more Ray Harryhausen tone.

Supporting Cast

Satyrs, Centaurs, human bandits and such are usually built the same way as characters, using the NPC class. Exceptional types such as main villains are built exactly as player characters.

Sample NPC's:

Child. NPC-1. Str 6 (-2), Dex 10, Int 8, Cha 10 (+1). HP 2. AC 12. Fists +1 (1d3-2). All skills at +1.

Farmer. NPC-1. Str 12 (+1), Dex 10, Int 10, Cha 10. HP 5. AC 10. Club +2 (1d6+1) or Fists +2 (1d3+1). Physical +4, all other skills at +1.

Guard. NPC-2. Str 14 (+2), Dex 10, Int 10. Cha 10. HP 12. AC 14 (+2 Leather, +1 Helmet, +1 Shield). Spear +4 (1d6+2). Physical +5, all other skills at +1.

Noble, Typical. NPC-4. Str 12 (+1), Dex 10, Int 14 (+2), Cha 14 (+2). HP 20. AC 15 (+4 Cuirass, +1 Helmet). Sword +5 (1d6+1). Communication +7, all other skills at +3.

Princess. NPC-4. Str 8 (-1), Dex 12 (+1), Int 10, Cha 16 (+3). HP 12. AC 11. Dagger +3 (1d4-1). Communication +7, all other skills at +3.

Oracle. Prophet-4. Str 6 (-2), Dex 12 (+1), Int 16 (+3), Cha 12 (+1). HP 16. SP 19. AC 11. Communication +7, Knowledge +10, all other skills at +3. Cast Knowledge, Cast Magic, Wise (x3). Blind.

Veteran. NPC-8. Str 16 (+3), Dex 14 (+2), Int 12 (+1), Cha 8 (-1). HP 56. AC 18 (+4 Cuirass, +1 Helmet, +1 Shield). Sword +11 (1d6+3) or Spear +11 (1d8+3). Physical +11, all other skills at +5.

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Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Scholars have a fourth stat, Sanity (SAN), set at 0.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Hyborians get +1 to all skill rolls.

Barbarians get +2 to STR

Picts and Zamorians get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Physical and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes

The classes are Fighter, Rogue, Scholar and Noble. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Scholars wear no armour. They gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge.

Nobles can wear any kind of armour and use shields. They gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those who he Leads who decide to follow his order gets a +1 bonus to their roll. All else being equal, NPCs will follow his orders.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race. Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR for Fortitude saves, Physical+ DEX for Reflex saves. , and Level + MIND for saves against magic or Will saves.

Magic

Scholars acquire spells one at a time. There are only two ways for a scholar to access new spells: discover a scroll or learn a spell from another scholar. There are no new spells created, only the discovery of ancient spells. At 1st level, a scholar has two spells. For every level advanced, a scholar may learn one new spell.

Casting a spell of any kind costs Hit Points. The cost is listed with the spell. A scholar may use the hit points of a sacrificial victim instead of his or her own. The victim must have enough hit points to pay for the entire spell.

This loss **cannot** be healed normally but is recovered after 8

hours rest. There is no need to memorize spells in advance.

The Difficulty Class (DC) for all spells is

10 + Caster Level + Caster's MIND bonus

Failed spells subtract 1d6 points from a Scholar's SAN. When SAN reaches -30 or more, the character is hopelessly insane.

Alchemy

Alchemy is the art of creating sorcerer items. To create an item requires 7 consecutive days of success against the DC for a given item. The greater the success in an attempt, the more days of success are rolled. Each attempt costs 3 hp.

Example: Rah-Imren the sorcerer is preparing Yellow Lotus Resin, a weak healing salve. He is a 5th level Scholar with a +6 Mind bonus. Preparing Yellow Lotus Resin is the easiest alchemical item to make at DC 15.

First attempt: Rah-Imren rolls 8. 8 (roll 1d20) + 5 (Caster Level) + 6 (Mind Bonus) = 19. Success! Days of Success equals 19 (result of roll) - 15 (DC of Resin) which is 4. 4 / 2 = 2. 2 Days of Success.

Cost 3 hp.

Second attempt: Rah-Imren rolls 15. 15 + 5 + 6 = 26. Success!! Days of Success: 26 - 15 = 11. 11/2 = 5 (ignore fractions). 5 Days of Success for a total of 7 days of Success.

Cost: Additional 3 hp for a total cost of 6 hp.

If a scholar fails at any point, the days of success reduce to zero and he/she must start over or attempt it another time. Unlike magic, failure does not cost a Scholar Sanity points.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, dodge, parry, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Dodge defence bonus = STR bonus + Level

Parry defence bonus = DEX bonus + Level

Defence rating is 10 + STR + Level. (Dodge) or 10 + DEX + level (Parry). A Light Shield adds +1 to a Parry bonus, a Heavy Shield adds +2 to Parry bonus. Shields do not add anything to a Dodge defence bonus.

Add attack bonus to d20 roll. If higher than your opponent's Defence Rating, it's a hit. Natural 20 is automatically a critical doing maximum base damage. If an attack is a hit, roll for damage and subtract the Armor Rating from that roll. The result is subtracted from the victim's hit points.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection,

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Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials. When the total = $20 \times$ your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

When a scholar advances a level, they may add one more spell to their repertoire. It is possible for a scholar to possess more spells than he or she can use.

Example: Three first level adventurers have just completed a quest to Stygia to harvest black lotus. They each need 20 XP to reach third level. Their expedition was extremely successful. They defeated 10 XP worth of monsters and earned 6 XP from traps and other GM specials for a total of 16 XP each. The party's scholar earned 4 XP for great roleplaying while distracting an enemy scholar so that the party's fighter could rescue a captive and for the successful creation of black lotus juice. The party's fighter received 2 XP for great roleplaying in using cunning instead of brawn in an encounter. The party's noble received a 2 XP for great roleplaying to using his influence to recruit a team to search for lotus. Each character has more than 20XP, so each advances one level to Level 2.

Spell List

**Spells are being developed. This is a placeholder for the future spell list. **

Level 0

Petty Curse: -1 on next action
Exorcism: Lift Petty Curse or Curse
Manipulate: Move tiny object up to a foot (open door, tip bowl etc)
Hunch: +1 to next roll to detect or avoid danger, trap or ambush within an hour
Fascinate: Can trap the attention of victim for one round, give a -1 to any roll to notice anything but the caster

Level 1

Curse: -1 on STR, DEX or MIND bonus for the rest of the day
Speak to Animal: Can ask an animal one question. Response is limited by animals intelligence.

Level 2

Spying Bird: Cast on a small bird, the caster can direct its flight, and see through its eyes for 1 hour.

Level 3

Foresight: Bulletpoint overview of next room/scene/important event from GM.
Ward against Entities: A secret sign written on a hard surface that stops entities from Beyond

Level 4

Summon Lesser Entity: Each type of entity (demon, thing from beyond) is summoned through an individual spell.

Banish Lesser Entity: Each type of entity is banished through an individual spell

Level 5

Control Lesser Entity: Unless controlled, an entity will follow its own nature

Level 6

Summon Greater Entity: Each entity (demon, thing from beyond) is summoned through an individual spell.

Banish Greater Entity: Each entity is banished through an individual spell

Level 7

Control Greater Entity: Unless controlled, an entity will follow its own nature

Deadly Curse: The victim will lose 1hp per hour until dead

Level 8

Lift Curse: lifts any curse, including lycanthropy, madness and wasting diseases.

Level 9

Summon Divine Entity: Summon a Great One

Alchemical Items

**Alchemical Items are being developed. This is a placeholder for the future list. **

DC 15

Yellow Resin

DC 20

Black Lotus Powder

DC 25

Black Lotus Wine

Creating Items

The GM guide will provide the system to create alchemical items and spells.

Monsters

Monsters will appear on a separate list.

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Microlite Conan: This is a trimmed down version of Mongoose Publishing's Conan d20 game, using the excellent Microlite d20 format. You will need the Core Rules of Microlite to play Microlite Conan. Some design choices differ from those made in the original Conan game.

Stats: See the Core Rules. **Skills:** as in the Core Rules, plus the Survival Skill from the Expert Rules.

Cultures:

Hyborians get +1 to all skill rolls.

Barbarians get +1 to STR, +1 to Survival and +1 to Physical

Picts and Zamorians get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Survival and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes: The classes are Fighter, Scholar, Rogue, Ranger and Noble. **Fighters** and **Rogues** are identical to their Core Rules versions except that fighters also gain a +1 bonus to Parry every 5th level, rogues gain the same bonus to Dodge. There are no armour restrictions.

Scholars gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge.

Rangers gain a +3 bonus to survival and combat bonuses as Fighters. They also gain a +1 bonus to Dodge like Rogues.

Nobles gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those whom he Leads who decide to follow his order gets a +1 bonus to their roll for that action. All else being equal, NPCs will follow his orders. Nobles gain bonuses to parry only just like Fighters.

Magic: Magic spells cost HP as per the Core Rules. There are only Arcane Spells, no Divine ones. Spells must be learnt one by one. A Scholar can learn a new spell every time he advances a level. Instead of paying the HP cost of casting a spell, a Scholar can conduct a human sacrifice to pay for the spell. The amount of HP cost that can be covered in this way is capped by the full HP total of the victim as well as the number of rounds spent conducting the sacrificial ritual. To cover a Level 2 spell, 5 rounds must be spent sacrificing an HP 5 victim.

Combat: as in the Core Rules except there is no armour class. The difficulty to hit is calculated as 10 + DEX bonus (Dodge), or 10 + STR bonus + Shield bonus (Parry). Parry can only be used if the opponent carries a weapon and/or shield. A suit of armour carries a damage reduction score, which is subtracted from the damage roll.

Level advancement: Same as in the Core Rules, but the GM is encouraged to attribute experience to the players based on the adventure and their performance taken as a whole. Scholars gain access to new spell levels just like Magi and Clerics in the Core Rules. Nobles gain a new title/nom de guerre at level 5,10,15,20 and an associated premium representing 20% of his current cash assets. Parry and Dodge gains are made every 5th level, Parry for Fighters and Nobles, Parry and Dodge for Rangers and Dodge only for Rogues. At every level, the character can increase four skills by one each.

Equipment

Currency: 1 gold piece is worth 10 silver pieces, 1 silver piece is worth 10 copper pieces.

Starting Wealth:

Fighter	125gp	Scholar	175gp
Rogue	100gp	Noble	350gp

Weapons:	Dmg	Cost	Shields:	Bonus	Cost
Unarmed	1d4	n/a	Light Shield	+1	7gp
Light Weapons	1d6	12gp	Heavy Shield	+2	25gp
Medium Weapons	1d6+2	20gp			
Heavy Weapons	1d6+3	50gp	Armour:	DR	Cost
Thrown Weapons	1d6	6gp	Light Armour	1	75gp
Bows	1d6+2	30gp	Medium Armour	2	150gp
			Heavy Armour	3	750gp

Adventuring Equipment and Mounts and Related Gear:

See the Microlite20 Equipment list.

Clothing:

Adjectives like “Dry” or “Warm” indicates what kind of weather conditions they are good for.

Simple Clothing	Cost	Luxury Clothing	Cost
Loincloth	1cp	Citizen's Outfit	20gp
Plain Hyborian Clothes	2sp	Noble's Outfit	75gp
Plain Eastern Robes	2sp	Ornate Noble's Outfit	100gp
Cool Nomad's Robes	4sp	Exotic Robes	150gp
Dry Woodsman's Clothes	5sp	Royal Outfit	300gp
Nordheimer's Warm Furs	8g		

Alchemical Concoctions:

Black Lotus: Poison - Causes 2d6 damage	Cost
Purple Lotus: +1 MIND for 24 hours, then -1 for 24 hours	100gp/dose
Yellow Lotus: Induces sleep, and hallucinations	50gp/dose
Explosive Powder: Missile attack, 1d6 damage	20gp/dose

Tile Hack

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

This game is the result of a week-long binge session of “Bookworm Adventures”, a life-long fascination with Scrabble and an unholy marriage with Greywulf’s ultra-thin Microlite20 version of D&D.

Your characters are dungeoneers in the finest tradition of pen and paper fantasy: elven wizards, doughty dwarven fighters, fighting men of legend, priests of arcane gods, all out to save the Realms from nefarious villains and drooling, evil monsters.

The big difference from standard D&D? No dice. (Mostly. We'll get to the exceptions later). Actions are resolved by spelling words with Scrabble tiles. Spell out bigger words or words using rare tiles to do better. As with Scrabble, the point values of the tiles you use to spell your words will determine your success. Unlike Scrabble, the results show how strongly you swung your sword, how mighty your spell is or even how quickly you dodged the blade of a sprung trap.

The mightier your vocabulary, the more your characters' fame and power will grow.

What you need:

- Tiles from a Scrabble board—one box per 3 players would probably be appropriate.
- Some dice for the GM
- Paper
- Pencils
- Friends

Character Creation

Characters have three attributes: **Strength**, **Dexterity** and **Mind**. Roll 4d6 for each statistic in any order, dropping the low die and totaling the remainder.

Each score's bonus is equal to **(Score-10)/2, rounding down**.

Races

Humans get +1 to all skill rolls. They have the ability to redraw 3 tiles per adventure from their Action Pool, Dodge Pool or the Party Pool.

Elves get +2 to MND. They always get an appropriate word bonus for nature words.

Dwarves get +2 to STR. They always get an appropriate word bonus for spelling out words about metals, stone and other underground topics.

Halflings get +2 to DEX. Halflings that are not thieves can be Sneaky (see “Sneaking” in the magic section). Halfling Thieves get +1 to any bonuses from being Sneaky.

Classes

Characters can be Fighters, Thieves, Mages or Clerics. All characters begin at Level 1.

Fighters get a +1 bonus to combat damage, with an additional +1 at 5th level and every five levels on. They gain +3 to the Physical skill. They also get an appropriate word bonus if they spell combat-oriented words like “HEW”, “SMASH”, or “SWORD” in combat. Along with using shields, they can wear any type of armor and can use any type of weapon.

Thieves get +3 to their Subterfuge skill. They are Sneaky (see “Sneaking” in the Magic section). While being Sneaky, Thieves get a +1 bonus to damage or effect, with an additional +1 at 5th level and every five levels on. Thieves can only use leather armor, bows and one-handed weapons.

Mages can cast spells. When doing so, they get a +1 bonus to damage or effect , with an additional +1 at 5th level and every five levels on. They gain +3 to their Knowledge skill but are limited in choice of gear. Mages do not wear armor and can only use daggers and staves.

Gameplay

Tile Pools

The heart of the game involves drawing tiles from “pools” to form words. Each character has access to three: the **Action Pool**, the **Dodge Pool** and the **Party Pool**.

When a word is formed, those tiles are discarded and the empty slots are filled with fresh tiles, up to the maximum number of tiles allowed for that pool. The Dodge Pool is an exception to this: it refreshes at the end of the combat.

Action Pool. This is the character's main pool, the stockpile that is used to resolve skills, attack rolls, saving throws, cast spells, turn undead and just about anything else that happens in game. **You get 4 tiles, plus half your level (rounded down), plus your highest stat modifier.**

Dodge Pool. Your character's ability to get out of harm's way as a last ditch defense. Once you spell words from this pool, those tiles are gone until the end of combat. The point value of words formed from this pool directly negates damage or magical effects. Using your Dodge Pool is a free action. **You get 6 tiles plus your DEX modifier.**

Party Pool. The entire party gets a pool of 6 tiles that anybody can choose tiles from at any time. You can only draw up to 2 letters from the party pool for a given word. At least one letter has to be from one of your own Pools.

If you can't spell ANY words using any of your own tiles on an action (but not a dodge), you can discard your entire Action Pool and declare a FUMBLE. Something moderately bad happens to you, such as you tripping and falling down or dropping your weapon (GM's call), but you can then completely refresh your Action Pool.

If you don't FUMBLE, then you simply miss, but keep your tiles, hoping that you either see a word eventually or the Party Pool turns up something later on.

Clerics can use healing magic, call on divine aid and can turn undead. When doing so, they get a +1 bonus to damage or effect, with an additional +1 at 5th level and every five levels on. They gain +3 to their Communication skill. They can use any armor, shields and blunt weapons.

Add the face values of any tiles you use. Blank tiles may be any letter desired, but have no point value of their own. The total determines how successful you are at your action.

Summary:

Action Pool = $4 + (\frac{1}{2} \text{ level, rounded down}) + \text{highest stat mod}$

Dodge Pool = $6 + \text{DEX mod}$

Party Pool = 6

Appropriate Words

In some cases, spelling out an appropriate word can give out some bonus points (+1 up to, say, +5 or so). Appropriate words may even, in some circumstances add additional effects.

For example, a Thief who spells out “ROPE” in combat may trip up a guard, making them fall down or immobilizing them until they manage to untie themselves.

Skills

There are four skills: **Physical, Subterfuge, Knowledge and Communication.**

Skill rank = level + any bonus due to your class or race.

To pass a skill test, make a word from your Action Pool and total the tile values. You can draw additional tiles from the Party Pool, if necessary, with the usual restrictions.

Add your skill rank and the bonus from the most appropriate statistic. If the total point value is equal to or greater than the DC, you're successful.

DC's range from 10 (dead easy) to 35 (legendary difficulty). A simple task can be assumed to have a DC 15; most tasks would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX

bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no “saving throws” in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually Knowledge + MIND bonus.

Spelling out an appropriate word might give a bonus to skill tests—in most cases, an extremely appropriate or fun word should give an automatic success, no matter the actual DC.

For example, if you can spell out “SNEAK”, you might get a +3 bonus to sneak past a guard. Spelling “LADDER” might give you a bonus to climbing up a cliff. If you’re trying to remember information about the great wizard-king, Amalric, then actually spelling out “AMALRIC” might give you an automatic success and very specific information.

Combat

Hit Points = Strength + 1d6 hit points/level

Characters get Strength + 1d6 hit points/level. Hit points are recovered quickly in this version of the game—4 hours of rest are sufficient to recover half lost hit points, another 4 restores all of them.

Equipment

Players can start with any non-magical equipment within reason.

Weapon Ratings:

0 = unarmed

+1 = dagger, hand axe, club, staff, sling

+2 = bow, sword, axe, mace, hammer

+3 = two-handed weapon, but you go last automatically

Armor Ratings:

+1 = shield

+1 = leather

+2 = chain

+3 = plate

Magic items. If a magic item has a rating listed (+1, +2, etc), then that number adds on to the weapon or armor rating.

Of course, just giving an item a straight bonus is a bit dull. Magic items can have other effects that play off of tile values and words. Here’s some examples:

Initiative order is determined by drawing a Scrabble tile from the stack—the closer to A (alphabetically) you get, the higher your initiative is. Each positive bonus in Dexterity gives you an additional draw—choose the best one. Having a negative DEX mod means you go last in case of a tie. Initiative is only drawn at the beginning of combat, not round by round.

As long as you make a word, you hit automatically. If you can’t make a word, you “miss” and have the option of declaring a fumble.

Damage done in an attack is the point value of word, plus your STR mod and the rating of your weapon.

Subtract the armor of your opponent from that damage and apply the rest to your opponent’s hit points.

Damage = total point value + STR mod + weapon rating + magic and other bonuses – Armor – other defensive bonus

After hit points are used up, the opponent is defeated. Players or monsters aren’t necessarily dead, just out of the fight until revived. This is a more kid-oriented game, after all.

Remember that you can further reduce damage by taking advantage of your Dodge Pool.

Bag of Holding. Whenever a character reaches into it, there’s a 50% chance that any non-magical item that can reasonably fit through the Bag’s opening is stored within. Any items produced disappear after an hour. Thieves, for obvious reasons, love this item.

Cap and Gown +1. Gives a Mage one more tile to his Action Pool when worn in addition to the armor bonus.

Eric the Red's Battle Axe +2. Viking Warriors do double point value with V’s and W’s!

Pirate's Eye Patch. All B’s, R’s and I’s do an extra point of damage.

Potion of Healing. Drink the potion or feed it to someone else—if you can spell a word, you get double the point value of the tiles back as HP, up to the maximum.

Shiny Bauble. Spell out a type of bird and that type of bird appears and helps you out for the rest of the adventure. You can only use this once per adventure. Note to munchkins: Rocs don’t always fit very well in dungeons.

Magic

Arcane magic is divided into several schools. Each School covers a broad area of magic.

Each Mage starts knowing two schools of magic at first level. Every two levels they advance past the first (e.g. 1, 3, 5, 7, 9, etc), they learn another school.

Mages can cast any spell within reason, provided they know the proper schools, but have to spell words to determine the effect. Every time you cast a spell, you have to justify it to the GM, given the types of magic that your character knows.

These spells are not drawn from the SRD and do not cost hit points to cast.

If a spell or special ability is successful, it does point value damage plus the Mind modifier of the caster with an additional bonus depending on the Mage's level (+1 at first level, and another +1 for every 5 levels total).

If the **effect of the spell can't be quantified by damage**, then that total (plus the Mind modifier, level based bonuses, etc) becomes the save DC for whatever the spells' effect is, such as sleep or entangle.

For spells that **enhance attributes**, use the point total divided by 5, rounded down. Spells that **enhance armor rating** do so as total divided 10, again rounded down.* Bonuses from magic spells do not stack—if a more powerful spell is cast, the higher bonus simply replaces the lower.

* Because Armor Rating is **staggeringly useful**.

Summoned creatures have the point total in hit points if they are under the caster's control. If not, then they have double the point total, but are controlled by the GM instead (this can backfire if it's a powerful summon). Other statistics and attacks are to be determined by the GM, as appropriate to whatever was summoned. The point total can be broken up into multiple summoned creatures.

For anything else not covered, just set a target DC that feels right and run with it. For example, if a character wants to conjure up a wall of ice to block a passageway, tell them to beat DC 20 and if successful, there's now a 2 foot thick wall of ice spanning the passageway and blocking the monsters' path. The important thing is to not tie up the game and to keep things fun.

Spell durations are up to the GM, but can be assumed to last the entire combat.

If the spell affects more than one monster at a time, then it affects everything in a 10' foot radius, but has half effect.

The GM always has a right to veto spells, set appropriate DC's or penalties to exceed or otherwise determine how they work.

If the player spells an appropriate word, give out some bonus points as per the section on Appropriate Words. For example, you could use "void" to cast lightning bolt on a bunch of spiders, but using "zap" would get a +3 damage bonus.

Fatigue

Spellcasters can cast one spell per combat per level. If they try to cast more, they take a -1 penalty for each additional one, cumulative, until they can take a few minutes outside of combat to rest up.

Schools of Magic

Abjuration. Spells of warding and protection, harming trespassers and banishing spirits from beyond.

Conjuration. Summoning objects and creatures, transporting things instantly from one place to another, creating physical objects from thin air.

Divination. Learning long lost secrets, telling the future, seeing things that are far off and more.

Enchantment. Controlling the minds and actions of others.

Evocation. The manipulation and control of raw energy. Big flashy effects like lightning bolts and such.

Illusion. Hiding things in plain sight, making things appear to exist that aren't real.

Necromancy. Spells that call up the dead, communicate with the spirits and manipulate dark energies.

Transmutation. Spells that change the properties of objects or creatures.

Clerics and Magic

Clerics can cast divine magic, spells that request aid of their deity. Two specific applications of this magic are Healing and Turning Undead.

Healing is a specific spell that works on teammates—the total effect is equal to the number of hit points regained. You can attempt to heal the entire party in one action, but the ending point value is halved.

Turning undead is an attack spell. The Cleric has the option of Blasting the undead or Fearing them. Blasting does straight damage, but if the Cleric can't kill the enemy with a single Turn, then all damage from the Turn is ignored. Fear sets a DC that the undead has to save vs or flee.

Other uses of divine magic might be praying for aid, guidance and protection.

Fatigue penalties also apply to Clerical magic.

Sneaking

Certain types of characters (namely Thieves and Halflings) are described as "Sneaky". This is, in effect, inventory-based magic that only applies in combat.

The Environment

Certain dungeons can have strange effects on any tiles used.

Friendly ground might add two or three extra tiles to the Party Pool. A forbidding graveyard might reduce the Party Pool by a point, due to its extreme spookiness.

Some dungeons might increase or decrease the effects of tiles. "In the Castle of Robert the Red, R's count as 5 points!" "In the Pit Of Despair, P's, D's and R's don't count as anything!" "In the Ice Dungeons Of the Frozen North, any words dealing with cold, ice or water will freeze opponents for their next action!"

Other times, there might be environmental hazards. For example, the floor might be covered with LAVA. Lava is hot—if you make a word with an L, A, or V, you take one point of damage per offending tile.

Monsters!

Monsters have a set number of hit points, an armor rating that reduces damage taken and always hit automatically in combat—just the same as characters. Player armor subtracts from this damage as usual, as does the defense pool.

Instead of spelling tiles out to do damage, the GM just rolls their attack damage with dice. This is mostly intended to save the GM time in large fights—having to

When in combat, a Sneaky character can use any item near at hand or in inventory if they can spell a related word and describe an appropriate effect. If successful, it either adds a bonus to defense or acts like an attack spell along with the character's DEX modifier.

For example, if a thief could spell "WATER", he might grab a canteen from his belt and splash it in his opponent's eyes, blinding the enemy briefly. Or he could grab some ROPE and bind an enemy up. Or he could pull down a DRAPE and get a few points extra to avoid taking damage from some guards.

The exact amount of the bonus or the effects are up to the GM, but tend to be anywhere from an extra +1 on the low end up to +5 for extremely appropriate (or fun) words.

Thieves do NOT get fatigued from Sneaking.

Another example might be traps. One dungeon room might be full of skeletal remains that have knives and arrows stuck in them. Other skeletons might be crushed by rocks.

This could be a clue that accidentally spelling words dealing with weapons or rocks will set off the room's traps.

come up with a dozen words per round in a fight with a kobold tribe would get to be a pain after a while!

Each monster will have a basic attack plus one or more "interesting" attacks that they can do periodically, as the GM prefers.

For example, A Black Dragon has 4 attacks listed—a low damage Claw attack, a Bite attack, Acid Breathe and they can Beat Wings, causing everyone nearby to fall down. The GM can have the Dragon do any one of those four things per round. Or he could have the Dragon do something else, like roar loudly (for intimidation factor or just to give the PC's a rest), fly away, or grab something in its talons.

If you want more randomness than that, then roll d6: on a 1-3, the monster does a basic attack, on a 4, the monster boasts, misses with his attack or otherwise makes some kind of display. Otherwise, choose one of their specials at random.

Monster Skills. Whenever a monster has to make a skill roll or save, roll d20 plus their number of Hit Dice. If it's something they'd reasonably be good at, add another +3 to the total.

Converting monsters from the SRD. Keep Hit Dice as is. Assume maximum hit points, plus an extra 5 points as a kicker. Armor rating is either by type of armor they're wearing, or determined by their natural armor. I'd suggest converting "natural armor" to armor rating at a ratio of 1:4, rounding down. So, if an adult red dragon has a natural armor of +21, then armor is 5.

Choose one of their attacks as their normal attack, using the damage listed in the SRD entry. Next, think of a few likely things they might do and list these as additional attack options. See the examples below for samples.

These are only guidelines—if the numbers seem a bit lower or higher than they should be, adjust them to something more comfortable for you and your group.

A note on difficulty: the difficulty of combats in this game varies widely depending on player skill. Some groups will have no problem grinding out 15 point word after 15 point word, others might not.

Here's some ideas to even things out:

Game too hard?

Use one or more of these options:

- Hand out bonus tiles to the players
- Increase the size of the various pools by a few tiles
- Monsters have -5 hit points (ie remove the kicker)
- Throwaway monsters such as kobolds have 1/2 hit points
- Reduce monster damage by -2
- Reduce monster damage by 1/2

Game too easy?

Enable one or more of these options:

- Increase monster armor by +1 or 2
- Increase monster HP
- All monsters get another HD or two
- Reduce the size of the Party Pool to 4 tiles
- Use some of the optional rules from the end of this document, such as "Word Nazi" or "No Repetition"

Another way to adjust the pacing of the game is to vary the monsters' attacks. If a monster is giving the players a hard time, have it spend an action or two boasting, roaring or otherwise putting on a display while the PC's catch their breaths.

As a final note, this game is designed to be woolly and unpredictable. Don't be surprised when a player pulls out a 40 point word and turns your fire-breathing big bad into a kitten—see it as an opportunity.

Bear, 6HD, 77 hp, 1 armor, Attacks: Teeth and Claws (1d8+8), Hug (if "Claws" hits, a bear can grapple—grapples do damage as per "Claws", but the target can't move or dodge, and loses their weapon rating bonus if it's anything more unwieldy than a dagger. You can break a bear's grapple with a STR + Phys check vs DC 27), Fearsome Roar (anybody within 10' does 1d6 points less on their next attack)

Black Dragon, Adult, 19 HD, 309 hp, 3 armor, Attacks: Claw (1d8+3 damage), Bite (2d6+7), Breathe Acid (12d4 damage to everyone in front of it), Beat Wings (1d6 damage, knocks everyone down). Some Black Dragons are quite intelligent and can cast spells—they mostly use magic dealing with swamps, darkness, acid and poisons.

Kobold, 1 HD, 13 hp, 1 armor. **Attacks:** Spear (1d6-1 damage), Tile Thief (Roll 1d6: on 1-3 steals one tile from their target's Action Pool, which is NOT replaced until after the target's next action).

Ogre, 4 HD, 48 hp, 2 armor, Attacks: Great Club (2d8+7 damage), Bellow (+5 to next attack's damage), Smash Floor With Enormous Club (1d6 damage to all nearby, and everybody who takes damage also can't use one of the following letters on their next attack:

Roll 1d6: 1 O, 2 G, 3 R, 4 E, 5 S, 6 Roll Twice)

Orc, 1HD, 14 hp, 1 armor, Attacks: Battle Axe (1d8+1 damage), Bellow (+3 to next attack's damage).

Skeleton, 1 HD, 17 hp, 1 armor (battered shield), Attacks: Rusty Weapon (1d6+1), **Notes:** Blunt weapons do double damage to Skeletons. Piercing weapons do half damage.

Viper, 1HP, 6 hp, 0 armor, **Attacks:** Poisonous Bite (1d6 damage, each hit that does damage does an extra 1 point of damage per bite per round, for 3 rounds).

Zombie, 2 HD, 27 hp, 0 armor, **Attacks:** Club (1d6+2). Notes: Zombies emit such an unpleasant aroma that anybody capable of smell attacking them takes a -1 to all point totals in their presence.

Level Advancement

As the players defeat monsters and figure out traps and puzzles, they gain experience.

XP is equal to the Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes: for example, 1 kobold = 1XP. 2 kobolds = 2XP. 4 kobolds = 3XP, etc.

For traps and other situations, assign an appropriate amount of XP for the difficulty of the trap. Usually it will be in the same ballpark as the average type of monster in the dungeon.

When the total equals 10x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds +1d6 to Hit Points and +1 to all skills.

If the level divides by three (i.e. level 3, 6, 9, etc) add 1 point to STR, DEX or MIND.

If the level divides by five (i.e. level 5, 10, 15, etc), each of the classes' special ability bonuses goes up by +1 (Fighters' damage bonus, Mages' spellcasting bonus, etc).

Optional Rules

These are some additional ideas to make play more interesting. Some of them make the game easier, some harder. Others are just for flavor.

Counting HP with a bowl of jelly beans. In this case, literally for flavor. You do damage, you get rewarded with food. Downside: the GM gets full very quickly. You may have to use peanuts or some other, less filling food. "You take 7 damage! *NOM NOM NOM NOM*"

Hewing. If your attack does a huge amount of damage (20+, for example), and it's enough to drop an opponent in one hit, then the remainder of the damage applies to the monster next to it.

Example: Mort the Verbose, an 18th level dwarven fighter with a +2 Battle Axe and 19 STR, shouts out

"FLOCCINAUCINIHLIPILIFICATION!!!"

as he attacks an Ogre with 48 hp. He does 60 points of damage (48 for the word, +4 for the axe, +4 for his STR bonus, and an additional +4 because he's an 18th level Fighter).

The mighty blow kills the Ogre. The remaining 10 damage (losing 2 points because of the Ogre's armor) is applied to the Orc cowering next to the Ogre as Mort's powerful swing tears right through.

Leveling The Playing Field. Powerful armor can render certain PC's nearly invulnerable to monster attack while the PC's rain down high damage words in retaliation. You can level the field a bit with this rule: if a monster rolls a maximum result on a die, roll another die, minus 1 point and add it on to the total. Keep doing that as long as the die keeps coming up maximum.

Example: An Ogre slams Mort with his two-handed great club. He rolls 2d8+7 for damage. The dice come up 2 and 8. Rolling another d8-1 one, he gets another 8 and rolls again. This time, a 4. The total damage is now 27 points (17 + 7 + 3). Ouch.

No Repetition! Repeat words in a given combat are not allowed. Alternatively, each repeated word in an adventure gives a -1 cumulative effect. You might want to keep a list with tally marks next to each word as it's made.

Obey The Timer. Use a timer from some other game or a stopwatch and give each of the players 10 seconds to make their move. If they don't, then declare the action a miss.

Word Combos. If your word can follow the previous players' words to form a sentence, then there's a cumulative +2 damage per additional word that hits the monster when the sentence is completed. If the sentence is derailed, then the damage is lost. Each word does damage normally as it is formed.

Example:

Word 1 THE
Word 2 PEN
Word 3 IS
Word 4 MIGHTIER
Word 5 THAN
Word 6 THE
Word 7 SWORD. Boom! The attack lands with an extra 12 damage!

Word Nazi. ALL words must be appropriate to the action. If you want to attack, then you have to spell out something like "WHAM", "SMACK", "STAB", or "SHOOT". If you want to climb a wall, then you'd have to spell out "ROPE" or "CLIMB" or something like that. Warning—this variant can be extremely challenging. You may want to increase all word pools by a few tiles to compensate.

Microlite Dark Sun

This document provides conversions of material from the Dark Sun campaign setting into Microlite20 terms to allow Dark Sun campaigns to be run using the Microlite20 rules. It provides a ready list of conversions for previously-published material, making modifications where necessary.

Microlite Dark Sun is a fan project and derives no profit. This document is not a challenge to the original or current copyright holders. Conversions by Andrew Modro.

Welcome to Athas

Return now to Athas, the world of the Dark Sun. Face the perils and witness the savage beauty of this strange and deadly world of desert wastelands and mighty sorcerer-kings. Adventure awaits!

This document draws its content from both the original 2nd Edition Advanced Dungeons & Dragons campaign setting and the 3.5e update presented in *Dragon* and *Dungeon* magazines. It is a blend of both versions, and as such has its own unique presentation of some of the ideas.

To make the best use of *Microlite Dark Sun*, you will need access to either the original or revised 2e AD&D campaign setting box sets, or the *Dungeon* and *Dragon* issues with the 3.5e update. Material from both editions can be easily converted for further expansion; this document presents the basics of Dark Sun in Microlite20 format.

Character Creation

Athasian characters begin play at 3rd level instead of 1st. This means they may have three levels in one class, or two levels in one class and one level in another class (see Multiclassing). Their initial hit point totals are STR + 3d6.

Athasian characters roll 5d4 for stats instead of using the basic 4d6 drop-lowest method. This gives an average score of 12.5, with a minimum of 5 and a maximum of 20. The GM may wish to use the 4d6 method instead.

All characters that begin with classes which do not manifest psionic powers begin play with one 0-level power as a "wild talent" chosen from the Psion power list. Psions and Psychic Warriors do not get these "wild talent" powers. "Wild talent" powers cost 1 HP to use as normal.

Skills

The skills used in Microlite Dark Sun are Physical, Subterfuge, Knowledge, Communication, Survival*, and Concentration**

* - From Microlite20 Expert

** - From Microlite20 Psionics

Races of Athas

The races of Athas are not the same as other fantasy worlds. The available races and their stat modifiers are:

Humans get +1 to all skill rolls.

Dwarves get +2 STR.

Elves get +1 MIND and +1 DEX.

Halflings get +1 DEX and +2 Survival.

Half-elves get +1 DEX and +1 to any 2 Skills.

Half-giants get +4 STR and -2 DEX.

Muls get +1 STR, +1 Physical and +1 Survival.

Thri-kreen get +1 DEX, +1 Physical and +1 Survival.

Humans get +1 to all skill rolls.

Classes of Athas

The available classes in Microlite Dark Sun are as follows:

Fighters as in Microlite20. Athasian gladiators are represented by this class.

Rogues as in Microlite20.

Magi must be either *Preservers* or *Defilers* (q.v.).

Clerics as in Microlite 20, but they must choose an Element. They cast divine spells from the Cosmos List as well as those from the list of their chosen Element. They Turn Undead as in Microlite20, and may turn Elementals of the Element opposing theirs in the same way; Elementals are never destroyed. Turning an Elemental uses one of the cleric's Turn Undead attempts.

Rangers as in Microlite20 Expert.

Druids as in Microlite20 Expert.

Bards as in Microlite20 Expert, except they must choose *Illusionist* spells. Bards are automatically considered *Preservers* for the purpose of their arcane magic.

Psions as in Microlite20 Psionics.

Psychic Warriors as in Microlite20 Psionics.

Preservers are the same as Magi in Microlite20 and may use the magic enhancement rules from Microlite20 Expert.

Defilers are as Magi in Microlite20, except they *Defile* (see *Defiling*) to rip magical energy from living things around them, and use this extra energy to pay for magical enhancements as in Microlite20 Expert. Defilers *must* defile to use enhancements.

Templars can wear any kind of armor. They cast divine spells from the Templar Spell List, granted to them by the sorcerer-king they swore to serve and obey. Templars do not turn undead. They gain spells at the same rate as clerics.

Multiclassing

Characters may have up to two classes (for example, Fighter/Cleric, or Preserver/Rogue).

A multiclass character's Character Level is the sum of the levels in both her classes. For example, a Fighter 2 / Cleric 1 is a level 3 character. When a character earns the right to go up a level, the player chooses which class to advance. If the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions which reference "level" mean "caster level" for arcane and divine spells, and "manifester level" for psionic powers.

A multiclass fighter's class-based combat bonus is based on his fighter class level .

Defiling

Athasian arcane magic uses life energy drawn from the mage's surroundings. Preservers are careful to use only what they need, to ensure that the lifeforms around them remain healthy. Defilers, on the other hand, rip this energy out of nearby living things without care, causing great damage.

Defiling destroys vegetation around the mage. The amount of destruction depends on how much energy the mage has drawn to cast the spell, and how much vegetation exists nearby,

by the following chart:

Vegetation	Radius
Forest, garden	1 foot x HP drawn
Grassland, farm, mud flat	2 feet x HP drawn
Oasis, scrub, inactive farm	10 feet x HP drawn
Badland, mountain	20 feet x HP drawn
Barren, sand, salt flat	30 feet x HP drawn

Cleric Spell Lists

These spell lists include some spells from the d20 SRD, instead of or in addition to those used by the base Microlite20 rules.

Cosmos Spell List

Level 0
Create Element
Detect Magic
Guidance
Purify Food and Drink
Resistance
Virtue

Level 1
Bless
Cure Light Wounds
Divine Favor
Hide From Undead
Sanctuary
Shield of Faith

Level 2
Aid
Cure Moderate Wounds
Gentle Repose
Remove Paralysis
Restoration, Lesser
Spiritual Weapon

Level 3
Animate Dead
Cure Serious Wounds
Magic Vestment
Prayer
Remove Disease
Speak with Dead

Level 4
Cure Critical Wounds
Discern Lies
Dismissal
Freedom of Movement
Restoration
Tongues

Level 5
Atonement
Commune
Cure Light Wounds, Mass
Disrupting Weapon
Raise Dead
True Seeing

Level 6
Banishment
Blade Barrier
Cure Moderate Wounds, Mass
Find the Path
Harm
Heal

Level 7
Cure Serious Wounds, Mass
Destruction
Refuge
Regenerate
Restoration, Greater
Resurrection

Level 8
Antimagic Field
Cure Critical Wounds, Mass
Discern Location
Holy Aura
Phase Door
Power Word Stun

Level 9
Energy Drain
Foresight
Heal, Mass
Implosion
Soul Bind
True Resurrection

Air Spell List

0: Resistance
1: Obscuring Mist
2: Wind Wall
3: Gaseous Form
4: Air Walk
5: Control Winds
6: Chain Lightning
7: Control Weather
8: Whirlwind
9: Elemental Swarm (Air)

Earth Spell List

0: Mending
1: Magic Stone
2: Soften Earth and Stone
3: Stone Shape
4: Spike Stones

5: Wall of Stone
6: Stoneskin
7: Earthquake
8: Iron Body
9: Elemental Swarm (Earth)

Fire Spell List

0: Light
1: Burning Hands
2: Produce Flame
3: Resist Energy (Cold or Fire)
4: Wall of Fire
5: Fire Shield
6: Fire Seeds
7: Fire Storm
8: Incendiary Cloud
9: Elemental Swarm (Fire)

Water Spell List

0: Detect Poison
1: Obscuring Mist
2: Fog Cloud
3: Water Breathing
4: Control Weather
5: Ice Storm
6: Cone of Cold
7: Acid Fog
8: Horrid Wilting
9: Elemental Swarm (Water)

Templar Spell List

Level 0
Detect Magic
Detect Poison
Guidance
Read Magic
Resistance
Virtue

Level 1
Bane
Command
Divine Favor
Entropic Shield
Inflict Light Wounds
Magic Weapon

Level 2
Darkness
Death Knell
Hold Person
Inflict Moderate Wounds
Silence
Sound Burst

Level 3
Blindness/Deafness

Deeper Darkness
Inflict Serious Wounds
Invisibility Purge
Locate Object
Magic Vestment

Level 4
Discern Lies
Dismissal
Divination
Inflict Critical Wounds
Magic Weapon, Greater
Tongues

Level 5
Command, Greater
Scrying
Slay Living
Symbol of Pain
Symbol of Sleep
True Seeing

Level 6
Analyze Dweomer
Dispel Magic, Greater
Eyebite
Find the Path
Symbol of Fear
Symbol of Persuasion

Level 7
Destruction
Refuge
Repulsion
Scrying, Greater
Symbol of Stunning
Symbol of Weakness

Level 8
Antimagic Field
Discern Location
Earthquake
Fire Storm
Symbol of Death
Symbol of Insanity

Level 9

Energy Drain
Foresight
Implosion
Power Word Kill
Soul Bind
Storm of Vengeance

Currency

Metal coins are very rare on Athas. Instead,

Dark Sun campaigns use these pieces of currency:

Ceramic Piece: Same as 1 GP. Ceramic pieces can be broken into 10 individual "bits" for use as smaller denominations.

Bit: Same as 1 SP . 10 bits can be used together as one Ceramic Piece.

Weapon Materials

Bone weapons are crafted from the skeletons of large beasts. While dangerous, they are not as sturdy as metal weapons. Bone weapons are -2 to attack and damage (minimum 1).

Bronze weapons are sturdier than stone and bone, but the softer metal is still inferior to steel. Weapons of bronze are -1 to attack and damage (minimum 1). They cost 5 times the listed amount.

Stone weapons are -2 to attack and damage (minimum 1). Stone ammunition for slings has no penalty.

Wood bludgeoning weapons other than club, quarterstaff, sap, and great club are -3 to attack and damage.

Blood obsidian is a quasi-magical material created by volcanoes that arise from defiler magic. It has a +1 bonus to damage. This bonus does not stack with other bonuses. Blood obsidian weapons cost an extra 2000 more ceramic pieces than the listed price.

Weapon Equivalents

The following weapons unique to Athas use these listed stats from the d20 SRD.

Alhulak: heavy flail
Carrikal: battleaxe
Dragon's Paw: orc double axe
Puchik: punching dagger
Tortoise Blade: small shield with shield spike
Trikal: Halberd

Armor List

Light Armor
Padded: 5 cp, +1
Bark: 5 cp, +2
Cord: 15 cp, +2
Leather: 10 cp, +2

Bone: 20 cp, +3
Wood: 15 cp, +3
Studded leather: 125 cp, +3
Leather scale: 35 cp, +3

Medium Armor
Shell: 25 cp, +3
Hide: 15 cp, +3
Bronze breastplate: 200 cp, +4

Heavy Armor
Chitin: 100 cp, +5
Bronze half-plate: 600 cp, +6

Shields
Buckler: 15 cp, +1
Buckler, beetle*: 6,600 cp, +2
Light, wooden: 3 cp, +1
Light, bronze: 9 cp, +1
Heavy, wooden: 7 cp, +2
Heavy, bronze: 20 cp, +2
Tower: 30 cp, +4

* Command word makes beetle fly around owner, providing +3 AC against ranged attacks only while in flight. Buckler Beetle stats: HD 1d8 (4 hp), AC 24, Bite -1 (1d3-5)

Bestiary

Baazag
HD 2d8+4 (13 hp), AC 17, Bite +2 (1d6+1, wounding)

Baazag, Boneclaw
HD 6d8+18 (45 hp), AC 18, Bite +9 (1d8+8)

Belgoi
HD 4d8 (18 hp), AC 13, Claw +4 (1d4+1 plus 1d3 STR), psi-like abilities (manifester level 5th): at-will--mindlink; 1/day--ego whip, psionic blast

Cilops
HD 8d8+32 (68 hp), AC 17, Mandibles +11 (1d8+6 plus poison [STR+Phys DC 18, initial 1d4 DEX, secondary paralysis 2d4 minutes]), psi-like abilities (manifester level 3rd): at-will--detect psionics; 1/day--sensitivity to psychic impressions

Cinderbrute (Elemental)
HD 1d8+2 (6 hp), AC 14, Iron Warhammer +2 (1d6+1 and 1d4 fire)

Cloudscout (Elemental)
HD 1d8+1 (4 hp), AC 14, Iron dagger +1 melee (1d3) or +3 ranged (1d3)

Critic Lizard
HD 1/2 d8 (2 hp), AC 15, Bite +3 melee (1d4-3), psi-like abilities (manifester level 1st): 3/day--detect psionics

Crodlu
HD 4d8+16 (34 hp), AC 16, Claw +6 (1d6+4) or Bite +6 (1d6+2)

Crodlu (Heavy)
HD 6d8+30 (57 hp), AC 18, Claw +8 (1d6+5) or Bite +8 (1d8+2)

Dune Reaper (Drone)
HD 8d10+24 (68 hp), AC 17, Claw +15 (1d8+7)

Dune Reaper (Warrior)
HD 12d10+48 (114 hp), AC 23, Claw +20 (1d8+9), psi-like abilities (manifester level 11th): at-will--read thoughts; 3/day--ego whip; 1/day--mass cloud mind, psychic crush

Earthdelver (Elemental)
HD 1d8+2 (6 hp), AC 17, Claw +3 (1d2), +1 to attack & damage if both it and foe touch the ground

Erdlu
HD 3d8+6 (19 hp), AC 17, Beak +4 (1d6+2)

Firesnake (Elemental)
HD 1d8 (4 hp), AC 16, Bite +3 (1d3-1) or Burn (DEX+Phys DC 10 or catch fire for 1d4 rounds).

Floater
HD 1d10 (5 hp), AC 14, Tentacles +4 (1d3-3 plus poison [STR+Phys DC 10, initial 1d4 DEX, secondary paralysis 1d4x10 minutes]), psi-like abilities (manifester level 1st): 3/day--detect psionics, ego whip

Fordorran
HD 6d10+18 (51 hp), AC 17, Claw +8 (1d8+4), Stench (within 10 feet, STR+Phys DC 18 or sickened), psi-like abilities (manifester level 6th): 3/day--mind thrust, psionic blast, ego whip

Gaj
HD 11d8+77 (126 hp), AC 26, Mandibles +16 (2d6+13), Probe Drain (after successful grapple, as mind probe plus 1d4 MIND damage), psi-like abilities: at-will--detect psionics, mindlink, read thoughts, psionic blast; 3/day--control body, psychic crush

Gith
HD 1d8+1 (5 hp), AC 14, Bronze Carrikal +1 (1d8+1) or Claw +2 (1d4+2), psi-like abilities (manifester level 1st): 3/day--control object, precognition

Hurrum, Speckled
HD 1/2 d8+2 (4 hp), AC 15, Bite +2 (1d2-4)

Inix
HD 8d8+40 (76 hp), AC 16, Bite +13 (1d8+8) or Tail Slap +13 (1d6+4)

Jankx
HD 1/2 d8 (2 hp), AC 16, Claw +4 (1d2-3 plus poison [STR+Phys DC 10, initial & secondary 1d4 STR])

Jhakar
HD 3d8+15 (28 hp), AC 17, Bite +4 (1d6+2)

Kank
3d8+9 (22 hp), AC 15, Pincer +4 (1d6+4 plus poison [STR+Phys DC 13, initial & secondary paralysis 1d4 rounds])

Kes'trekel
HD 1d8 (4 hp), AC 16, Talon +5 (1d4-2)

Lirr
HD 5d10+10 (37 hp), AC 16, Bite +10 (1d8+5) or Roar (MIND+Concentration DC 14 or stunned 1 round; every 1d4+1 rounds)

Mastyrial

HD 12d8+48 (102 hp), AC 22, Claw +14 (1d8+6) or Tail +14 (1d6+3 plus poison [STR+Phys DC 20, initial & secondary 1d8 DEX])

Mekillot

HD 11d8+55 (104 hp), AC 18, Bite +16 (2d6+15) or Tongue +16 (1d8+15)

Mulworm

HD 1/4 d8 (1hp), AC 16, Bite +1 (1d2-5 plus disease [STR+Phys DC 10, incubation 1d3 days, damage 1d3 DEX, 1d3 Communication])

Pterrax

HD 6d8+18 (45 hp), AC 16, Bite +8 (1d6+4)

Rainrunner (Elemental)

HD 1d8+2, AC 15, Slam +1 (1d4+1) or Drench (quench nonmagical flame, or magical fire as dispel magic)

Ramphor

HD 1/4 d8 (2 hp), AC 15, Beak +4 (1d3-5)

Rasclinn

HD 3d10+9 (25 hp), AC 18, Bite +5 (1d6+3), psi-like abilities (manifester level 3rd): 3/day--ego whip, control object

Razorwing

HD 4d8+20 (38 hp), AC 17, Wing +5 (1d6+3), psi-like abilities (manifester level 4th): at-will--detect psionics

Sand Howler

HP 8d10+32 (76 hp), AC 17, Bite +15 (1d10+12) or Claw +15 (1d6+8)

Sandknight (Elemental)

HD 1d8+1 (5 hp), AC 18, Blood Obsidian Greatsword +4 (1d10+4)

Seskarran

HD 3d8+6 (19 hp), AC 18, Claw +3 (1d4+4)

Spinewurm**Wyrmling**

HD 3d12 (19), AC 14, Bite +4 (1d6+3) or Spine Volley +4 (1d3 plus impale [DEX save DC 11 or -1 to attacks, saves and checks; stackable])

Young

HD 9d12+9 (67 hp), AC 19, Bite +13 (2d6+6) or Spine Volley +13 (2 spines, 1d6+2 plus impale [DEX save DC 15 or -1 to attacks, saves and checks; stackable] each)

Adult

HD 18d12+36 (153 hp), AC 28, Bite +25 (2d8+12) or Spine Volley +25 (3 spines, 1d8+4 plus impale [DEX save DC 21 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifester level 3rd)

Very Old

HD 27d12+108 (283 hp), AC 35, Bite +33 (4d8+16) or Spine Volley +33 (4 spines, 2d8+5 plus impale [DEX save DC 26 or -1 to attacks, saves and checks; stackable] each) plus psionics (manifester level 9th)

Wyrm

HD 33d12+165 (379 hp), AC 42, Bite +41 (4d8+18) or Spine Volley +41 (5 spines, 2d8+6 plus impale [DEX save DC 30 or -1 to attacks, saves and checks; stackable]) plus psionics (manifester level 13th)

Wavearcher (Elemental)

HD 1d8+1 (5 hp), AC 13, Composite Longbow +3 (1d6+2)

Windraptor (Elemental)

HD 1d8+1 (5 hp), AC 19, Talons +7 (1d4-2)

Yallix

HD 1d8+2 (6 hp), AC 14, Claw +3 (1d4)

Zhackal

HD 1d10+1 (6 hp), AC 15, Bite +7 (1d6+3), psi-like abilities (manifester level 3rd): 3/day--cloud mind; 1/day--ego whip

Z'tal

HD 1d8+2 (6 hp), AC 15, Scales +4 (1d4)

Recommended Material

Microlite20: What these conversions are based on.

Microlite20 Expert: For the Druid, Ranger, Bard and Illusionist classes and associated Survival skill and spells.

Microlite20 Psionics: For the Psion and Psychic Warrior classes and associated Concentration skill and powers.

Dark Sun Campaign Set: Either the original 2e AD&D box, or the 2e revised box. For all the necessary world fluff and further ideas.

Dragon Magazine: Issues 315, 319 and 339 for 3.5e d20 Dark Sun material (player's guide, classes, rules and additional material).

Dungeon Magazine: Issues 110 and 111 for the d20 Dark Sun bestiary.

Dark Sun Supplements: Adventures and further world development. Anything you've got or can find can easily convert.

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"OMERIAN TALES—CORE RULES"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)
BY CHARLES J. EICHMAN (AKA "HONESTIAGO")

What is "Omeria?"

Omeria is the New World. Brave travellers from the old world are arriving every day to stake their claim. Humankind, led by brave trailblazer Gajildius Omer, are forging a path through the Verdant Triangle. From the shores of Cawton Estuary, though the dark Spires of Charr, to the mist – shrouded forests of Elderhold. In this milieu, the PCs are among the very first adventurers to set foot on this new continent—or so they believe. Their mission? To see what's out there.

What is Microlite-20?

Microlite d20 is a rules light version of the d20 SRD. What follows here is a “rules medium” variation on the M20 system. It is intended for use with the “Omerian Tales” Fantasy Role Playing Setting. A set of the M20 rules is needed to play this setting.

Differences between M20 and M20/OT

The M20/OT version differs from M20 Basic in that it includes, among other things a list of *Feats* as a part of the game system. It also features an expanded number of human “races,” a wider variety of character classes and a modified levelling system. In play and flavour, *Omerian Tales* is meant to simulate a gritty, low to medium Fantasy world of great challenge and great reward. The Player Characters (PCs) will start out harder, but will have to work hard and longer to achieve the same status as the typical milieu offers. On the positive side, this is a world without heroes. The legends the characters create will form the basis of the world’s future history. The PCs have the clean slate of an unexplored wilderness in which to romp, where they will “discover” exotic creatures like Eves, Dwarves and Halflings.

Omerian features

This campaign world is intended to be played by human characters, at least until the other typical fantasy races have been encountered, and the story somewhat evolved.. Indeed, the first encounters between Men and Elves, Dwarves, Halflings, and so on, may not go at all the way one might expect. In addition to the usual denizens of the fantasy milieu, there is also a race of indigenous “dogmen,” the Gnoll, whose reaction to the new folk seems to vary from tribe to tribe. With but a few firmly established cities, a grand swath of unexplored land, and a host of unknown forces inhabiting them. the PCs have a great and imposing task before them – tame the new world!

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Abilities

There 4 abilities used in *Omerian Tales*: Strength (STR), Dexterity (DEX) and Mind (MIND), plus a fourth ability, Charisma (CHA). Character generation is as follows: (1) Roll 3d6 five times. Keep the highest 4 totals, throw out the lowest roll. Scores are

allocated, and then can be adjusted on a 2-for-1 basis.

Example: Willie rolls 3d6 five times for his character, “Boramanyere,” getting a 9, 9, 7, 12 and 11. He wants to run a fighter type so he allocates his highest rolls as follows: STR 12, DEX 11 MIND 9, CHA 9. Since CHA and MIND are not very important to him, he drops each of them 2 points, and adds two to his STR. His final abilities are now: STR 14, Dex 11, MIND 7 and CHA 7.

STATS

Stats are the bonuses/minuses that come from the raw numbers. Once abilities are determined, figure stats in the same manner as M20 ($\text{Ability}-10)/2$, round down.

EX: Willi’s Character, Boramanyere has the following stats: STR=+2 ($[14-10]/2$), Dex=+0 ($[11-10]/2$), MIND 7=-1 and CHA 7=-1.



KARMA (KAR)

In M20/OT, there is a 5th ability called KARMA. For lack of a better definition, “Karma” represents “forces that work in the character’s favour.” In other games, it is called Luck, Conviction, Hero Points or Action Points. A PC’s starting KAR is $3+\text{CHA}$ stat+Background Mods. A PC cannot start the game with less than 1 KAR point. A PCs KAR pool is finite. Each time a KAR point is used, it is gone for good. KAR points (almost always awarded singly) are

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gained in the following ways:

- I Leveling (+1 every even number level)
- I Accomplishing a major story goal (beating a boss; freeing the slaves; saving the town, "saving the day;" etc.)
- I Acting according character (see "Character Ethos," below)
- I The group plays an entire session, overcoming real threats without using KAR points (group award; GM's discretion)

Using KARMA: KAR is used to perform heroic feats. In game mechanics:

- I A +5 to any single die roll (1 KAR)
- I Achieve critical success to a single die roll (2 KAR)
- I Stabilize after falling unconscious (1 KAR)
- I Avoid certain death (2-4 KAR, depending on the likelihood that death is imminent).
- I OPTIONAL: get a straight answer from the GM (2-3 KAR [USE WISELY, GM]).

Use of KAR is entirely at the GM's discretion. If the GM feels KAR use will ruin the story, he can disallow its use. The terms of KAR use should be discussed prior to adventuring, so that everyone understands the limits of KAR. Once Abilities have been determined, move on to selecting a player race.

Races

All hail from *The Alkaghi League*, also known as, "The Old World." ALKAGHI is a very loose trade confederation in the "Eastern Hemisphere." Though all PCs are human, this doesn't mean they're the same. Here are the ethnic groups of ALKHAGI, along with a real world analogue that hopefully allows a better picture of the people. Before we begin, please note that all human characters in OT get a +3 to starting KAR, and the *Lucky* feat. This reflects the good fortune that seems to be bestowed upon the group.

Altheria (The Kingdom of Altheria)

Altheria occupies a central point in the realm. Thanks to its mercantile instincts and ability to get along with the other countries, it is presently home to the wealthiest people in the land.

Altherians tend to be a bit too proud of this heritage at times, leading some to resent th



The "Old World"

Altherians. Altherians are well-educated, and get +2 MIND. Their mercantile lifestyle and reputation for diplomacy allows them the *Ear to the Ground* and *Charismatic* Feats for free. They are also allowed access to the *Legends and Lore* Feat, regardless of class, should they choose to purchase it. Altheria is the starting point for almost all voyages to the new world. Altherians travel to the new world for opportunity and fame. Since they also have the most representatives there, they might also be joining family members in colonizing the new world. (Real World Equivalent: England, late middle-ages, with a rising mercantile class; Fantasy equivalent: Humans)

Lathloria The emerald island of Lathloria freed itself from Altherian rule less than 50 years ago. Since then it has risen somewhat swiftly in power, thanks mainly to the presence of its great and powerful order of Druids, who rule the realm in council. Though sharing a common heritage with Altherians, Lathlorians set themselves apart by their demeanor and mindset. Though fierce warriors when called upon, they are typically a people of great mirth and zest for life. They have a fierce devotion to simplicity, and value the earth for what it gives. Lathlorians get a +2 CHA, and start the game with the *Charismatic* Feat. Their headstrong nature also grants them the *Iron Willpower* Feat. Lathlorians tend to be homebodies. They would almost have to be forced to leave for the new world. (Real World Equivalent: Scotland, Middle Ages; Fantasy Equivalent: Halflings, Gnomes).

Kzet (pronounced 'zet'). Kzetans hail from a desert continent located in the southern part of the league. The environment is extremely harsh, and there are very few major cities (the vast and sprawling major trading port of Emir Atann, where a PC is most likely to come from, being one of them). Kzetan life is tribal, and there are far too many tribes to count. Though they mix freely with each other, there isn't a Kzetan alive who does not jump at the chance to outdo his friends and neighbors. Kzetans tend to be well-liked, but few would trust them with anything of real worth. All Kzetans are nimble, and get +2 DEX. All Kzetans also have access to the Rogue Feat pool, no matter what class they are actually playing. All Kzetans receive the *Lucky* and *Deceitful* Feats for free. Kzetans come from a nomadic heritage that values individual achievement. It is not unusual for a Kzetan to travel to the New World. (Real World Equivalent: Medieval Arabia; Fantasy equivalent: Elves, Halflings)

Amon Amon is a cold, harsh environment, and home to great and powerful seafaring race made up of several very strong tribes. Amonites are a warrior race intent on testing their mettle against the elements and their enemies. They are regular raiders of the Hormnese, and have been rumoured to have sent ships to the new world long before the current crop of Altherian-sponsored voyage. All Amonites are hardy, and get +4 STR. Their lack of formal education garners them a -2 MIND, however. Their great strength makes them deadly in combat, which grants them the *Improved Critical* Feat for free. Amonite sensibilities preclude them from becoming

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Rogues. They tend to kill thieves on detection. Amonites travel to the new world hoping to accomplish feats worthy of song and remembrance. (Real World Equivalent: Vikings, circa 1000 AD; Fantasy Equivalent: Ogres, Half Giants).

Gamna This hardy, stocky race of craftsmen and warriors are a collection of individual tribes, bound together by strong racial memory and a code of racial devotion. Though there is a constant struggle over resources, Gamnans rarely take arms against each other, preferring to test their mettle against Hormu from time to time. Gamnans are powerful, and get +2 STR. Their past wars with the Izurians has allowed them to develop a natural resistance to magic, gaining a +1 to resist any adverse spell effects. They are excellent miners, and start with the *Miner* feat. Their physical prowess also allows them the *Athletic* Feat, free. They are admirers of metalcraft and precious gems (hard to find in Gamma, but fairly abundant in Izur). Gamnans who travel to the new world may do so out of a sense of curiosuty, or as a way to obtain riches more quickly, especially gemstones, which they value (Real World equivalent: Middle Age Germanic Tribes; Fantasy Equivalent: Dwarves, Gnomes).



Hormu Hormu is the land "no one can rule." It is filled with tribes of vicious humans and strange creatures. It is also filled with precious metals and gemstones, and so is a popular destination for those looking to make a fortune at a price. The Hormu (also called Hormunese) come innumerable tribes and settlements on the frontier. They are a mongrel race whose bloodline is indecipherable. Very few Hormunese live to a ripe old age. Hormunese get a +2 STR, but a -2 CHA due to their barbarous ways. They are always allowed access to the *Fighter* feat pool, regardless of class, and are granted *Run*, *Survival* and *Night Vision* Feats for free. Hormunese are rather barbaric, and cannot be Bards, Druids or

Magi. They tend to be shunned by the other peoples of the realm. A Hormunese obtaining passage to the new world is rare indeed, though the reasons to leave Hormu are abundant. (Real World Equivalent: None, really; Fantasy Equivalent: Orks, Cimmerians)

Izur (The Izurian Empire) Izurians hail from a mountainous, yet lush green forest land located in the eastern portion of ALKAGHI. They are a martial race, with a stratified caste system run by warrior-kings. The Emperor of Izur is believed to be descended from the Sun God, Izu, which a vast majority of Izurians, but not all, hold as the one, true God. Izurians get +1 to MIND and DEX. All Izurian PCs have minor magical abilities, regardless of class. They are allowed to substitute their any Feats with a spells from the Arcane Cantrip list. All Izurians are trained with the Bow (+1), and have access to the Magi Feat pool, no matter what Class they are playing. Izurians in the woods gain a +3 to any Subterfuge checks, to reflect their affinity for their natural environment. Izurians tend to be bound by a rigid code of honor, which, while making them fast friends with those they know, can also make them difficult to get along with, given their set views. Few Izurians leave their homeland. Those who do so most often are on a quest to restore lost honor. (Real World equivalent: Feudal Japan; Fantasy equivalent: Elves).

Savagia

Savagia is an overgrown morass, filled with fell creatures, disease and hidden danger. It is also filled with gemstones, which is why people go there from time to time (especially Gamnans).

Delrithia, The Merchant Kingdom

Delrithia is a chain of island west of ALKAGHI. It has a power navy, which controls the flow of ships between the old world and new. One may attempt to detour around Delrithia at their own peril. The northern seas are icy and dangerous, with unpredictable winds. The southern route is home to warm-water serpents, a pair of pirate kingdoms, and the legendary "Vortexes," remnants of ancient magic that manifest as unpredictable whirlpools, waiting to suck down ships into the depths. The Delrithian Kingdom is Renaissance-like, well-known for its use of gunpowder weapons, the secret and components of which are not allowed to be sold to non-Delrithians (on pain of death). A player wishing to run a Delrithian PC should pattern the character after Altherians or Kzetans. (Real world equivalent: Renaissance Spain; Fantasy Equivalent: Human, Seafaring, Pirates).

"Half-Breeds"

Players wishing to run a character from a mixed background (Amonite-Hormunese, for example), may do so at the DMs discretion. In these cases, the PC should "favour" one or the other race, as far as bonuses to Stats go. As far as Feats go, the mixed-blood character should get only two, which he may choose from either of his background.

Languages

All PCs speak "Lukarian," the common, modern tongue of humans in the old world.

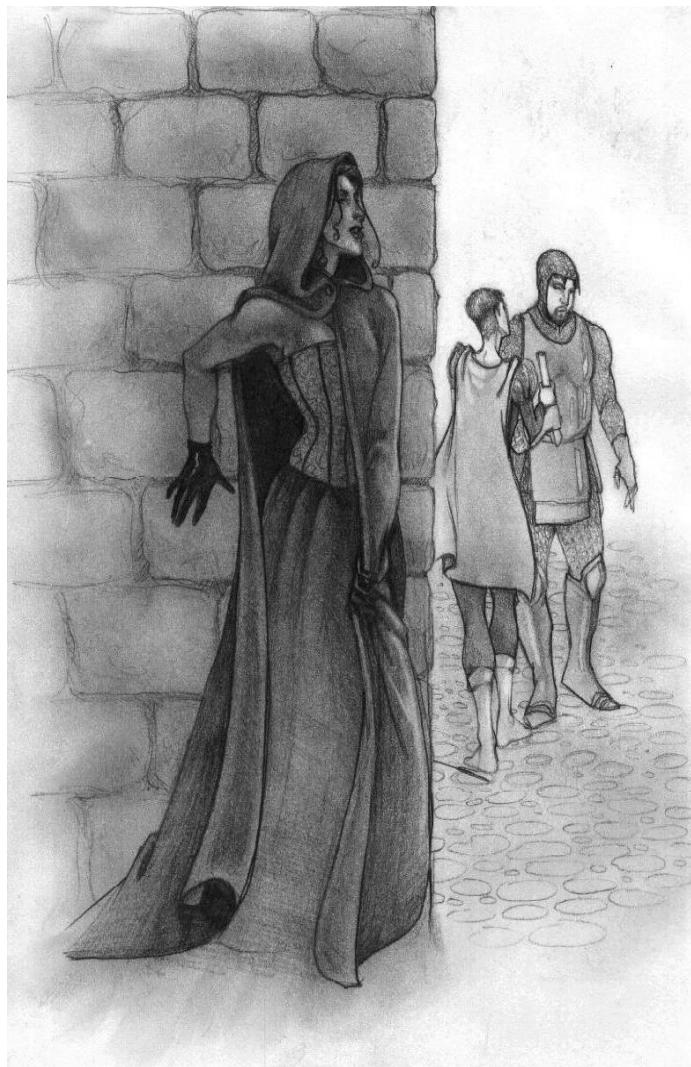
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Classes

Available PC classes in *M20/OT* are: Archer, Bard, Cleric, Druid, Fighter, Ranger, Rogue and Mage. Characters begin at Level 1.

Archers may wear light to medium armour and use shields. They may use any small or medium weapon, but specialize in Bows and other missile weapons. They have a +2 to Physical, and a +2 *Missile Combat*. This ability increases by +1 every level divisible by 3. Archers start with the *Far Shot* and *Many Shot* Feats. At later levels, they are allowed access to the Fighter, Rogue and General pools.

Bards wear no armour, but can use shields. They may use any small or medium weapon. They have a +1 bonus to Knowledge and Communication. Like Rogues, they may add their Subterfuge bonus to any successful Sneak attack. Beginning at 4th level, they may cast Arcane spells at 3 levels below their Bard level (meaning a 4th level Bard also functions as a 1st-level Mage). They may cast Cantrips at the 3rd level. Overall, they are limited to spells 3rd and below. They start with two Feats, one of which must be *Legands and Lore*. After that, they are allowed to choose their Feats from any pool.



Clerics can wear any, and use any weapon (depending on the god's ethos, which might guide Cleric choices). They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day. Clerics can decipher and use Divine spell scrolls without making a check. Clerics start with two Feats and may select them from the General or Cleric pools.

Druids wear no armour, and use any small or medium weapon. They get a +1 Knowledge and a +1 Communication. Though considered a Cleric, they may cast both Divine and Arcane spells. They are unable to turn undead, however, and cannot scribe or use scrolls of any sort. A druid CAN control beasts and plants in the same manner as Clerics control undead. They are allowed two starting Feats, from the General, Cleric Pools, or Magi pools.

Fighters wear any kind of armour and use shields. They may use any weapon. They have a +3 bonus to Physical and add +2 to Melee Combat. This increases by +1 at every level divisible by 3. Fighters start with two Feats and may select Feats from the Fighter or General Pools. They start the game with +1 Body Point (see Body Points and STA, below).

Rangers wear any light to medium armour. They may use shields, and wield any weapon. They have a +2 to Physical and a +1 to Subterfuge. They start with a +1 to Melee Combat. This increases by +1 at every level divisible by 3. They begin the game with the *Animal Affinity* and *Track* Feats. They may choose feats from the Fighter and General Pools. In addition, they may *Sneak* attack like a Rogue, but only in outdoor or wilderness settings. At 4th level, Hunstmen may cast Divine Spells at 3 levels below their Hunstman level (meaning a 4th level Huntsman casts spells as a 1st level Priest). They are limited to spells of level 3 and below. Finally, Rangers are exceptional fighters in the open. They are granted a +1 to hit and damage during any combat that takes place in the outdoors. OTE: Caves count as "indoors."

Rogues can use light armour, but not shields. They may use any small or medium weapon. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack. Rogues start with *Thievery*, and one other Feat from the Rogue and/or General Pools. Rogues are able to make use of Arcane or divine scrolls on a (d20+MIND Stat+Rogue level - spell level of scroll) vs DC20. If the check succeeds, the Rogue can make use of the scroll. Having little connection to the divine, they are unable to do the same with Divine spell scrolls.

Magi wear no armour. They can use any small or medium weapon. They can cast arcane spells, and gain a +3 bonus to Knowledge. Magic can decipher and use Arcane Scrolls without making a MIND chk. Magi start with four Feats from the Magi and/or General pool.

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Skills

M20/OT uses the same four skill pools as M20: *Physical, Knowledge, Communications* and *Subterfuge*. Characters progress different in their skill ratings as they level, however (see *Levelling*, below). Note that, while any character can use *Subterfuge*, disabling traps and opening locks requires the *Thievery* Feat.

Skill Checks: Unlike M20, characters in M20/OT do not add their level to d20 checks. This is due to the presence of Feats.

Character Ethos

There are no alignments in M20/OT. As in real life, each character is represented by admirable character traits, called *Virtues*, and not so admirable character traits, called *Vices*. Before starting play, choose three virtues and three vices from the list below (feel free to supplement with your own, if these aren't enough).

VIRTUES:	VICES:
Academic	Addicted
Austere	Arrogant
Bold	Capricious
Compassionate	Cowardly
Courageous	Cynical
Daring	Egoistic
Determined	Fearful
Fair	Hidebound
Faithful	Impulsive
Free-spirited	Insensitive
Generous	Lazy
Gregarious	Manipulative
Honest	Miserly
Hopeful	Petty
Industrious	Power Hungry
Just	Selfish
Kind	Stubborn
Patriotic	Vengeful
Thoughtful	Zealous

Acting according to Ethos

Characters acting in accordance with their Ethos, be it virtue or vice, can receive additional KAR awards. In simple terms, the DM uses the Ethos list to award players for good role-playing. The list of Virtues-Vices serves as a basic template to envision the overall character. If, in the DM's judgment, the character's actions during an adventure session "ring true" to the description, he award a point of KAR. KAR awards for role-playing should not exceed more than 1-2 pts. a session.

Feats

Acquiring Feats: Characters start the game with no more than 4 Feats. If a race-class combination allows for more, the player must drop one of them. After that, PCs get 1 new feat every odd level (3,5,7,9,11) Only 1 Feat may be taken each time a Feat/Bonus Feat is selected.

(A)=General Pool; any class may select this Feat.
(F)=Fighters, (R)=Rogues, (M)=Magi, (C)=Cleric
Bonus (Pre:)=Prerequisite Required for the Feat.

Arcanist (M/C): +4 to any attempts to determine the mystical nature of such things as magic items, runes and spell-like affects.



Agile: (A): +4 Bonus on checks involving DEX.

Alertness: (A) +4 to Surprise checks.

Animal Affinity: (A) +4 to checks involving animals.

Attack Focus (A): Gain a +1 to hit and damage with a specific weapon or attack skill. Can be purchased multiple times and stacked.

Athletic: (A) +4 on all Physical checks

Battlerager: (F) (Pre: Str. 15) If scoring a critical hit, you're allowed an immediate second strike on any target within movement range, including the target you just hit.

Blind Fight: (F/R) No penalty vs. invisible or in darkness

Body Builder (A): +1 Body Point (BP); can be taken multiple times.

Charismatic (A) get a +4 on all Communication checks.

Craft Mundane (A): The character is unusually good (+4) at some sort of mundane crafting or building skill (player chooses which).

Craft Magic (M/C) (Pre: Must be 3rd Level or above) May brew potions, or make scrolls for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). See M20 rules for cost.

Dark Vision: (A) (Pre: GM Permission, or allowed race) Character can literally see in the dark.

Deceitful: (R) +4 to actions designed to conceal things or fool others

Diehard (A): If you fail a WILL check, you still fall unconscious, but you automatically stabilize (see *Body Points and Stamina*, below).

Dodge: (A) +1 AC each time you purchase (cumulative). Bonus is doubled if the character wears no armor.

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Ear to the Ground (A) On a successful MIND +4 knowledge of current events. Also allows you to sift gossip and rumors to determine truth and falsehood.

Endurance (A): Gain +2 STA when you gain a level, including odd-numbered levels [see "Levelling"].

Extra Turning: (C) Turn undead four times more per day (no HP against Character).

Far Shot: (F/R) Any projectile weapon's range increases by $\frac{1}{2}$ again.

Fast Learner (A): +2 skill points every odd level (see "Levelling," below).

Fortitude (A): +4 to all WILL checks (see "Combat" section).

Improved Critical: (F/R) Crits do an additional +1 BP damage.

Improved Initiative: (A) Character gets a +4 to Initiative

Improved Turning: (C) Cleric can turn undead as if they were one level higher.

Iron Will (A): +4 to resist any sort of mind-affecting power.

Investigator: (A) You get a +4 to checks involving searching, noticing, or scouting of any kind.

Lucky(A): Two additional starting KAR, +1 KAR when you gain KAR from levelling.

Parry (A): Take a penalty of -1 to -5 on your combat roll. Add the same number to your AC (EX: a -3 to attack grants a +3 to defense).

Legends and Lore (M/C): A successful MIND check identifies lost relics and/or recall old myths and ancient stories. The GM sets the difficulty based on the obscurity of the item or story in question.

Lightning Reflexes (A): +4 to initiative rolls.

Martial Arts (F/R): Add a +4 to hit and damage when fighting unarmed. May use DEX or STR for your stat bonus.

Manyshot: (F/R) (Pre: Dex 15) You may fire two arrows at any single opponent, at -4 Penalty to hit. Damage remains the same. Gain one additional arrow at same penalty every time you take this Feat.

Miner (A): Well-trained in mine and stone construction. Can detect secret doors, traps in stone or other engineering oddities on DC15.

Nimble Fingers: (R) (Pre: Thievery) +4 to open locks and disable traps/devices.

Night Vision (A) (Pre: GM Permission or allowed race): Your character can see at night as well as he can in the day, provided he has any sort of minimal light source. The character cannot see in the dark, however.

Run: (A) You can outrun almost any opponent. Roll at +4 to escape any opponent that can match Character's normal speed.

Scholar (A): +4 to all Knowledge checks.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp.

Stealthy: (R) +2 Bonus to Subterfuge checks

Spell Focus (M/C): Add a +1 to the difficulty to resist any single spell of your choice. Each focus applies to one spell only. Additional foci must be purchased for additional spells.

Stunning Attack (F/R/C): When character inflicts a critical hit, targets WILL DC is increased by +1. Can be purchased multiple times.

Survival (A): The character gets a +4 bonus in any situation that involves scrounging up minimal resources to survive.

Thievery: (R) Character is trained in Disable Device and Opening Locks.

Track: (F/R) You can Track creatures and characters across most terrain. Surface Track DC Surface Track DC V. Soft Ground 5 Firm Ground 15 Hard Ground 10 GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Two-Weapon Fighting: (F/C/R) (Pre: Str 14, Dex. 14) Can get to attack with two weapons, with no penalty for second weapon (two attacks total). Also grants a +1 to AC

Body Points and Stamina

Characters in M20/OT no longer have "Hit Points." They now have two "damage" pools called Body Points (BP's) and Stamina (STA). BP's represent structural damage the character can incur. STA measures a character's endurance and/or willpower. Starting points are determined as follows:



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Starting Body Points=3+STR Stat+Class bonus+Bodybuilding. Each BP is worth 3 STA. Partial loss of a BP is the same as losing the BP itself. Meaning 5 points of damage applied to Body=two lost BP's (BP's have no fractions, in other words [see example, below]).

Starting Stamina =10+STR Stat+2d6/Level

Incurring Damage: Most damage is applied to STA. When conducting combat, treat all non-critical hits as normal damage to STA (treat STA just like Hit Points, in other words). BP damage only occurs on a critical hit (a '20' on the d20 roll) at a rate of at least 1 BP per critical hit (some attacks or weapons may crit for more than one BP). Regular STA damage still applies to a crit.

Reaching 0 Stamina (0 HP's): If STA reaches 0, a character is considered "winded." He then functions at -2 to all checks, abilities and AC until he recovers some stamina. Additional damage incurred while "winded" goes straight to BP's on a 3 STA=1 BP scale.

Unconsciousness: The PC suffers a -1 to all checks, abilities and AC for each BP lost. At the end of each round in which a BP is lost, the character must make a WILL check using (d20+STR+MIND-negative modifiers) versus DC15. If the roll fails, the PC falls unconscious for 1 round per point of failure. Any attacks on unconscious characters are considered to be crits. If the PC makes the check, he is considered upright, and need not make another check until he loses an additional BP.

Bleeding: Critical failure on a WILL check means the Character is dying and "bleeding" at 5 STA/rnd until stabilized.

Stabilization: To prevent a character from bleeding to death, they must be "stabilized." Stabilizing a character requires a healing spell (automatically stabilizes), or application of a first aid (d20+Knowledge+Mind-BP's lost) versus DC=15. Once a PC is stabilized, all bleeding stops.

Death: Characters are considered dying when they either fail a critically WILL check (above), or lose all their BP's. Once the character is out of BP's, he falls unconscious and is "bleeding" for 5 STA/round (as above). When all BP's are lost, any additional damage, including bleeding, goes against the PCs STR Ability on a 1-for-1 basis. When a PCs STR is gone, the character is dead.

Example: Willie's fighter character, Bormanyere (BP's 8, STA 18), is fighting a group of 3 Chaaran Dwraves. During the first round, he is struck on the noggin by a dwarf's hammer (d6 damage). The hammer does 3 points damage, which is applied to HP's. Borie strikes back at the dwarf, critting and smiting him with a single blow (this campaign is using "Crit Kills," see below). The second dwarf misses his attack, but the 3rd dwarf misses his, for d6 damage. Borie loses another 4 HP's PLUS one 1 BP for the crit. Since he lost a BP, he must make a WILL check. Borie's a strong cuss, though not all that strong-minded (+4 STR, +0 MIND). Still, he makes gets a

13 on his d20, just making the check against DC 15 (13-d20roll +4-STR+0-MIND-1-BP=a 16). Unfortunately, since he has lost a BP, he is now fighting at a -1 to EVERYTHING – AC, hit, damage, skills – everything.

Later in the fight, Borie loses all his STA. With the lost BP from earlier, he is now at -3 to everything (-1 for the lost BP, -2 for the lost STA). He takes two more hits, for a total of 8 HP's. Since he has no more HP's, the damage is now taken off his BP's. Each BP counts as 3 hp's with no fractions. This means the 8 hp's takes away 3 BP's. Borie is down to 2 BP's. He'll have to make a WILL check at the end of the round to to stay upright. If he succeeds, he can fight on, but his negatives will be -2 for no stamina, and -1 for each lost BP so far (a total of -4). Thus, he would be staggering through combat with a total of -6 to all his rolls. Before that, though, the WILL check.

Borie's check is d20+2(STR)+0(MIND)-6(lost BP's and STA) versus DC15. Borie rolls an 18, a valiant effort that just fails (18+2-6=14). He staggers, then falls to the ground. Fortunately, since he only failed his roll by 1 he is unconscious for only 1 round (the GM will probably just describe him as momentarily dazed). Thankfully, Borie did not critically fail the WILL check. So he is not bleeding, and loses no additional points He CAN still be struck in combat, however, and is effectively defenceless for one round.

Now, if Borie HAD critically failed his WILL check (rolled a '1') he would be unconscious and bleeding at 5 hp's a round. Assuming no one came to his aid, he would lose points as follows: round #1=2 BP's (5 HP's bleed); round 2=5 points STR (bleed is 1-for-1 against STR). With Borie's 18 STR, he would bleed for three rounds before expiring on the fourth (5 pts/rnd for 4 rounds=20 points, 2 over his STR).



Monster BP's and HP's

Monsters still use HP's, as normal. As a rule, monsters do not have BP's. The GM may allow Monster BP's, however, to leader-types, or particularly challenging creatures. The base BP for monsters is the monster level (or Hit Dice). The GM may increase or decrease BP's as he sees fit.

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"Crit Kills"

The GM may, at his option, allow player crits to be automatic creature kills, if the character's level is equal to or exceeds the creature being hit. This rule can speed up combat immensely, at the risk of making some encounters too easy. If this rule is used, the GM is encouraged to make some creatures immune to "Crit Kill." Creatures already dead (zombies, skeletons, etc) are, of course, already immune. An optional use of this rule could be to allow the creature a check to avoid the crit kill at: d20+creature level versus DC 15.

Magic

Works the same as in M20, with the following exceptions:

- Spell cost is 3+double the lvl of spell being cast.
- STA lost from spell casting **can** be recovered through any means.
- Characters at below 0 STA who cast spells suffer "self-damage" (see below)

Self-Damage from Spell Casting: A cast spell that takes the PC below 0 STA damages the character, as if he were critically struck. He must then make a WILL check, as described earlier. Critical failures on this will check inflict the "bleeding" state, through the character is not literally shedding blood, but is instead being slowly sapped of life. Characters below 0 hp's can continue to cast spells at the normal rate (3 STA=1 BP).

Starting Wealth

Each PC starts with 100 gp. modified by the CHA stat, plus the PCs Class and Race:

Class Modifiers to wealth:

- Fighters=(CHA stat+d10)x10
- Druids, Clerics, Rangers=(CHA stat+d8)x5
- Archers, Bards, Rogues=(CHA stat+d6)x3
- Magi=(CHA stat+d4x2)

Racial modifier to wealth:

- Altherians, Lathlorians, Delrithians= +d10x5 gp's
- Gamnans= +d10x5 gp's
- Amonites, Izurians=no bonus
- Kzetans= roll d6; 1-2=treat as Altherian; 3-5=Treat as Izurian; 6=Treat as Hormunese
- Hormunese= -2d6x4 gp's

Equipment

Use the M20 Equipment Guide to outfit your character. Armor Stats and Weapon Damage are the same as always. For added variety/complexity, the GM can consider using the following optional rules:

Optional Armour Rules: Protects the character, but does provide some limitations:

- Hard to be sneaky: wearing armour penalizes any attempts at stealth at a rate equal to the armour's protection.
- Loss of Dex bonus: when armour protection exceeds a character's DEX stat, his DEX no longer applies to his AC (the armour becomes

the protection, basically).

- Loss of Initiative: Armour slows a character down. Subtract the armour protection from the initiative die roll of the character.
- Crit Absorption: One very good thing armour CAN do – absorbs crits. Treat the armour's protection score as it's BP's. When a character is critted, the armour, rather than the PCs body absorbs the blow. The downside to this is that each time the armour absorbs a crit, it is compromised, and loses a step of protection. EX: A character wearing Studded Leather +3, receives a crit. The armour absorbs the crit, leaving the PC unscathed. His armor, however, suffers a "BP" of damage. It is now Studded Leather +2, until repaired by a craftsman.

Optional weapon damage rules: To add variety to a PCs weapons choices, a GM may use the following weapons classification system:

General Options

- Small weapons: easier to use. +1 to hit (but not damage).
- Large Weapons: +1 to all damage rolls

Crit Options:

- Blunt weapons: better at dealing out damage. A Crit from a Blunt Weapon does +1 BP.
- Piercing Weapons: the ability to find nooks and crannies means these weapons effectively slip through armor (cannot be absorbed by armor). Always does BP to the target, rather than his armor.
- Slashing Weapons: combination of balance and edge allows this weapons to crit more often (crits on a 19 or 20).

Levels in M20/OT

M20/OT is a gritty fantasy world a la *Middle Earth*. Advancement is slower, relative challenges are higher. Because of the decreased scale of advancement, characters start a littler bit more powerful than usual. By the time a PC reaches level 5, they should be considered full-fledged heroes. Level 10 heroes are legendary. All M20/OT characters are capped at level 12. Slow advancement, plus a level cap means that many of the higher level challenges will most certainly require additional help, items of power, tomes of arcane lore, and so on. This is fitting when the PCs face earth-shaping challenges. Remember: Sargon wasn't brought down in direct combat. It was a couple of Halflings delivering an innocuous ring to a pit of lava. GMs should keep this in mind when designing stories.

Levelling

Determining when PCs level is similar to M20. Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc. **HOWEVER**, the amount needed to level in M20/OT is

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twice as high as that in M20. Experience needed to advance is 20xLevel sought. Thus a group of first level characters needs 40 EL to reach 2nd level.

Example: The 1st level adventurers have just completed a dungeon adventure, and defeated 13 EL1 encounters, two EL2 traps and the EL3 leader. That's a total of EL20. They still need to defeat another 20 Encounter Levels to reach Level 2.

Level Benefits

What characters gain in *M20/OT* when they level differs from M20, as follows::

Every Even level= "points and skills"*

- +1 BP
- +2d6 to Hit Points
- 3 points to Skills

Every Odd Level= "Spells and KARMA"*

- New spells (Clerics, Druids, Magi)
- New Feats
- +1 KARMA point

Every level divisible by 3= "stat bonuses"*

+1 point to an Ability (player's choice)

*Don't forget to add any additional benefits from race, class or feats.



Matteo Lotti
2001

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CREDITS

The World of Omeria would not exist without all the innumerable fantasy authors, game designers and general contributions of everyone who's kept the RPG hobby alive. As for this particular set of rules, identifying major contributions is a bit easier:

Neal Scott (Creation of Alkaghi League; contributions to Omerian Pantheon; securing of all the artwork you see here).

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Map editor



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"OMERIAN TALES—CORE RULES"
(A MICROLITE 20 RULES SUPPLEMENT AND FANTASY CAMPAIGN)
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M20 – RESIDENT EVIL by Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Heroic characters get a total of 6 STAT bonuses to their Stats (normal people get 4 stat bonuses). +4 is the human maximum for any STAT. A well-rounded character would be STR 2, DEX 2, MIND 2.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding or Sneaking	=	DEX	+	SUBT
Detecting Lies or Traps	=	MIND	+	SUBT
Computer Use	=	MIND	+	COMM
Diplomacy or Bluffing	=	MIND	+	COMM

SAVING THROWS & HIT POINTS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and MIND + Level for WILL saves.

Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Characters heal 2+STR in HP per day.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only “free actions” are drawing a handy weapon or speaking.

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (depending upon range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10'area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

ARMOR

Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC.

Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Poison: FORTITUDE save to avoid or for half, depending on poison.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills.

ENEMIES

Many enemies are infected with the T-Virus and have attacks that can spread the infection. Please note that mutated enemies do not follow the same guidelines utilized in character generation.

CEREBERUS (Zombie Dog) 3rd Level (20 HP), AC 15, Infectious Bite +4 (1d6)
STR 1, DEX 2, MIND 0, PHYS 4, SUBT 4.

EXECUTIVE (Umbrella Corporation) 1st Level (14 HP), AC 12, Handgun +2 (1d10)
STR 1, DEX 1, MIND 2, PHYS 1, SUBT 2, KNOW 3, COMM 2.

LICKER (Bio-Weapon) 5th Level (74 HP), AC 18, Claws +5/+5 (1d4+8) or Tongue +10 (2d8+5)
STR 5, DEX 5, MIND 1, PHYS 8, SUBT 6, Spider Climb, Infectious.

NEMESIS (Bio-Weapon) 15th Level (253 HP), AC 26, Grenade Launcher +16 (3d6) or Slam +24 (2d10+9), STR 9, DEX 1, MIND 1, PHYS 10.

SCIENTIST (Umbrella Employee) 0 Level (12 HP), AC 11, Handgun +1 (1d10)
STR 1, DEX 1, MIND 2, PHYS 0, SUBT 0, KNOW 3, COMM 1.

SOLDIER (Umbrella Security) 1st Level (18 HP), AC 15, Submachine Gun +3 (2d12)
STR 2, DEX 2, MIND 1, PHYS 4, SUBT 2, KNOW 1, COMM 1.

THUG (Criminal) 1st Level (18 HP), AC 12, Handgun +2 (1d10)
STR 2, DEX 1, MIND 1, PHYS 3, SUBT 3, KNOW 1, COMM 1.

ZOMBIE (Animated Corpse) 2nd Level (20 HP), AC 11, Infectious Bite +2 (1d4+3)
STR 2, DEX 0, MIND 0, PHYS 2, SUBT 2

ZOMBIE (Advanced) 4th Level (32 hp), AC 14, Infectious Bite +7 (1d4+6)
STR 3, DEX 1, MIND 0, PHYS 4, SUBT 4

MUTATIONS

Exposure to the T-Virus causes death within 6 hours and zombie reanimation in 95% of the humans exposed to it. The remaining 5% undergo mutation (if they are injected with the anti-virus during the incubation period, however, the chance of survival and mutation increases to 60%). These unique individuals acquire additional mutations each time they are exposed to a new T-Virus strain (so far, the Umbrella Corporation has invented 8 strains).

- 1-2 Amazing Fortitude, +6 on Fort saves
- 3-4 Immunity to Fire
- 5-6 Amazing Will, +6 on Will saves
- 7-8 Spider Climb
- 9-10 Gain 4 Levels
- 11-12 +2 DEX, +1 Level
- 13-14 Immunity to Poison
- 15-16 Immunity to Psychic Attacks
- 17-18 Immunity to Electricity
- 19-20 Aquatic Gills and Webbed Feet
- 21-24 Tentacles and +1 STR
- 25-27 Claws, 1d6 damage
- 28-29 Furry, +2 natural armor
- 30-31 +2 STR, +1 level
- 32-33 Quills, 1d6 damage
- 34-35 Tough, +2 hp per level
- 36-37 Acidic Bite 1d6 bite + 1d6 acid
- 38-39 Carapace ; +6 natural armor, -1 DEX
- 40-41 Pinchers ; 1d6 damage
- 42-43 Regeneration, heal 1 hit point per minute
- 44-45 +2 KNOW, +1 Level
- 46-47 Psionic: Telepathy, +1 MIND
- 48-49 Psionic: Force Field, Absorbs 10 points of damage/level, per day
- 50-51 Psychic Healing, heal 1d6 damage/level per day
- 52-53 Rage +4 STR, 1 minute/level each day
- 54-55 +2 SUBT, +1 Level
- 56-57 Poison Bite, 1d6 damage + poison (FORT DC 18 or 1d8)
- 58-59 Psionic: STR 4 Telekinesis for 1 minute/level per day
- 60-61 +2 MIND, +1 Level
- 62-63 Wings, Fly for 10mins/level per day
- 64-65 Brain Bite, Psychic attack vs Will, 2d4 damage
- 66-67 Displacement, 50% chance of being missed in combat
- 68-69 Exoskeleton, +5 natural armor
- 70-71 Growth in Size, +3 STR, -1DEX, +2 Levels
- 72-73 Tongue, 2d8 damage
- 74-75 Immunity to Acid
- 76-77 Can See in the Dark
- 78-79 Immunity to Radiation
- 80-81 Prehensile Tail, +2 DEX
- 82-83 Immunity to Cold
- 84-85 Psionic: Precognition
- 86-87 + 2 PHYS, +1 Level
- 88-89 Scales ; +3 natural armor
- 90-91 Horns, 2d4 damage
- 92-100 Roll 2 times on this table, apply both results



Microlite20 Cthulhu by Eric Bullis

STATS

There are 3 character statistics: Strength (STR), Dexterity (DEX) and Intelligence (INT). Players allocate a total of 6 STAT bonuses to their skills. +4 maximum to any STAT. A well-rounded character would be STR +2, DEX +2 and INT +2. Each character also has a Sanity (SAN) score, described below.

CLASSES

There are no classes or feats in M20 Cthulhu. Instead, each character starts with 1 point in each skill, and gets 4 points to distribute as they wish into the skills, with a maximum of 3 points in each skill. Each character gets +1 to all skills when they level up.

SKILLS

There are 4 skills:

Physical (**PHYS**), Subterfuge (**SUBT**), Knowledge (**KNOW**) and Communication (**COMM**).

Roll d20 + **SKILL** + STAT or higher than the given Difficulty Class (DC) to succeed.

SKILL = Character Level + Skill Bonus

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Examples:	Climbing	=	STR	+	PHYS
	Dodging	=	DEX	+	PHYS
	Hiding	=	DEX	+	SUBT
	Finding Traps	=	INT	+	SUBT
	Diplomacy	=	INT	+	COMM
	Researching	=	INT	+	KNOW

SAVING THROWS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and INT + Level for WILL saves.

SANITY

Characters begin with $60 + (\text{INT} \times 10)$ in Sanity Points. Whenever a disturbing event is experienced by a character, they make a check, rolling a Will Save (set by the GM) to avoid SAN loss. If the character fails the roll (or sometimes, even if they succeed), Sanity is lost, based upon the following criteria: 1d6 SAN loss = seeing a minor monster or reading an ancient book of TRUTH. 2d6 SAN loss = seeing a significant monster or learning a powerful ritual spell. 3d6 = meeting a huge tentacle monster face-to-face. Any time a character loses more than 5 points of Sanity, the character must make a Will save (DC 20) check or develop a neurosis/psychosis. Characters with 0 or lower SAN are permanently insane.

MAGIC

Magic is only learned through sacrificing Skill Bonuses and SAN. Spells are learned through researching mind-blowing arcane texts. They are rare and are designed by the GM.

COMBAT

Hit Points = $(\text{STR bonus} \times 2) + 10 + 1d6/\text{Level}$. If HP reach 0, the character is unconscious and near death. Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, etc.)

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level
Magic attack bonus	=	INT + Level

Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** small caliber pistols = 1d10, large caliber pistols = 2d8, shotguns = 3d6/2d6/ 1d6, rifles = 2d10, submachine guns = 2d12. **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10'area with bullets. The attack must hit AC 14. If successful, anyone in the area must make a DEX check (DC 15) or be hit. **Explosives:** fragmentation grenades = 3d6 (20' radius), dynamite = 4d6, +1d6 for each additional stick, (10'radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius). **Armor:** Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC. Armor Class (AC) = $10 + \text{DEX bonus} + \text{Armor bonus}$.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Spikes: Add +1 point to falling damage per 10' fallen, max +10.

Poison: FORTITUDE save to avoid or for half, depending on poison. Effects vary.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, solving of a puzzle, neutralization of threat, etc. Add +1 for each doubling of the number of foes. Add up the Encounter Levels (ELs). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. **Each level adds:** +1d6 to Hit Points, +1d6 to SAN, and +1 to all Skills.

MONSTERS

Monsters and Minions all have one thing in common... they are dangerous! Most of the monsters have damage reduction and devastating attacks. Minions are just plain crazy and don't respond predictably to injuries or diplomacy. *Many monsters break the rules in terms of stats, skills, etc.*

To weaken or strengthen a monster or minion, simply subtract or add hit dice. This also results in a subtraction or addition to skills. Please note that these monster statistics are guidelines rather than rules. Additional abilities can be added for the sake of flavour, tension or necessity.

BYAKHEE: HD 4d8 (18 hp), AC 15, DR 5, Claws +3/+3 (1d4+3), Fly 60', immune to cold, vacuum, etc., STR +3, DEX +2, INT +0, PHYS + 3, SUBT +7, KNOW +2, COMM +0.

COLOUR OUT OF SPACE: HD 10d8 (45 HP), AC 14, Envelop +12 (1d6 + ability drain – FORT DC 20 or lose 1d3 in each ability/round), incorporeal, disintegrate, immune to cold, vacuum, vulnerable to magnetism. STR +6, DEX +4, INT +1, PHYS + 6, SUBT +14, KNOW +6, COMM +4.

CHTHONIAN: HD 8d10+40 (84 HP), AC 21, fast heal 5, 4 tentacles +12, 2d4+7 each + crush. Immune to heat, cause earthquake, vulnerable to water, STR +8, DEX +1, INT +3, PHYS +10, SUBT + 6, KNOW +6, COMM +2.

CULTIST, NOVICE: HD 1d6+2 (8 HP), AC 9, Pistol +1 (1d10), STR +1, DEX +0, INT -1, PHYS +1, SUBT +1, KNOW +1, COMM + 0.

CULTIST, DANGEROUS: HD 5d6+10 (30 HP), AC 14, Pistol +4 (1d10), STR +1, DEX +1, INT +1, PHYS + 3, SUBT +4, KNOW +6, COMM +2.

CULTIST, GRANDMASTER: HD 10d6+20 (58 HP), AC 14, Pistol +7 (1d10), STR +1, DEX +1, INT + 2, PHYS +6, SUBT +6, KNOW +12, COMM +6.

DEEP ONE: HD 2d8+4 (13 HP), AC 15, 2 Claws +5 (1d4+4) and Bite +0 (2d4+2). STR +4, DEX +2, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

DARK YOUNG OF SHUB-NIGGURATH: HD 8d8+24 (60 HP), AC 12, DR 20, 4 tentacles +12 (1d6+10 each), constrict, STR drain, STR +10, DEX +3, INT +3, PHYS + 6, SUBT +8, KNOW + 8, COMM +2.

DIMENSIONAL SHAMBLER: HD 3d8+9 (22 HP), AC 12, DR 5, Claw +8 (1d6+6), planar jaunt. STR +4, DEX +1, INT +0, PHYS + 4, SUBT +6, KNOW +2, COMM +0.

FIRE VAMPIRE: HD 2d8, AC 17, DR 20, Touch +1 (1d6, +1 STR drain), Fly 10', STR -4, DEX +3, INT +1, PHYS +1, SUBT +5, KNOW +0, COMM +0.

FORMLESS SPAWN: HD 5d10+25 (53 HP), AC 15, 4 pseudo-pods +8 (1d8+5), ooze qualities, grab, swallow, STR +4, DEX +5, INT-1, PHYS + 8, SUBT +5, KNOW +2, COMM +0.

GHOUL: HD 2d12 (13 HP), AC 14, 2 Claws +4 (1d6+3) & Bite +0 (1d6+1), grab, STR +3, DEX +1, INT +0, PHYS +3, SUBT +3, KNOW +0, COMM +0.

HOUND OF TINDALOS: HD 4d10+4 (26 HP), AC 15, DR 5, Fast Healing 5, 2 Claws +6 (1d4+2) & Tongue +2 (1 STR drain), STR +3, DEX +1, INT +4, PHYS +3, SUBT +5, KNOW +3, COMM +1.

MI-GO: HD 2d8+2 (11 HP), AC 12, DR 10, 2 Claws +1 (1d6) or Lightning Gun + 3 (2d6), immunities, STR +0, DEX + 2, INT + 4, PHYS +1, SUBT +2, KNOW +5, COMM +2.

NIGHTGAUNT: HD 4d8+4 (22 HP), AC 14, DR 15, Grab +7, clutch, tickle, immunities, STR +4, DEX +3, INT +2, PHYS +3, SUBT + 6, KNOW + 2, COMM +1.

RAT-THING: HD 1d6 (3 HP), AC 16, Bite +7 (1), jaw lock, STR -4, DEX +4, INT +1, PHYS +1, SUBT +4, KNOW +0, COMM +0.

SERPENT PEOPLE: HD 2d8+2, AC 15, Bite + 2 (1d4 + poison), STR + 0, DEX +0, INT +3, PHYS +1, SUBT +1, KNOW +4, COMM +0.

SPIDER OF LENG: HD 10d10+30 (85 HP), AC 16, DR 10, Bite +12 (2d6+6+poison), PHYS +14, SUBT +10, KNOW +4, COMM +2.

STAR VAMPIRE: HD 4d8+12 (30 HP), AC 15, DR 5, 4 Claws +6 (1d6+4, +1 STR damage), invisibility, STR +4, DEX +1, INT +1, PHYS +2, SUBT +8, KNOW +2, COMM +0.

ZOMBIE: HD 2d12+3 (16 hp), AC 11, DR 5, Slam +3 (1d6+1), STR +1, DEX -1, INT -4, PHYS +2, SUBT +3, KNOW +0, COMM +0.

Remember that the original game focused upon investigation, discovery and horror. Try to avoid a “hack-and-slash” style of play. It will only get the investigators killed. Instead, steer towards hidden truths, dark secrets, insane cultists, local superstitions, mysterious phenomenon and horrifying endings.

Also remember that a shotgun might make an investigator feel brave, but it won’t do much against a Nightgaunt... Actually, a grenade launcher won’t do much either...

M20 - VAMPIRES

By Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Beginning characters get a total of 6 STAT bonuses to their STATS (normal people get 4 STAT bonuses). +4 is the human maximum for any STAT.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a max of 4 + Level in any single skill).

Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing or Swimming	= STR + PHYS
Dodging or Tumbling	= DEX + PHYS
Hiding or Sneaking	= DEX + SUBT
Detecting Lies	= MIND + SUBT
Diplomacy	= MIND + COMM

SAVING THROWS

STR + PHYS for FORTITUDE saves

DEX + PHYS for REFLEX saves

MIND + Level for WILL saves.

HIT POINTS

Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Characters heal 2+STR in HP per day. Vampires heal more quickly (see below).

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only "free actions" are drawing a handy weapon or speaking.

Melee attack bonus = STR + Level

Missile attack bonus = DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the heart) is frequently required. Called shots suffer a -4 attack penalty. Damage Reduction: the number is subtracted from damage if the weapon is not made of the prescribed substance.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. Firearms: Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (depending upon range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). Burst Fire: a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. Auto-fire: an automatic weapon can spray a 10'x10' area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6 (10' radius) +2d6 and + 2' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius) +3d6 and 5' radius for each additional charge, Pipe Bomb = 3d6 (15' radius) +1d6 and +2' for each additional bomb.

ARMOUR

Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC.

Armour Class (AC) = 10 + DEX Bonus + Armour Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Poison: FORTITUDE save to avoid or for half, depending on poison.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills.

TRUE VAMPIRES

"Vampire" is a template that can be added to any humanoid. Normal people become Vampire Spawn (described below). Those individuals who are 4th level or higher become true vampires (except that they are still under the limited control of their creator). Details of control, conversion and status are left up to the GM. After becoming a true vampire, the base creature gains:

+3 STR, +2 DEX, and +2 MIND. All hit points are maximized for the base creature's hit dice (with the new STR bonus added as well). They gain +6 to armor class and the ability to spider climb at will. They can charm or dominate a victim (Attacker's MIND + Level vs. Defender's MIND + Level). Vampires also gain a grapple attack (1d6 damage). When the grapple is successful, it allows for a secondary blood drain attack. This attack drains 1-2 STR per round, requiring a successful grapple to escape (which is tough, considering how strong vampires can become). Each round a vampire feeds, he or she is healed 5 hit points. Finally, the vampire gains night-vision and damage resistance 10 to all weapons that are not made of silver. If reduced to 0 hit points, a vampire becomes comatose, but can heal with feeding. Over the course of 1 day of rest, a true vampire heals all wounds.

There are some disadvantages to being a vampire, however. Exposure to sunlight causes 2d12 damage per round. A true vampire can be killed by bringing them to 0 hit points and then exposing them to sunlight, driving a stake through their heart, or by cutting off their head. During daylight hours, vampires must rest in a dark location. Finally, all vampires have a strong aversion to garlic.

VAMPIRE SPAWN

Spawn are the most commonly encountered type of vampire. They possess independent minds, but are compelled to obey the commands of their creator. When becoming a vampire spawn, the base creature gains:

+2 STR and +2 DEX, maximized hit points, +4 to armour class, a grapple attack (1d6 + drain 1 STR), spider climb (at will), night vision, and damage resistance 5/silver. Vampire spawn suffer all of the vulnerabilities of true vampires, and can be killed quickly with a called shot to the heart.

WEREWOLVES

Another common theme is the enmity that exists between vampires and werewolves. Here's a template that can be used for the lupine brotherhood:

+3 STR, +3 DEX, add 2 hit dice (character levels) to the base creature and focus skills upon physical and subterfuge. They have a claw or bite attack that causes 1d10 + STR damage (this attack ignores damage reduction if in beast form). Werewolves also have night vision, spider climb, and damage reduction 10/silver. The base creature now has two forms; the beast form has a faster movement rate and the scent ability, while the human form is capable of blending-in with normal society.

HYBRIDS

The creation of hybrids or "day-walkers" can be the central focus of a modern vampire campaign (especially if it defines vampirism as a viral infection rather than a state of religious damnation). Here's an example of a hybrid template:

+2 STR, +2 DEX, +1 MIND, maximized hit points, +6 armour class, immune to charm and domination, slam attack + blood drain, night vision and damage resistance 10/silver. The hybrid cannot spider climb, but is not harmed by sunlight. The only way to kill a hybrid is to reduce him or her to 0 hit points and then destroy the body.

Game Masters should feel free to create new hybrid forms. Some variants could include concepts of 'ancient blood' mixed with genetic engineering. Other variants could create out-of-control killing machines that require extermination...

CAMPAIGN SETTINGS

It is assumed that the characters begin their adventure as normal citizens or as vampire hunters. Eventually, through adventures, accidents and scheming, the characters may themselves become vampires, vampire spawn, werewolves, or even hybrids. A lengthy campaign may result in a series of complex allegiances and rivalries; in this sort of campaign, combat will take a back-seat to character development, interaction and plot. Here are some ideas:

1. Human society discovers the truth about vampires and launches an attack against them.
2. A centuries-long battle between vampires and werewolves spills-over into the "real" world.
3. A religious theme where the powers of faith fight against the damned. Holy water
4. A series of vampire virus mutations upsets the delicate balance of power.
5. A story of how a solitary vampire seeks redemption, revenge, power, or immortality.
6. A plot centralizing around how investigators uncover a vampire conspiracy.
7. A world where vampires and demons are pitted against angels and saints (more templates!)
8. Adventurers must battle ancient vampires who have gone insane through the millennia.
9. A complex web of different vampire clans and their schemes to dominate each other.
10. A hybrid experiment goes awry, resulting in a VERY dangerous new predator.

M2012

by Eric Bullis

The year is 2012. Civilization lies in ruins. The Mayan calendar predicted the cataclysm, but failed to foresee how it would take place. The earth was not destroyed by meteors or cosmic forces. Nor was civilization struck down by global warming or nuclear winter. Instead, humanity encountered a tiny enemy that could not be seen or felt. This tiny foe, a virus, attacked humanity's most precious possession. This virus attacked the mind.

PAN (or the Panic Virus, as it is frequently called) mutated from a strain of Avian Flu in early 2011. It became an airborne pathogen and went undetected for months. People who were infected showed no symptoms. No quarantines were set. No health alerts were posted. By the time the warning-bells were sounded, more than 90% of the world's population was already infected.

The PAN virus lies dormant in various parts of the human brain, particularly in the hypothalamus and the cerebral cortex. After a 2-3 month gestation period, an outbreak takes place, permanently damaging the localized area of the brain. It seems to have produced a wide variety of severe psychological conditions.

The first cases of hysteria and insanity arose in Europe. Suicide rates soared. Homicidal rampages occurred hourly. Business stopped. Schools closed. Government agencies were helpless. By May, 2012, European social services had ground to a halt. Militaries disbanded. Police forces evaporated.

Then Asia exploded... literally.

Soldiers in Korea began a border skirmish that escalated into nuclear war. On April 3rd, 15 high-yield nuclear warheads were detonated over Korea, China, and Taiwan. The rest of the world watched in horror as 200 million people died in one day.

The rest of the world's nations began to fall like dominoes. Everyone went insane, to a greater or lesser degree. A portion of the population became suicidal. Others became homicidal. Some suffer from paranoid delusions, while others turned into cold-hearted sociopaths. Some only suffer from phobias, but many of their fears are justified. Over the course of 4 months, more than 3 billion people have died.

Perhaps the people who died early were the lucky ones. Famine and chaos have become the order of the day. Gangs of sociopaths prowl the streets, while catatonic schizoids drool in the gutters. Enraged psychopaths scream in the night, while paranoid survivalists scheme in their fortified homes...

Welcome to 2012, a modern campaign setting for microlite20. Players take the roles of crazy heroes in an insane world. Money no longer has any value. Survival is the only thing that matters. Survival means clean water, plenty of food, secure shelter and ammo... Lots and lots of ammo!

- Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Stat bonus = (STAT-10)/2, round down. Subtract 2 points from the MIND statistic and then choose a form of insanity that seems appropriate for your character.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).

Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.

DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing, Jumping or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding, Sneaking or Picking Locks	=	DEX	+	SUBT
Detecting Lies or Hearing Noise	=	MIND	+	SUBT
Hunting, Farming or Survival	=	MIND	+	PHYS
Interpreting Body Language	=	MIND	+	COMM

SAVING THROWS

Use STR + Level for FORTITUDE saves, DEX + Level for REFLEX saves, and MIND + Level for WILL saves.

HIT POINTS

Hit Points = STR stat + 1d6 per level. If HP reach 0, the character is unconscious and near death. Make a DC 15 FORT save to survive. Characters heal 2 + STR bonus in HP per day.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only “free actions” are drawing a handy weapon or speaking.

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (15'/30'/45' range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage.

Auto-fire: an automatic weapon can spray a 10'x10'area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10' radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

ARMOR

Light (leather jacket) = +2 AC, Medium (flak vest) = +4 AC, Heavy (riot armor) = +6 AC, Shield = +2 AC.
Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.

Poison: FORTITUDE save to avoid or for half, depending on poison.

Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills. If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND.

ENEMIES

In M2012, almost anyone is a potential enemy. Most of them are 0 level characters with 4 skill points and hit points equal to their STR stat. To create challenging foes, simply give them better statistics and character levels. Finally, assign them a form of insanity from the chart below.

BLUE COLLAR WORKER: LEVEL 0, STR 12, DEX 10, MIND 8, PHYS +2, SUBT +1, KNOW +0, COMM +1. HP 12, AC 12 (leather jacket), Melee Attack +1, Missile Attack +0.

SOLDIER OR POLICE OFFICER: LEVEL 1, STR 12, DEX 12, MIND 8, PHYS +3, SUBT +3, KNOW +1, COMM+1, HP 15, AC 16 (flak vest), Melee Attack +2, Missile Attack +2.

SCIENTIST OR WHITE COLLAR WORKER: LEVEL 0, STR 10, DEX 10, MIND 12, PHYS +0, SUBT +1, KNOW +2, COMM+1, HP 10, AC 10 (no armor), Melee Attack +0, Missile Attack +0.

INSANITY

The PAN virus causes a permanent loss of 2 MIND points in addition to causing insanity. Roll percentage dice to randomly determine insanity type. Each one of these broad categories of insanity can be altered as needed. A mind is a complicated thing; a twisted mind is even more complicated...

- 01-10 Mild Impact; minor phobias, manias, insecurities, and personality disorders
- 10-15 Psychosexual Disorder; a bizarre sexual obsession or compulsion
- 15-30 Severe Depression or Bi-Polar Disorder; suicidal behavior is common
- 30-35 Catatonic; complete immobility, emotional detachment
- 35-55 Paranoid Schizophrenia; hallucinations, illogical thinking, delusions of persecution
- 55-70 Dissociative Fugue (memory loss) or Multiple Personality Disorder
- 70-85 Sociopath; unemotional and without conscience -- a cold-hearted killer
- 85-100 Enraged Psychopath; violent, illogical, paranoid and emotional

SPYLITE

This game is to the spy genre what cotton candy is to your aching, rotten teeth. The goal is to take Greywulf's excellent Microlite system, beat it senseless, and create a game that will do one-tenth of what Spycraft does, but with only one-half the work. And also, world domination.

There are four parts to these rules.

1. **Guts.** The core rules of the game. Character creation and how the system works.
2. **Gear.** The equipment rules, how to build gadgets and vehicles and get hired help.
3. **Foes.** Critters and the various nefarious types you'll be working with and against.
4. **Agencies.** Rules for Agencies, both friendly and otherwise.

The Guts: Core Rules

Stats

SpyLite uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Classes

There are four classes--**Soldier, Spy, Face, Thinker.** Characters begin at Level 1.

All classes can use any weapon, armor or equipment, including vehicles.

Soldiers are the muscle of the group. Goons, thugs, bodyguards--they are tough as hell and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Spies are fast on their feet, sneaky and deceptive. Subterfuge is always their class skill. This is in addition to their first level skill pick.

Faces are the front men of the group. They are charming swindlers, masters of disguise and manipulation. Faces get a +2 to Charisma at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Thinkers are the brains of the outfit. Hackers, inventors, tactical geniuses and masterminds--they are the Hannibal to your B. A. Baracus. Thinkers get a +2 to Intelligence at 1st level. This increases by +1 at 5th level and every five levels afterwards.

Skills

There are five skills : **Communication, Knowledge, Physical, Science, and Subterfuge.**

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge--where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Each character must choose 1 skill they are best at (also called your "favored skill"). Your rank in that skill will

be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + MIND, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Will saves are usually INT bonus + your level.

Skill Challenges

Some skill checks should be broken into parts to maintain tension. Examples would be searching an office for files while in a patrolled area, sneaking across a mine field, attempting to build a complex machine.

Break the task into several steps. Each step has a required skill check and a DC. If you blow the roll, something bad happens. If you make the roll, a bit of time passes, and you go on to the next check. If you roll really well, then you either skip a step or gain some extra benefit. Once you get to the final step, you succeed.

Example: Felicity is undercover at a fancy dinner party at Doctor Terror's mansion. Using the old "I have to powder my nose" excuse, she slips off to do some investigating. She enters Doctor Terror's office and searches through his file cabinets for the plans to his secret death ray.

Felicity's challenge would look this:

Where is it in the office? Subterfuge + Int, DC 15. Success = Finds the proper cabinet. Failure = takes time, must roll to see if Doctor Terror is suspicious (see step #3) and then roll again to find the right cabinet.

Which file is it in? Subterfuge + Int, DC 20. Success = Finds the proper folder. Failure = takes a lot more time and then roll to see if Doctor Terror is suspicious...and then roll again to find the right folder.

Is Doctor Terror Suspicious? The Doctor yells down the hall to see if you're okay. Subterfuge + Cha vs Doctor Terror's Subterfuge + Int. Success = the Doctor buys your excuse. Failure = the Doctor comes to investigate. The more times this step has been rolled,

the more of a bonus Terror will have on his roll to figure out what you're doing.

Secret Death Ray Plans! You've found the file's folder, now you have to pull it, photograph it and replace it surreptitiously. Subterfuge + Int, DC 15. Success = you slip back to the party with no one the wiser. Failure = you're caught, either in the act or later on that evening. Or you've photographed the wrong file. Or you've fumbled the camera, making suspicious noises...

More than one character can contribute to these challenges. For example, one person back at the party could take care of checks to allay the Doctor's suspicions while Felicity continues to ransack his office.

Contests

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, trying to seduce a bureaucrat, play a game of chess, or even run for political office. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

Note: a "round" in this case does not necessarily have to be a combat round—it could be any length of time that would be dramatically appropriate.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

Example: Felicity is pursuing Dr. Terror. Terror has jumped into a motorboat and is charging down the river. Felicity is following along the shore on a motorcycle. Since neither initially has an advantage, the GM sets the initial lead as 5. The first round, Terror decides to drive ahead full speed. Not a complicated maneuver: DC 10. He succeeds, rolling 14 total. Felicity's driving the motorbike along the winding and narrow road by the river. DC 15, she also succeeds, rolling an 18. Felicity gains 1 point of Lead, for a total of 4 (18 > 14).

The next round, Terror has to swerve around a boat of tourists, while Felicity decides to try a risky maneuver. The player decides to take a +10 DC penalty over the normal 15 DC and says she's going to use an upcoming bridge as a ramp, either landing on Terror's boat or at least gain some serious distance on him. Terror fails his roll spectacularly, smashing into the tourist boat. Felicity succeeds again, rolling a 26 vs DC 25. The GM decides that Terror's failed roll loses him a point of Lead (now down to 3). Felicity gains 3 points (1 for the success, 2 for the risky maneuver). The Lead goes from 3 to 0.

Felicity's bike launches off the bridge like a rocket, flies forty feet through the air and smashes into the back of Terror's motorboat, which is still entangled in the tourist boat. Felicity stands up from the wreckage and cocks her gun at the Doctor's head...

Talents

You get 1 Talent at first level and an extra one every 3 levels thereafter. Some Talents may be taken more than once--in that case, the effects stack. If they can be stacked, it will say so in the description. All Talents can be taken by any class.

Action Man. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery ("Hey, look! The Goodyear Blimp!").

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Confidence Man. If you have Dupe, you can make another subsequent skill vs skill check after you've convinced a target of a "fact". If successful, you can guide the target into performing a specific task. The task has to be at least superficially reasonable. Every subsequent time you do this to the same opponent in an adventure, they get a +2 bonus to resist, cumulative.

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, computer programming, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times--each time applies to a different task.

Deep Pockets. You always seem to have just the right item on you. You have 1 floating gear point that you may expend at any time during an adventure to reveal an item. This item must be plausibly concealable on your person. Can be taken multiple times--each time this is taken, it gives you another floating gear point.

Double-Tap. If you're using a gun, you can gain an additional attack in exchange for a -2 to hit on all attacks per round.

Dupe. Once per adventure per level, you can make a target believe one "fact" you give them, no matter how implausible, as long as you succeed in a Cha+Comm roll vs the opponent's skill roll (usually Int+Sub, Know or Sci).

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Exploit Weakness. If you've had at least 1 round to study an opponent, you can designate that opponent, using brains over brawn to find ways to gain an advantage. Make a Sub+Int check (DC 15). If the check

succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Strip. You are a wizard at making gear do things that are technically out of their spec. Once per day, you can take as many of you and your teammates' Gear Points as your GM will let you get away with and reshuffle them into a different configuration.

You must then succeed on a Mind + Sci roll, with a DC equal to 10+the number of Gear Points being shuffled. The original items are lost, but may then be broken down, recombined and/or upgraded to new items which tend to work very well, but aren't quite as pretty.

Gearhead. You've always got the best wheels. When requisitioning vehicles, vehicles cost half as much as they do for anyone else.

Genius. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Mind score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Mind+10. Taking this talent multiple times gives additional specialties.

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a saving throw (DC 15). On a successful save, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

MacGyver. You've got fifteen minutes, some silly string, some bubble gum and a piece of tin foil. Time to save the world. With a DC 15 (or occasionally higher) check and a bit of time, you can improvise a rudimentary 1 pt Gadget using anything handy.

Martial Artist. You can flurry your melee attacks (both armed and unarmed). A flurry allows you to gain an additional attack in exchange for a -2 to hit on all attacks per round. You can take this one more time for a total of 3 attacks per round when flurrying.

Master of Disguise. You've got a thousand faces. Not even your friends are exactly sure what you really look like. Any Disguises you requisition are at +5 DC to see through. You can improvise a DC 15 Disguise in less than ten minutes using the most rudimentary materials for no cost.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way.

Risk Taker. Your character lives on the edge—designate one kind of task that you are good at. When performing a risky maneuver during a Contest under those circumstances, you only take a +4 DC penalty for each Lead point attempted. Taking this Talent multiple times allows you to choose different tasks this Talent applies to.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks dealing with that task. Examples: *Sneaky, Languages, Bribery, Eavesdropping, Shooting Pistols*. Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties--the effects never stack.

Trap Monkey. Traps are 1 point cheaper for you, with a minimum final cost of 1 pt. You can also improvise a DC 15 Trap in less than ten minutes using the most rudimentary materials for no cost, with the trap's effects limited to what you can justify to the GM.

Well-Connected. You've got friends everywhere. When requisitioning NPC's to help you, you only pay half the cost.

Well-Equipped. You have better Gear than most. +3 gear points, can be taken multiple times.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, operate a vehicle, etc. Only roll once, on the first round of combat--the order stays the same for

subsequent rounds.

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Soldiers and Spies can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic weapon. In other words, if your total bonus is +6 or more, a second attack can be made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at +12/+7/+2. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

It will, however, burn a number of rounds equal to twice the attacks you take.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. For example, in some campaigns, shotguns might be appropriate for dual-wielding, in others, they might not. Pistols are always appropriate, as are the usual light melee weapons.

Action Points

Characters begin each session with 3 Action Points (more if they have the Action Man Talent). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation. STR recovers at a point per day if properly treated.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to your primary skill(s)
- +1/2 to all other skills

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 4, 7, 10, 13, 16, 19, etc.

Soldiers gain +1 to their attack and damage rolls at levels 5,10,15, etc.

Faces and Thinkers gain +1 to their Charisma and Intelligence statistics at 5, 10, 15, 20, etc.

Example: The 1st level adventurers have just completed a mission, 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.

Gear: Equipment, Vehicles and Hired Help

The Basics

You start out each mission with 5 gear points plus 1 pt per level. In other words, 6 gear points for a 1st level character. You can have more gear points if you've taken the Well-equipped Talent.

With gear points, you can buy weapons, armor, gadgets, traps, vehicles, or requisition help.

If you'd rather not deal with the complexity, just turn to the end of this section and you'll find several gear packages there, one of which is bound to be useful.

Equipment is deliberately kept rather generic--you can call your items whatever you want to within reason. A "handgun" could be a Colt.45, a Beretta or a Glock. It's all up to player preference.

Basic Equipment

1 pt will get you one of the following...

- One basic firearm
- One exotic weapon
- One melee weapon
- 6 thrown weapons
- 6 grenades
- One Armor
- One Disguise
- One Gadget
- One Trap

Weapons not on the list. More powerful weapons cost more gear points. Satchel charges, rocket launchers, and so on cost at least 3 gear points. See the d20 Modern SRD for more details.

Item Descriptions

Ammunition. Missile weapons, such as guns and crossbows, come with a couple extra clips worth of ammo, enough not to worry about running out over the course of a few encounters. For an extra point, you can get enough spare ammo for every missile weapon you've brought to not worry about running out of ammo during that session.

Armor. In SpyLite, Armor behaves differently than in other d20 games. When you requisition it, you can describe it however you like, usually as a bullet proof vest.

Instead of providing an AC bonus or damage reduction, Armor gives you a certain number of charges. When you're hit and take damage, you can say that your armor stopped it and burn one charge.

If you make a (STR + Phys + the armor's bonus) save vs DC (equal to the damage taken), you take no damage but are knocked down until your next action. If you run out of charges, you're out of luck--the armor is useless. A failed save still uses a charge.

Basic armor before applying upgrades has 1 charge and adds +2 to the save.

Basic Firearms. There are hundreds, if not thousands, of variations of handguns and rifles out there. Instead of statting out each one, SpyLite uses an abstracted system.

Pistols do 2d6 damage, Rifles do 2d8. Each are upgradeable (see the section on "Upgrades" for more information). When you requisition a firearm, simply write it down on your sheet and call it what you want.

Basic Firearms:

Handgun	2d6
Rifle	2d8

How many shots your weapon can fire before needing to reload varies depending on what you decide to call it. Typically, this will range from 7 - 17 shots for pistols, 1 - 12 for single shot rifles and shotguns and anywhere from 15-30 for autofire-capable firearms.

If your weapon has fewer shots than that range, then take a "free" gear point and place it in an upgrade (for example, "Big" or "Concealed"). If you really don't care how many rounds there are in your gun's clip (recommended), then use 12 rounds per clip for pistols, 5 for single shot rifles and 25 for autofire-capable rifles and pistols.

Compound Bows, Blowguns and Crossbows. Obsolete in most other military services, these items have a special place in espionage operations because they are silent and can take a variety of specialized ammunitions.

You can have either 10 normal arrows, darts or quarrels or a similar amount of special ammunition. An extra gear point will get you both regular and one type of special ammunition (as per the "alternate ammo type" upgrade). The effects of special ammunition will vary, but minor explosions, tranquilizer darts, tracking

darts, incendiary rounds, tear gas, smoke bombs are all appropriate.

See the entries on grenades and traps for more information on how they might work.

Disguises. Includes any makeup, hair or clothing changes needed to make you appear to be a different person (within reason) and is complete with a superficially plausible cover ID.

Normally, going undercover is a matter of role-playing the situation and your Cha (or Int) + Subterfuge vs any observers' skill rolls, but sometimes a situation will come up that no amount of lying or acting will cover up, such as background checks, direct physical examination, etc. In that case, the thoroughness of your disguise will come directly under fire.

If someone has reason to doubt your disguise, it's DC 15 to penetrate. The "Potent" upgrade can be used to increase this DC by +5. It's also affected by the "Master of Disguise" Talent.

Exotic Weapons. For more information, refer to the individual entry of the item.

Some examples:

Compound Bow	1d8 for normal ammunition
Crossbow	1d10 for normal ammunition
Crossbow, Hand	1d6 for normal ammunition
Blowgun	1d4 for normal darts
Speargun	1d8
Stun Gun/Taser	1d3 damage + STR + Phys save vs DC 15 to avoid being stunned for 1d6 rounds

Gadgets. A gadget is something that is designed to do something specific. It will usually either...

- Get you past an obstacle not usually resolvable by a skill roll (distract guard dogs, allow you to breathe underwater for a while, etc) or...
- Do something useful but not necessarily quantifiable in game terms, or...
- Give a +2 skill bonus to a certain skill or class of skill rolls when performing a task

Some examples of Gadgets: spy cameras, code breakers, welders, lock picks, bugs, low-light goggles, camera disablers, grappling hooks, scuba gear, magnetic watches, laser pens.

Mundane gadgets. Some items are so basic that no points should ever be spent for them: rope, for example. The GM is the final arbiter of whether or not an item applies.

Grenades. Grenades come in a variety of flavors. Explosive grenades do 3d6, have a 10' burst radius, and require a 15 Dex DC to avoid damage.

There are also grenades that use tear gas, sleeping gas, smoke bombs...the sky's the limit, pretty much. If a grenade has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

Grenade launchers are an extra item, but allow you to toss grenades much farther than you can throw them.

Melee Weapons. Melee weapons usually do 1d6, 1d8, 1d10 or 2d6 depending on size and how many hands required to use them. Use your imagination or a copy of the SRD. If you don't have a melee weapon, unarmed damage is 1d4. Chairs, barstools, and other improvised weapons usually do around 1d6 damage but will break if they do maximum damage.

Some examples:

Big Knife	1d6
Brass Knuckles	1d6
Chloroform	STR + Phys save vs DC 15 or be knocked out for a while. Target must be grappled to apply. An alternate version of this item would be a syringe loaded with drugs.
Katana	2d6
Nightstick	1d6
Sap	1d6
Sledge	1d10

Speargun. Operates underwater as well as on land. Compared to other ranged weapons, it's fairly unwieldy.

Thrown Weapons. Thrown weapons do 1d4 damage, plus the thrower's strength bonus.

Trap. A Trap can be set by someone using the Subterfuge skill. Roll Int+Sub. That total is the DC that anyone encountering the Trap must roll to avoid its effects.

When you requisition the Trap, you can describe it as anything you like, within reason—land mines, bear traps, caltrops, banana peels, it's up to you.

The effects of the trap also vary, but grenade-like explosions, sleeping gas, knocking the target down or

restraining them for a few rounds (or until freed)...the possibilities are endless. If a trap has a non-damaging effect, assume the DC to resist is 15. Effects will last a varying amount of time, usually 1d6 rounds up to an hour or two.

The "disguised" and "concealable" upgrades do not apply in the usual way to Traps. If you'd like your traps to be harder to find once set, use "Potent". "Potent" can also refer to resisting the effects of the trap itself, so be sure to specify which part of the trap you are applying the "Potent" upgrade to. A Trap with the "disguise" or "concealable" upgrade will be harder to find **before** it's set.

*Example: A Trap with no disguise upgrade might look like your "normal" suitcase bomb, seen in thousands of action movies. A trap **with** the disguise upgrade might appear to be an innocuous can of shaving cream or a scattered collection of harmless-seeming items. After they are both set, they'd both be equally difficult to find, depending on the user's skill level.*

Upgrades

You can spend additional gear points on your items to improve them. The cost of an upgrade applies directly to an item's cost. For example, a pistol costs 1 pt. Apply the "Big Weapon" upgrade and the pistol now costs 2pts, but does 2d8 damage.

Alternate Ammo Type. +1 pt. Weapon can fire a different type of ammo in addition to normal rounds (acid, stun, sleeping, tracking darts).

Armor Upgrade. +1 pt. Adds one more charge and +2 to the armor save value. Can be taken 3 times for a total value of 4 charges, +8 to the armor save.

Autofire. +1 pt. Gun can autofire.

Big Weapon. +1 pt. Upgrades damage to next higher die type. Can only be taken once.

Concealable. +1 pt. The object is easily concealable. Efforts to find the object are at a +5 DC penalty. Can only be taken twice.

Disguised. +1 pt. Object is disguised as something innocuous--a lipstick taser, for example. An INT + Sub or Sci check vs DC 20 will reveal the object's true purpose. No skill check is required to do this if the object is seen in use.

Gadget Upgrade. +1 pt. Upgrades a gadget's skill bonus by +2. Can be taken up to 3 times, for a total of +8 gadget bonus.

Potent. +1 pt. More Potent. +5 DC to resist effects. Can be taken 4 times total.

Scope. +1 pt. When taking the Aim maneuver, range penalties can be ignored.

Silencer. +1. Makes gun shots much quieter, but only for the first few rounds.

Vehicles

1 pt gets you a basic, no frills vehicle with enough room for one passenger and fast enough to get on the highway, but that's it.

The following upgrades apply:

Sexiness

- 0 pt = Not Sexy
- 1 pt = Upscale
- 2 pt = Stylish
- 3 pt = Luxurious

Passenger and Cargo Capacity

- 1 pt = 1 passenger (motorcycle-sized)
- 2 pt = 3 passengers, a few suitcases (family car)
- 3 pt = 10 passengers, a few crates (pick-up truck)
- 4 pt = 20 passengers, fair amount of cargo (a bus)

Speed

- 0 pt = Unimpressive
- 1 pt = Sporty
- 2 pt = Fast
- 3 pt = Blazing Fast

Additional capabilities:

Armor. +1 pt. Any attacks on the occupants or the car have to penetrate DR 5. Any attack that does more than 5 points damage over the DR reduces the DR by 1 point. When it reaches 0, there's no armor left. Taking this multiple times adds +5 DR, maximum 20.

Can Fly. +1 pt.

Can Hover. +1 pt, requires Flight.

Sealed Cabin. +1 pt. Occupants are unaffected by outside environmental conditions such as low air pressure or underwater environments. For another point, vehicle can also handle extreme heat, radiation, the vacuum of space and poisonous gases.

Submersible. +1 pt.

Complex Items

You can combine several pieces of gear into one item. Simply total up the cost and divide by 2, with a minimum cost of the most expensive item component+1.

It is entirely up to the GM to veto or approve complex items.

Example #1: Gun Leg

- 1 pt - Rifle
 - +1 pt Automatic
 - +1 pt Disguised as prosthetic leg
 - +1 pt Scope
- 1 pt Underslung Grenade Launcher
 - +1 pt Can also fire Tear Gas Rounds
 - +1 pt Disguised as prosthetic leg

Total = 5 gear points (4 pts for the Rifle component +1).

You now have a prosthetic leg that can be removed and used as an automatic rifle with a scope and underslung grenade launcher...which can fire either explosive grenades or tear gas grenades.

Here's another example:

Example #2: Rigged Attache Case From "From Russia With Love"

- 1 pt Locked Attache Case
- 1 pt Trap (tear gas, DC 15 or spend 1d6 rounds coughing and hacking, triggered by opening case incorrectly, DC to detect most likely Int+Sub roll of the guy at Q Department who made it).
 - +1 pt More Potent (+5 DC, total DC 20)
- 1 pt Additional places to conceal things (knives, money, folding sniper rifle)

Total = 3 gear points (2 for the Trap +1).

The agent now has a locked attache case with plenty of room to hide things. If someone tries to open it without knowing the trick, they'll trigger a tear gas trap with a DC 20 to resist.

Example #3: The Car From "Goldfinger"

Want the car from "Goldfinger"? The breakdown of costs would go like this:

- 5 pts, Aston Martin (Stylish +2, Family Car-sized +1, Fast +2)
- 6 pts, Two Rifles, Fully Automatic, disguised as

headlights (3 pts each)

- 2 pts, Oil Slick, concealed
- 2 pts, Ejector Seat, concealed
- 4 pts, Retractable blades in the hub caps, concealed (2 pts each)
- 2 pts, Vehicle Armor DR 5, concealed
- 2 pts, Radio Telephone, concealed
- 2 pts, Radar scanner and tracking screen, concealed
- 2 pts, Caltrops from rear light cluster, disguised as rear headlights
- 2 pts, Smoke screen from exhaust pipes, disguised as exhaust pipes
- 1 pts, Revolving number plates
- 1 pts, Concealed storage for guns

Total = 16 gear points (31/2 points).

Helper NPC's

Gear points can also get you a helping hand with your mission, ranging from getting someone to distract the guards at the front gate all the way up to commandeering a full tactical assault squad.

Ability

- 1 pt = 1st level
- 2 pt = 1/2 your level, rounded up*
- 3 pt = Your level-1*

* Obviously, at 1st and 2nd levels, these point values are somewhat useless.

Number of NPC's

- 0 pt = 1
- 1 pt = 1d3
- 2 pt = 1d4+2
- 3 pt = 2d6

Duration

0 pt = There for one task only, after performing that, they leave.

1 pt = 1 encounter

2 pt = The full adventure

Equipment

- 0 pt = the skin on their backs
- 1 pt = basic equipment--standard gear for their profession
- 2 pt = specialized equipment or a vehicle

Morale

- 0 pt = Surly
- 1 pt = Friendly/Professional
- 2 pt = Enthusiastic
- 3 pt = Frothing at the mouth

Gear: Gear Packages

These are all 6 pt packages, appropriate for beginning play.

The Archer

- Crossbow (1d10 with normal rounds, scope)
- 10 Tranquilizer Bolts (DC 15 to resist)
- McAllister .32acp Pistol (2d6, 9 round clip)

Pick one of the following:

- Lipstick Camera (disguised), **OR**
- Mascara Taser (disguised, DC 15 to resist) **OR**
- Explosive Trap disguised to look like a kitten (potent: +5 DC to resist)

The Bond

- Walther PPK (2d6, silenced, 7 round clip)
- Sports Car (upscale, car-sized, sporty)

Pick one of the following:

- Wristwatch (welding laser, disguised), **OR**
- Cigarette Case (tear gas bomb when activated, DC 15 to resist, disguised) **OR**
- Ballpoint Pen (dart gun, drugged, 15 DC to resist, disguised)

Home Alone

- Handgun (2d6)
- 3 Traps
- 6 Grenades
- Toolkit (+2 to handyman types of things)

John Woo

- 2 Beretta 92F (2d6, 15 round clip)
- Bulletproof Vest (1 charge, +2)
- Motorcycle (upscale, bike-sized, fast)

The Mafioso

- Brass Knuckles (1d6)
- Tommy Gun (2d8 damage, autofire)
- Bulletproof Vest (1 charge, +2)
- Knows A Guy (hired help, 1 1st level guy shows up for one task, basic equipment, surly)

Merc

- Body Armor (2 charges, +4)
- Machine Gun, (2d10, Automatic)
- Rambo Knife (1d6)

Sniper

- Sniper Rifle (2d10, scope, silencer)
- Pistol (2d6)
- Gilly Suit (+2 to hiding)

Trench Coat Ninja

- Katana (2d6)
- Wakizashi (1d8)
- Trench Coat (+2 to concealing items on person)

Pick two of the following:

- Blowgun w/tranquilizer darts (DC 15 to resist)
- Climbing Claws (+2 to climbing)
- 6 Smoke Bombs (DC 15 to resist + obscures sight)
- Throwing Stars (6, 1d4 each)

Undercover Agent

- Disguise (DC 20 to penetrate)
- Camera (disguised as innocuous item)
- One bug
- Listening device

Wheel Man

- Handgun (2d6, autofire)
- Getaway Car (not sexy, car-sized, fast, armored at DR 5)

Foes: Animals and Supporting Cast Members

Animals

Type	HD	HP	AC	Damage, Notes
Ape	4d8+8	(26 HP)	14	Claw +7 (1d6+5), Bite +2 (1d6+2)
Bear	6d8+24	(51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Crocodile	3d8+9	(22 HP)	14	Bite +6 (1d8+6), Tail Slap +6 (1d12+6)
Dog	2d8+4	(13 HP)	13	Bite +3 (1d6+3)
Dolphin	2d8+2	(11 HP)	15	Slam +4 (1d8)
Eel, Electric	2d8	(9 HP)	16	Bite +4 (1d4) + Electric Shock (1d6)
Herd Animal	3d8+9	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Horse	3d8+6	(19 HP)	13	Hoof +2 (1d4+1)
Lion	5d8+10	(32 HP)	15	Bite +2 (1d8+2), Claw +7 (1d4+5)
Monkey	1d8	(4 HP)	14	Bite +4 (1d3-4)
Piranha	1d2	(1 HP)	16	Bite +4 (1d3-1)
Rat	1d2	(1 HP)	14	Bite +4 (1d3-4)
Shark	3d8+3	(16 HP)	15	Bite +4 (1d6+1)
Snake, Boa	3d8+6	(19 HP)	15	Bite +5 (1d3+4), Grabs (Str 14) and squeezes for 1d3+4 per round after hitting with Bite until killed or target breaks free
Snake, Viper	1d8	(4 HP)	17	Bite +4 (1d2-2) + Poison (1d6 Str damage, DC 10 for half)

For something higher up on the gonzo scale...

Type	HD	HP	AC	Damage, Notes
Plant, Carnivorous	8d8+40	(76 HP)	14	Melee +13/+8 Grabs opponent (Str 20), bites for 1d6+10 next round
Robot, Tiny	1/2d10	(2 HP)	13	Ranged +3
Robot, Man-sized	2d10	(11 HP)	15	DR 3, Melee +2 (1d6+2) or +3 Ranged (by weapon)
Tyrannosaurus Rex	18d8+99	(180 HP)	14	Bite +20 (3d6+13)
Zombie	2d12+3	(16 HP)	11	Slam +1 (1d6+1)

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task. Examples would be panthers sneaking, monkeys climbing, dogs tracking by scent, etc.

Huge. +4 HD. +4 to attack, +8 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +4 AC (tough hide), damage increases to next higher die type.

Fucking Laser On Head. Animal gains a ranged attack at its normal attack bonus: Laser (2d8, equivalent to scope and silencer).

Templates

Want to upgrade an animal? Pick a base animal from the chart, select a template, add in the template's bonuses and, voila, upgrades.

Big. +2 HD. +2 to attack, +4 Str (don't forget to factor this into the critter's HP, damage and to hit bonus), +2 AC (tough hide).

Supporting Cast

There are two types of NPC's: **Ordinaries** and **Heroics**. Both are built using the standard classes (Soldier, Spy, Face, Thinker).

Ordinaries

Ordinaries are important enough to have stats, but not important enough to have any significant screen time.

They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They gain all special abilities of their class, but do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it.

Example: the PC's are jumped by a squad of ninjas. The GM doesn't have any prepared, so he decides to make them Spies with Physical and Subterfuge as their skill picks. These ninjas are level 2.

The GM gives them 10 in all their stats save for Dex, which gets a 14. They get average hit points, for a total of 7 (3.5 times 2 levels, with no Strength modifiers). Their AC is 13 (10 + 1/2 Level + Dex bonus). They get a +4 attack bonus (2nd level + Dex bonus) and are equipped with katana (2d6 damage).

Some typical examples of Ordinaries follow. These are meant to be background characters or cannon-fodder.

Typical Ordinaries:

Assassin. Soldier-3. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 13. AC 12. Silenced Handgun +5 (2d6+1) or Knife +5 (1d6+2). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +2.

Civilian. Level 0. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2 all other skills at +1.

Criminal. Spy-2. Str 12 (+1), Dex 10 (+0), Int 10 (+0), Cha 12 (+1). HP 9. AC 11. Pistol +2 (2d6) or Knife +3 (1d6+1). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Government Agent. Spy-3. Str 10 (+0), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 10. AC 12. Pistol +4 (2d6) or Hand-to-Hand +4 (1d4). Physical +2, Subterfuge +6, Communications +2, Knowledge +6, Science +2.

Eye Candy. Face-1. Str 10 (+0), Dex 12 (+1), Int 8 (-1), Cha 16 (+3). HP 3. AC 11. Punch +1 (1d4) or Grab +1 or Improvised Blunt Weapon +1 (1d6). Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +1.

Ninja. Spy-2. Str 10 (+0), Dex 14 (+2), Int 10 (+0), Cha 10 (+0). HP 7. AC 13. Katana +4 (2d6) or Hand-to-Hand +4 (1d4) or Throwing Stars +4 (1d4). Physical +5, Subterfuge +5, Communications +2, Knowledge +2, Science +2.

Police Officer. Soldier-2. Str 12 (+1), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 9. AC 12. Pistol +4 (2d6+1) or Hand-to-Hand +4 (1d4+2). Physical +2, Subterfuge +2, Communications +2, Knowledge +5, Science +2.

Politician. Face-3. Str 10 (+0), Dex 10 (+0), Int 12 (+1), Cha 12 (+1). HP 10. AC 11. Punch +3 (1d4) or Grab +3 or Improvised Blunt Weapon +3 (1d6). Physical +2, Subterfuge +2, Communications +6, Knowledge +2, Science +2.

Professional. Thinker-2. Str 10 (+0), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 7. AC 11. Punch +2 (1d4) or Grab +2 or Improvised Blunt Weapon +2 (1d6). Knowledge or Science +5, other skills at +2.

Scientist. Thinker-4. Str 8 (-1), Dex 8 (-1), Int 16 (+3), Cha 10 (+0). HP 10. AC 11. Punch +3 (1d4-1) or Grab +3 or Improvised Blunt Weapon +3 (1d6-1). Physical +3, Subterfuge +3, Communications +3, Knowledge +7, Science +3.

Soldier. Soldier-2. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 11. AC 11. Automatic Rifle +3 (2d8+1) or Pistol +3 (2d6+1) or Combat Knife +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Squad Leader. Soldier-5. Str 14 (+2), Dex 12 (+1), Int 12 (+1), Cha 10 (+0). HP 27. AC 13. Automatic Rifle +8 (2d8+2) or Pistol +8 (2d6+2) or Combat Knife +9 (1d6+4). Physical +8, Subterfuge +3, Communications +3, Knowledge +3, Science +3.

Terrorist. Spy-3. Str 10 (+0), Dex 14 (+2), Int 12 (+1), Cha 10 (+1). HP 10. AC 13. Rifle +5 (2d8) or Knife +5 (1d6). Physical +2, Subterfuge +6, Communications +2, Knowledge +2, Science +6.

Thug. Soldier-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 10 (+0). HP 11. AC 12. Fists +5 (1d4+3) or Club +5 (1d6+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2.

Heroic NPC's

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot.

A heroic NPC is important enough to get significant screen time, so they should have at least one "hook" to them. For example, "sumo wrestler with deadly hat boomerang" or "sinister wheelchair-bound Russian with white cat".

Here are a few examples, all level 5:

Heroic Assassin. "An assassin with a passion for gambling and a penchant for berserker rages." Spy-5. Str 12 (+1), Dex 16 (+3), Int 11, Cha 8 (-1). HP 29. AC 16. Handgun +8 or +6/+6 (2d6, silenced), Two Big Scary Knives +8 or +6/+6 (1d8+1), Garrote (1d6+1 per round, must grapple from behind). Physical +8, Subterfuge +8, Communications +3, Knowledge +3, Science +3. Agile, Double-tap.

Agencies: Enemy And Otherwise

Every agent needs to belong somewhere, whether it's the SPECTRE to your British Secret Service, the UNITY to your HARM, an international espionage agency like UNCLE, or even the United Nations itself.

Agencies are usually generated by the GM, but the players' Agency could just as well be created by group consensus at the beginning of play. There could even be some campaigns where the players don't even belong to an Agency at all.

Creating An Agency

Choose A Name. If you don't have an idea handy, a time-tested method is to grab a dictionary, flip through it until you find a likely word and then use that as your Agency's acronym.

White hat Agencies will have acronyms with positive connotations; Black hat Agencies will have more

Hulking Bodyguard. "Hulking granite slab with fewer words than a dictionary with blank pages." Soldier-5. Str 18 (+4), Dex 10, Int 10, Cha 6 (-2). HP 35. AC 12. Fists +11 (1d6+6), Rifle +7 (2d10+2, Automatic). Physical +8, Communications +3, Subterfuge +3, Knowledge +3, Science +3. Brawler, Power Attack.

Corrupt Politician. "On more terrorist organizations' payrolls than he has fingers. Or toes. Has an engaging smile and twinkling eyes." Face-5. Str 10, Dex 10, Int 12 (+2), Cha 17 (+3). HP 27. AC 12. Pistol +5 (2d6). Communications +8, Physical +3, Subterfuge +3, Knowledge +3, Science +3. Specialist: Political Maneuvering (+2), Well-Connected.

Evil Mastermind. "Irish woman with eye patch and penchant for moray eels." Thinker-5. Str 12 (+1), Dex 12 (+1), Int 18 (+4), Cha 13 (+1). HP 29. AC 13. Two Pistols +6 or +4/+4 or Autofire (2d6, Autofire). Science +8, Communications +3, Physical +3, Subterfuge +3, Knowledge +3. Trap Monkey, Well-Connected.

Master Ninja. "Has a gravelly voice and goes by the name of 'Shredder'." Soldier-5. Str 14 (+2), Dex 15 (+2), Int 11, Cha 7 (-1). HP 36. AC 14. Two Katana +9 or +7/+7 or +5/+5/+5 (2d6+4) or Throwing Stars +9 (1d4+4). Subterfuge +8, Physical +3, Communications +3, Knowledge +3, Science +3. Martial Artist, Durable. Wears spiked body armor (2 charges, +4).

sinister-sounding acronyms. Examples: HAMMER, ALPHA, SHARK, TRUTH, MALICE.

Don't worry if you can't decide what the acronym stands for. If a player calls you on it, you can always just say it's Russian for something really complicated.

Brief Description. Much like important NPC's, Agencies should have a brief hook that makes them memorable. "Hidden counter-terrorist unit formed by Winston Churchill in the darkest days of WWII" or "International criminal organization of ex-Spetsnaz operatives based out of a hollowed out volcano in the Maldives."

Goals. Every Agency is here for a reason. "Fight evil", "protect world stability", "world domination", "destabilize the global economy". These goals may even occasionally change over time.

Typical Operatives. When the Agency sends in help, what type of help typically shows up? Soldiers? Men in black? Ninjas? Thugs?

Enemies. Who are your Agency's enemies? Does it have any long-standing nemeses?

Allies. Does the agency have any major allies? Is it affiliated with any governments or civilian organizations?

Allies, Pulling Strings. Agencies can pull strings, calling in favors for additional help from their allies. Use the highest Cha + Comm of all the players currently in the group to roll vs a variable DC. If successful, the connections come through with help.

The time that this takes depends on the favor—information might take only a few minutes. Manpower may take hours or days. In addition, the help requested must be something the allies can reasonably provide.

Unless noted otherwise, this can be done only once per mission. Also note that your allies are doing this as a favor—they might expect something in return.

DC	Favor
15	Minor information, 1 pt worth of Hired Help, Very minor resource commitment
20	Detailed information, 3 pts worth of Hired Help, Average resource commitment
25	Exacting information, 6 pts worth of Hired Help, Deep resource commitment
30	Direct intervention from the ally, pulling out the stops.

Qualities. Every Agency is slightly different. The way this is expressed is through Qualities, which work like Talents. Choose 3 from the list below:

Qualities

Criminal Ties. When dealing with other criminals and criminal organizations, your Agency gains a +2 to all social rolls that might benefit from having criminal ties. When pulling strings, the Agency can pull strings from a vast number of criminals and not just official allies—criminals will do anything for the right amount of money/leverage.

Deep Funding. Your Agency has deep resources. When gearing up, the group has an additional 1d8 gear points they can split amongst the players' inventories as they see fit.

Feared. The Agency's reputation is fearsome enough that all known agents gain +4 on any social rolls which would benefit from having a fearful reputation.

Government Sanctioned. Working directly for the government opens many doors. You can gain writs and warrants for just about anything, but need to follow the rules (usually). You also gain a +2 bonus when dealing with friendly government, military and law enforcement, along with the previously-mentioned government support.

Hidden. Your Agency is hidden from public view. While occasionally causing problems ("You say you have a warrant? The FBI's never heard of you!"), it also means your enemies have to do more work to find out information.

Any Disguises requisitioned will automatically be at +5 due to your Agency's skill at building deep cover stories. Any attempts to research the Agency or any of the Agency's employees will be at -2.

Intelligence. Your Agency has spies everywhere. They know things about your enemies even before they do. At any time during a mission, players can request additional information from headquarters, using the same system as listed under "Pulling Strings". Every time past the first, the DC will be at +3.

Mondo Headquarters. Other Agencies have their headquarters in military bases, modern skyscrapers or even just standard off-the-rack office buildings. Your Agency gets to be based out of something far more fun: moon bases, enormous yachts, a gigantic zeppelin, hollowed-out volcano, whatever you want. This also includes the means to get there, if necessary.

Multinational. Your Agency has resources everywhere. No matter where you are, there's a local office, safe house or headquarters for you to use. The resource might not be large or public, but it will be there.

R&D Department. Your Agency has its own R&D department which produces equipment noticeably more advanced than anywhere else. The first upgrade point on any piece of equipment will be free, including complex items and vehicles.

Think Tank. Your Agency specializes in staffing itself with the best minds in the business. Once per mission the player characters can call in a Helper NPC that can perform any one non-combat-related task. The helper NPC will be a full heroic character at the PC's average level. If he or she dies, he can't be replaced for another 1d6 missions.

Well-Regarded. Anybody who is not specifically an enemy of the Agency reacts to any known agents of that Agency at +2. Agents themselves, once known, are treated as minor celebrities.

Growth And Decline Of Agencies

Successful or failed missions can have an effect on Agencies. Securing an ally over the course of several missions might score your Agency the Deep Funding Quality. Failing multiple missions might make your Agency's "Feared" Quality disappear.

Relatively permanent changes such as these are usually the result of campaign story arcs. There are no hard and fast guidelines, but 3 or missions per change would be typical.

More temporary changes are covered by **Temporary Qualities**.

Temporary Qualities apply to an Agency as a result of a temporary setback or windfall. They typically only last for 1d6 missions and then disappear.

This applies just as much to your enemies as to your own agency. Not all missions may be decisive enough to have either of these effects—only the GM will be able to tell.

Example: UNITY sends the player characters on a mission to prevent the famed saboteur, Le Chacal, from destroying the Louvre. They fail miserably; Le Chacal escapes leaving behind an entire wing of the Louvre filled with flaming pitch and angry chickens.

UNITY gains the "Laughing Stock" Temporary Quality for the next 2 missions. For a similar length of time, Le Chacal's employers, HARM, enjoy "Good Press" (or whatever passes for it amongst the criminal underworld).

Temporary Qualities

Black Eye. Something happened during the last mission to make the Agency suspect your loyalty. Is there a mole or a double agent? Background checks, infighting and psychological interviews abound until the dust settles.

Equipment Shortage. Last mission's toll on the Agency's equipment reserves result in a number of gear shortages. There's a 2 in 6 chance of anything requisitioned to be out of stock. Try something else.

Favor. Your Agency has gained the trust of someone in a position of great power. Until this Quality wears off, it has the benefit of either Criminal Ties, Government Sanctioned or Multinational.

Good Press. The high visibility of the last mission gives the Agency the benefits of the Well-Regarded Quality until things settle back down.

Intelligence Windfall. The last mission uncovered an unexpectedly potent source of intelligence. Until this Quality wears off, your Agency has the benefit of the Intelligence Quality.

Laughing Stock. So much for being respected and feared by...pretty much the entire world. Known agents suffer a -2 penalty to all social rolls that might be penalized by having a reputation for ineptitude until the Agency does something to prove themselves again or the entire world, hopefully, forgets about the whole affair.

Loot. The material gain from the last mission has made a great difference in available materials. Everybody on the team gains 1 additional gear point until this Quality wears off.

Understaffed. Due to the high fatality rate of the last mission, whenever requisitioning hired help, 1d6 less men are available. If none are available, try some other gear choice instead.

SUPERLITE

SuperLite is a game of four color comic book action. It's based on Greywulf's excellent Microlite version of the d20 system. The core of its superpower system is loosely inspired by the classic FASERIP ranking system. Using this ranking system has the happy side-effect of making the game kinda-sorta compatible with write-ups available from a large number of classic superhero RPG supplements. Unless otherwise noted, assume all rules are as per Microlite20.

STATS

There are 3 stats : **Strength (STR)**, **Dexterity (DEX)** and **Mind (MIND)**. Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

CLASSES

SuperLite only uses two classes: Hero and Ordinary.

Heroes begin at level 1 and start with superpowers (see below). A Hero starts with the total of their attributes (STR + DEX + MIND) in HP, plus 1d6 per level.

Ordinaries are the default NPC class and represent characters with no superpowers or special training. They typically have 1d6 hp per level and average stats. They do not have powers or the ability to spend Action Points. They do, however, get to choose a favored skill.

SKILLS

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, Driving, Climbing and so on.

Science. Mechanical and electronic skills. There's a bit of overlap between this skill and Knowledge—where Knowledge is about **knowing** things, Science is about actually **doing** them. Knowledge will teach the theory behind why your house's electrical wiring works. Science will let you actually wire your house. Covers such things as gadgetry, inventing, rewiring cars and security systems, repairing items and so on.

Subterfuge. The dark side of the skill sheet.

Skulduggery, sneaking around, disarming traps and other such things.

Favored Skill. Each character must choose 1 skill they are best at (called your "**Favored Skill**"). Your rank in that skill will be at your level+3. All other skills will be at your level.

Ordinaries have LVL+3 ranks in however many skills they need to do their job. Other skills will be at LVL.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

CONTESTS

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

COMBAT

If HP reaches 0, characters are knocked out. Unlike stock Microlite, death does not happen unless the attacker specifically states that as a goal.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

Attack bonus = Dex bonus + Level
AC = 10 + Dex bonus + 1/2 Level (rounded down)

Psychic Attack Bonus = Mind bonus + Level
AC for Psychic Attacks = 10 + Mind bonus + 1/2 Level (rounded down)

Unless specifically noted in the description, AC refers to physical AC and not psychic.

Unlike Microlite20, STR does not add to melee attack rolls, only DEX. In addition, SuperLite does **not** use iterative attacks.

Add attack bonus to d20 roll. If equal to higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

A natural 20 also affects the power level a super power will fire at (see the section on super powers for more on this).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Healing. Characters recover their Strength score in HP per day as long as they get full bed rest and treatment.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 4th level super villain = EL4. A super villain team of 5 L4 villains = EL6.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = $10 \times$ your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds +1d6 to Hit Points, +1 to all attack rolls and +1 to all skills.

Every other level adds +1 to AC.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND. Stats that have been replaced by superpowers are not affected. If you don't want to add a point to a stat, you may add +5 HP.

If the level divides by five (i.e. level 5, 10, 15, 20, etc) you can choose one of the following benefits:

- **Acquire a Signature Move.** Name and describe one Signature Move. Whenever you perform that move, you gain +1 to hit and effect and another +1 to hit and effect for every 5 levels you've attained (i.e. a 15th level character would be at +4). Every time you take this, it applies to a different Signature Move.
- **Acquire a Quality.** You gain a new quality, as per the section on character creation.
- **Advance one power by one rank,** with GM approval.
- **Add +1 AC permanently.**
- **Add 10 points to your HP.**
- **Knowledge.** Your experience has taught you about one enemy or common situation (Nazis, fighting fires, robots, whatever). +4 to all non-combat skill rolls in a situation where your knowledge may apply. You also gain a +2 bonus in combat during situations under those circumstances. You can apply this bonus to to hit rolls, damage, AC or initiative, but only one at a time. Every time you take this, it applies to something different.

HERO POINTS

Characters begin each session with 3 Hero Points . Each Hero Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to both physic and physical AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.

- Bring your character back from the dead...in the next adventure.

- Advance a power (see the super powers section).

Except in a few specific circumstances (such as advancing powers), only 1 Hero Point can be spent on a given action.

RECOVERING HERO POINTS

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Hero Points.
- Every time you roll a natural 20, you gain 1 Hero Point.
- Every time you start a new session, the Hero Point pool is fully refreshed. Any unused Hero Points from the previous session will be lost.

Don't hoard your Hero Points--they're meant to be used!

SUPER POWERS

The spirit of this system is improvisation. If you have a choice of several ways to resolve a rules situation, always pick the one that resolves fastest or with the most entertaining or surprising consequences.

Handwave anything that will slow the game down or make things less fun. Seriously.

CREATING A SUPERHERO

When you create a character, answer the following questions:

1. From where does your power arise?

Know that not only will this show where your power comes from, it can also show how it can be taken from you.

2. What is(are) your greatest weakness(es)?

Your Achilles' heel. The GM will decide what happens to you when this is called into play.

It can also be a psychological trait or something your character cares about greatly in addition to the usual raft of weird frailties superheroes are often saddled with.

Every time a weakness comes into play, the GM may award you a bonus Hero Point, which may be used later.

3. Call your power something appropriate.

The answer to this question is often called your “power set”.

Now choose a few things your powers let you do. These will be your starting powers.

How many starting powers you get will depend on what kind of campaign GM is running. In general, each power will either be **broad** or **specific**.

A **broad power** will let you do many things. Superspeed, for example, could (depending on the type of game you play in) let you run fast, vibrate through solid objects, hit many opponents at once, create a tornado, search a building nearly instantly—the limit of the power is your ability to come up with plausible rationalizations.

A **specific** power, in contrast, lets you do only a small number of things. Super strength lets you hit things harder, lift more weight, makes you more durable...maybe jump farther, but that's about it. It's not nearly as flexible as superspeed.

Beyond that, the sky's the limit—describe what your character does. The GM may veto your powers and make you break them apart into several more specific powers.

Making a character with one power called “Super Stuff”, for example, would be a bit vague. You might instead list your powers as “Super Strength”, “Super Speed”, “Invulnerability”, “Kryptonian Super Senses”, “Flight” and “Heat Ray Vision.”

If the name doesn't immediately describe what each power enables you to do, now would also be a good time to jot down a few sentences describing the power's scope and application.

BEGINNING RANKS

Each power is given a Power Rank. The power scale goes (from low to high) Feeble, Poor, Typical, Good, Excellent, Remarkable, Incredible, Amazing, Monstrous, Unearthly, Shift-X, Shift-Y, Shift-Z, Class 1000, Class 3000, Class 5000, Beyond on the classic Marvel scale.

Each rank is associated with a bonus. These are summarized (along with other useful bits of information) on the big Power Chart at the end of this document and on the chart below.

Rank	Bonuses
Fb	-10
Pr	-5
Ty	0
Gd	+5
Ex	+10
Rm	+15
In	+20
Am	+25
Mn	+30
Un	+35
SX	+40
SY	+45
SZ	+50
C1K	+55
C3K	+60
C5K	+65
Beyond	+90

Exactly what ranks you can set your powers at depends on how the GM sets the campaign's power level.

Here are some examples:

High End/Justice League. You can have 2 broad powers with a rank of Unearthly or 1 broad power with

a rank of Shift-X.

Avengers. You can have 2 broad powers with a rank of Monstrous or 1 broad power with a rank of Unearthly.

X-Men. You can have 1 broad power with a rank of Monstrous.

Street Level. You can have 1 broad power with a rank of Remarkable or 3 specific Remarkable powers.

Skip the follow section if you dislike (moderate) complexity and are happy with your character as it stands. Otherwise...

Buying Powers

Once you know the type of campaign you'll be in, you know your starting power levels. You can break down or adjust the number of starting powers in a number of ways.

You can trade down your powers' ranks to gain different abilities. Lowering one of your broad powers to one rank below your campaign start will net you 8 points or 16 for two ranks below campaign start.

Lowering one of your specific powers to one rank below your campaign start will net you 2 points or 4 for two ranks below campaign start.

You can spend these points on the following:

1 point

- **Choose one Quality** that gives you +2 on any rolls where that quality may apply. It might also influence the story in other ways, as the GM deems appropriate. Examples might be: Mysterious, Fearsome, Famous Inventor, Rich Playboy, Super Patriot.
- **+2 to one attribute**—Str, Dex or Mind. This increase is permanent and not affected by any conditions that might negate your powers.
- **Gain 10 hit points, permanently.**

2 points

- Your maximum number of **Hero Points** per adventure increases by 1.
- **One more of your skills is now at LVL+3** instead of simply being at your LVL.

- **Raise 1 specific power by one rank**, up to campaign limits. This only applies to powers bought with points.

4 points

- **Gain 3 specific powers**, starting at Typical, 2 specific powers at Good or 1 specific power at Excellent.
- **Raise 1 broad power by one rank**, up to campaign limits. This only applies to powers bought with points.

8 points

- **Gain one rank in a broad power**, starting at Typical.

The GM can also allocate additional points to help tweak characters. Anywhere from 4 - 8 points would be appropriate.

Any unspent points are converted to experience at a 1:1 ratio.

Things To Think About When Buying Powers

- **Powers can replace attributes.** If a power replaces an attribute, it will do so while that power is active. If a power isn't active, then your character's rolled ability score takes over. When your attribute is boosted, your hit points increase to the new level.

Generally speaking, it's not a good idea to allow more than one attribute to be replaced by one power. Either split the power into two smaller powers or only allow one attribute to be boosted at a time.

If you replace STR, the power at the listed rank bonus becomes your stat (i.e. Unearthly +35 Super Strength = 80 STR). In other words, double the rank bonus plus 10 = the new stat value.

If you replace Dex or Mind take the value listed under the Mod column on the Power Chart, double it and add ten. In other words, Incredible Superspeed lists a 6 under the Mod column, $6 \times 2 + 10 = 22$ Dex. If this is lower than your rolled Dex or Mind, use your rolled Dex or Mind instead.

Note that even though these powers replace an ability score, they are still considered superpowers and should be noted separately—it's still useful to know that your high Dex comes from a Monstrous level of Superspeed or that your character has Amazing Strength.

- **Gadgets.** You can declare any of your powers to be items. They can be separate (e.g. a utility belt filled with gadgets) or all features of one item (say, a power suit). Items automatically gain one power rank but they can be broken, stolen, or lost. An item's material strength is equal to its highest power rank.

This bonus to rank may exceed campaign power levels, unless the GM specifically vetoes it.

Broad powers declared as gadgets could represent items such as a sheaf of trick arrows or a utility belt—the hero has a large array of items, but never has to declare that he has that specific power ahead of time (e.g. “Ah ha! I'll use a glue arrow to slow that speedster down!”).

Specific powers declared as gadgets are noted on the character sheet ahead of time and represent powers that don't change much from adventure to adventure. Iron Man almost always has his power armor available and that power armor usually has repulsor rays and the ability to fly, for example.

If you want your gadget to be made of sterner stuff, you can expend 1 point per rank to increase its material strength if it only contains specific powers or 2 points per rank if broad.

Example: Norse Storm Hammer Guy is an Avenger class super hero. He is immensely strong (Monstrous rank super strength), can summon storms (and other dramatic weather phenomena) at Amazing rank, fly at Good speed and has a Good ability to travel to other dimensions.

The player decides that his storm summoning, flight and dimensional travel should all come from an intimidatingly large hammer. Their values increase to Monstrous, Excellent and Incredible, respectively. The hammer's material strength is Monstrous, should anyone attempt to break it.

Since the hammer itself is an artifact, forged of Uru-metal at the dawn of time, the player feels that it should be more indestructible than that. He spends his remaining 4 points to increase it 2 ranks to Shift-X material strength. It is now a very tough hammer indeed.

- **Powers as skills.** Some heroes are so good at something that it can't be natural. Martial arts, detective work, languages or science are all possibilities. In those cases, take the skill as a power. You gain half the power's rank (rounded down) as a bonus to all skill checks in that power's realm. For these purposes, Typical rank gives a +1 bonus, Poor is worth nothing and Feeble actually

penalizes rolls by -2.

If the skill is something that could conceivably give bonuses to multiple rolls simultaneously, then you have to choose how to split your points at the beginning of your action in a round.

Broad powers give skill bonuses to a wide variety of situations. Specific powers give skill bonuses to a small number of situations—3 or 4 tops as a rule of thumb.

Example: The Dark Avenger has an Incredible +20 level of skill in the martial arts (specific power). He can split his +10 bonus (20 pts, divided by 2) in any number of ways in combat: +5 to hit, +2 to damage, +3 to AC. Or perhaps +1 to hit, +9 to damage and +0 to AC, etc. His Master Detective power, however, can apply to any number of situations ranging from analyzing a crime scene, negotiating with criminals, laboratory work, or various forms of constructive paranoia.

USING SUPERPOWERS

Almost all superpower use falls into the same pattern: Describe, Roll To Hit, Roll For Effect.

1. **Which power are you using?**
 2. **Describe it and what you want to do with it.** If it's not a cut and dried case, this is the point where you and the GM will decide how the power works. See the section on “Common Effects And Actions” for some guidelines.
 3. **The GM assigns mods** depending on how reasonable/appropriate the description is to the problem.
 4. **Roll to hit if the action you're attempting is targeting something elusive.** Rolling to hit is a standard combat to hit roll, with all the usual bonuses and penalties.
- A natural 20 on this roll means that you automatically roll a 20 on step #5.
5. **If the power hits, roll for effect.** To determine the effective power rank, roll 1d20 + Power Rank + modifiers. Refer to the DC column on the Power Chart. Round your total down to the next lowest threshold. This is the effective Power Rank you achieved.

If the power's rank is reduced to less than Feeble, the power fizzles.

Example #1. Your cosmic power ring gives you the Remarkable (+15) ability to make objects out of force

fields. You want to throw a force bubble around your mortal enemy, *The Crimson Plague*. After successfully making a ranged attack roll, you roll a 13 on d20 for effect. 13 (the d20 die roll) + 15 (from your power ring) = 28 = Remarkable rank.

The Crimson Plague will need to break through a Remarkable barrier to escape.

Example #2. Davey Jones is attempting to send Manhattan to the watery depths. He has Monstrous (+30) control over water. Since he plans on flooding the city with a massive tidal wave, the results will be an attack on all objects in the city and a lot of drowning people.

Manhattan gets a -14 size modifier (from the modifier table following the Power Chart), but since this is a fairly extreme application of power, the GM doubles that to -28.

Davey Jones rolls 1d20 and gets a 14. $14+30-28 = 16$, for a Good result. Everything in Manhattan takes Good (+5) damage from the flooding. The GM rules that living creatures will "merely" have to make swim checks (this is a comic book universe after all) if they're in harm's way. Hope everyone remembered to bring a life preserver...

If it's not dramatically important, then you can assume a roll of ten on the effect roll. Most movement falls under this category.

Using Normal Abilities Against Superpowers

Sometimes, a situation will arise when someone with no superpowers could reasonably affect something with a power rank. For example, trying to overcome a force field with your own strength or using your normal senses to detect an invisible girl...

In cases like that, roll for effect as normal, but instead use the bonus from their most appropriate attribute. In some situations, skill bonuses can also be applied.

Example: Captain O'Malley has been imprisoned by Gluemaster in a blob of rubbery goo of Good strength. To resist, O'Malley rolls 1d20, plus his Str bonus of +2. He totals 8, which is Poor. The good cop isn't going anywhere tonight.

COMMON EFFECTS AND ACTIONS

The following situations are intended as guidelines on how to handle superpower effects. Not all situations will be or can be covered. **When in doubt, just pick a column on the Power Chart that returns numbers that look close to what you're looking**

for and run with it—in the end, the important thing is that game play not be slowed down.

Oftentimes when confronted with a new situation, you can pick a similar mechanic and then base the result off that. Your character wants to use his laser blast to blind his opponents without hurting them? Use the mod column instead of damage to give them a penalty on all skill and attack rolls for a short period of time.

Your villain wants to use his magnetic powers to wrap a superhero in steel rebar? Sounds similar to how a force field works, only the material strength will act as a barrier to keep the hero in, rather than keep damage out.

If it's **somewhat different** from the power's usual uses (using weather manipulation to zap someone with lightning), then you might rule that the power is at -1 or -2 ranks for that purpose. You can also require several more skill rolls and extra time as the hero concentrates on getting it "just right".

If it's **very different** than the power's usual uses (using weather manipulation to fly), you'll want to refer to the section on learning new uses for your powers (Advancing Powers, at the end of this document).

Attacking, Inflicting Damage With Powers. A typical attack will do $1d6$ + the effective power rank bonus in damage. Armor can subtract from this number (see Defense). The minimum is zero damage.

Attacking, Hitting Things With Other Things. Sometimes, you may want to attack multiple targets at once by throwing a big object at them (or merely swatting them with it).

To do so, you have to have the object in hand, which means you'll have to use an action to pick it up. Then make an attack roll vs the area you're attacking (usually AC 10, plus range modifiers)—if successful, you do damage to all opponents in the area targeted in an area proportional to the size of the object (i.e. if you want to swat a small crowd of evil-doers, you'd better have an object at least the size of a house at hand).

The damage done is equal to $1d6$ + your effective strength rank. If the effective strength rank is greater than the material strength of your weapon it may break it (see Breaking Things), but it still does damage to the targets.

The GM may allow the targets a chance to make a saving throw for half damage, if he deems they have the movement capability to get out of the way of the object. If they are very fast and roll very well on their save, they make take no damage at all.

Breaking Things. In order to break an object, you must target it (sometimes at a penalty on your to hit roll, varying depending on its size) and beat its material strength (for sample material strengths, see the table below).

If you do so, it's damaged. Hit it again, exceeding its material strength, and it's destroyed. If you exceed the material strength by two ranks or more on the initial attack, it goes straight to destroyed.

Use common sense—if it's a really big object and your attack is relatively small in size, then you just make a hole or render it nonfunctional rather than pulverizing the object.

If a gadget has been hit hard enough to be damaged (either because it has been directly targeted or simply because it is in the way of an attack) 1d3 of the gadget's powers will be reduced by 1d6 ranks each. If a power drops below Feeble rank, then that power is destroyed. Gadgets are repaired automatically after each session, unless there's a good plot reason not to do so.

Rank	Some Sample Material Strengths
Fb	Paper
Pr	Plastic
Ty	Rubber, soft metals
Gd	Brick, light metals
Ex	Concrete, iron, bulletproof glass
Rm	Reinforced concrete, steel
In	Solid stone
Am	Granite
Mn	Diamond, super heavy alloys
Un	Adamantium
C5K	Neutronium

Defense. Defensive powers work in one of several ways. Either your power works like **body armor**, a **force field** or **gives a bonus to your AC**.

Depending on the way your power's described, it might not work at full value against certain types of damage, if at all. For example, metal skin may be great against physical attacks, half value against energy attacks and worthless against electricity.

Defense, Body Armor. Body armor subtracts from any damage you take, with a minimum of 0 points taken. It works at 1/2 rank all the time, rounded down. For the purpose of rating body armor, Typical power ranks have a full bonus of +3, Poor as +1. Feeble defensive powers have no effect.

You can also perform a **total defense**—your character hunkers down and braces himself for damage. It's the only thing you can do in an action save move slowly, but you get to use your full rank as armor.

Defense, Force Fields. Force Fields usually need to be turned on before they start protecting you.

They can work either like Body Armor or they can be expanded to protect a greater area. When expanded (usually to radius = the Prog column in meters as a maximum), they act like a bubble composed of a material of the same strength as your effective power rank.

If the attack is greater than the FF's material strength, the shield goes down and the targets inside are vulnerable and potentially take the excess damage, depending on the situation. If a FF goes down it can't be reestablished for another 1d3 rounds, but it can be reverted to Body Armor on the next action.

Defense, AC Bonus. Some powers make the target harder to hit. While active, use the power rank's bonus from the mod column of the Power Chart as a bonus to AC. The mod column bonus may also be used to modify the roll when performing the Dodge combat maneuver. This bonus can apply to either psychic or physical AC, as appropriate to the power's details.

Mind Control. After hitting with a psychic attack roll vs psychic AC, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Mind + Subt or Knowl). If there's any doubt which is more appropriate, then use the highest total.

Give the defender a +5 bonus if it's something they're not usually inclined to do. If it's something that's completely against their nature, give them +10.

The target gets to roll to resist every round. Each following attempt is at an additional +1. If you fail to mind control a target and try to mind control them in the same way again later that encounter, they get an additional +1 for each extra attempt.

Power vs Power. There are going to be some situations where two superheroes will go head to head, using their powers directly against one another. For example, a villain with magnetic control might try to use his power to throw a school bus off a tall cliff while a hero with telekinesis tries to stop him from doing so.

In cases like this, you can do a quick roll between the characters—1d20 + power rank + appropriate modifiers, with the highest effective power rank winning. A tie means the characters are deadlocked and must roll again next round.

For more involved situations, make it a Contest, as noted under the Skills section on page 1.

For very stressful situations (and the school bus example would qualify), each participant takes 1d6 damage from fatigue and stress for every round they participate in the struggle.

Pushing Powers. You can always use a power at its own rank level. If you need to push your abilities, you have to roll for it. Pushing is a free action and can be combined with other actions, as the GM permits.

You can only attempt to push a power to one rank higher and every round you successfully do so, you take 2d6 damage. It is, however, possible to exceed an Unearthly rank in this manner.

Pushing a power requires a Mind roll vs DC 15. You can add +4 to this roll by taking another +2d6 points of damage, or +8 by taking +4d6 damage.

Example: You have Amazing weather control but for one round, you need to push it to Monstrous. You have a Mind of 13 (+1). Roll 1d20 + 1 (your Mind) vs DC 15. If successful, you take 2d6 damage but can extend your power much farther.

If you fail a Push roll, your power is at -2 ranks until you take an action to catch your breath and regroup.

Throwing Things/Jumping/Knockback.

To throw something, your lifting power (strength, telekinesis, whatever) must be equal to or greater than the weight of the object you are throwing. To find out how far they fly, count up the number of ranks your lifting power is in excess of the object's weight and add 1. Count down that many ranks on the Progression column on the Power Chart from the top. Multiply that number by 1 meter.

A successful to-hit roll may be required to get the subject of your toss anywhere near the target.

Example: Norse Storm Hammer Guy has a Monstrous strength. Spying an enemy fleeing across the aircraft field, he grabs one of his team mates and throws him at the enemy. His teammate has a Typical weight. Monstrous is 6 ranks over typical. Looking 7 rows down on the Progression column, he finds a multiplier of 100. He can toss his friend a total of 100 meters.

Jumping is a similar situation, except that you are throwing yourself. Use your own weight to calculate distance. If you can take a running start first, add an additional row to the number of rows you count down.

Again, a to-hit roll may be useful to make sure you wind up in the right spot.

Example: Captain Establishment is an Olympic class athlete with Excellent Strength. His body weight is Typical. Excellent is 2 ranks greater than Typical. With a running start, he can jump 4 rows down the progression column (1 for the throw, 1 for the running start)—10 meters, or 3 down with a standing start—5 meters.

Knockback. Fights between very powerful combatants can be dramatic—a successful hit may cause the target to go flying backwards quite a distance. On a successful hit, treat knockback as a throwing attempt, except subtract 2 from the number of ranks over the target's weight. Use the **effective** strength of the attack instead of the attack's listed ranks. Body armor, force fields and other such defenses have no effect on knockback unless the defender is braced for it.

Some attack powers aren't appropriate for knockback—for example, psychic powers, a lot of martial arts abilities and so on—none of these tend to cause significant knockback in comic books. The GM is the final arbiter on this.

Example: Norse Storm Hammer Guy belts a robot with his hammer. NSHG has a Monstrous strength and the robot weighs 200 kg (Good rank). Normally, his attack strength is Monstrous, but he rolls well, getting an Unearthly result. Unearthly is 6 ranks greater than Good. Subtracting 2, that's 4 levels of knockback, or 10 meters.

Transmutation. Transmutation involves changing something from one form to another: lead into gold, people into bunnies, cars to carrots, whatever. You can only transmute up to your power rank on the weight column on the Power Chart.

Transmutations that affect people must last for a set amount of time--refer to the duration table below the Power Chart at the end of this document for some sample durations. If it's a minor transformation, use the number listed. If it's a major transformation, double the modifier. If the target is inanimate, the duration is as long as the plot requires (no duration penalty required).

After hitting with an attack roll, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Str+Phys). If there's any doubt which is more appropriate, then use the highest total. Objects resist with their material strength rank.

ADVANCING POWERS

You can advance your powers in several ways.

You can gain **new applications of your power** or you can **upgrade the scope** of your current powers. *For example, if your core power is a cosmic ring that lets you form objects out of force fields and blast enemies, a reasonable new application of your power would be to dazzle enemies with flashes of light, or perhaps flight. Turning yourself into a donkey might be out of the realm of possibility, though.*

*Likewise, if one of your powers is turning yourself into electricity and traveling along phone lines, you could attempt to expand your power's scope so that you could travel along **any** conductive surface.*

In order to attempt to expand your powers, you must attempt them in an adventure and succeed on a Mind roll: first, you spend 1 Hero Point. Roll 1d20 + Mind and compare on the table on the following page to see if you have the willpower to push yourself beyond your limits. You can spend another Hero Point to get a bonus on this roll.

DC 5	Fail
DC 10	-3 ranks
DC 15	-2 ranks
DC 20	-1 rank

If you succeed, the new power works and at a power rank equal to the most similar power you already possess, modified by the result on the table above. If that would mean the resulting power would be less than Feeble in rank, then the attempt fails.

If you're expanding the scope of your powers, then a simple Mind roll vs DC 15 succeeds (after spending the Hero point) and your power remains at the same rank.

If you do this successfully 3 times (usually over successive adventures), then you officially have that power permanently. Add it to your sheet, using the most recent result as your new power's rank.

You can also **upgrade the rank of your power** as per the section on Level Advancement earlier.

GM permission is necessary to gain any powers above Unearthly—the gap in power between Unearthly and Shift-X is significant enough that it may be somewhat unbalancing to the campaign.

THE POWER CHART

Rank	Bonus	DC	Mod	Prog	Weight	Flying Speed	Running Speed
Fb	-10	0	0	1	25 kg	50 kph	Normal running speed
Pr	-5	5	1	2	50	100 kph	50 kph
Ty	0	10	2	5	100	150 kph	75 kph
Gd	+5	15	3	10	200	250 kph	100 kph
Ex	+10	20	4	25	400	400 kph	150 kph
Rm	+15	25	5	50	1 ton	600 kph	200 kph
In	+20	30	6	100	10 tons	800 kph	300 kph
Am	+25	35	7	250	50 tons	1000 kph	400 kph
Mn	+30	40	8	500	75 tons	Mach 1	600 kph
Un	+35	45	9	1,000	100 tons	Mach 5	800 kph
SX	+40	50	10	10k	250 tons	Escape velocity	Mach 1
SY	+45	55	11	25k	500 tons	Relativistic	Mach 5
SZ	+50	60	12	50k	1000 tons	Light speed	Mach 10
C1K	+55	65	13	100k	Chunk of continent	Light years per day	Escape Velocity
C3K	+60	70	14	500k	Small planet	Light years per hour	Relativistic
C5K	+65	75	15	1million	Large planet	Light years per minute	Light Speed
BYD	+90	100	20	1billion	Off the scale	Off the scale	Off the scale

MODIFIERS TO ROLL

RANGE

0	Up to a city block (free)
-2	A few miles
-4	Across the city
-6	Across the state
-8	Across the continent
-10	Orbital/intercontinental
-12	To the moon
-14	Across the solar system
-16	Light years
-18	Across the galaxy
-20	Intergalactic

AREA OF EFFECT

-2	2 targets, close together
-4	A small group
-6	A large group
-8	A house
-10	Neighborhood
-12	A town
-14	A city
-16	A state
-18	A country
-20	A planet

Double these mods if something extremely dramatic/draining is happening (e.g. attempting to engulf a planet with fire).

DURATION

-2	Several seconds
-4	Several minutes
-6	Several hours
-8	Several days
-12	Several weeks
-14	Several months
-16	Several years
-18	Centuries
-20	Indefinite

Whether or not a duration is required depends largely on the situation, desired effects and description of the power.

TUMBLEWEED

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

CORE RULES

STATS

Tumbleweed uses three stats: **Strength**, **Dexterity**, and **Mind**.

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down**.

CLASSES

There are six classes: **Desperado**, **Grifter**, **Gunslinger**, **Law Man**, **Maverick**, and **Preacher**. Characters begin at level 1.

Desperadoes are wild men who live on the fringes of society. Outlaws, hired thugs, strong men, thieves and murderers all count themselves among their number. They gain a +1 to all attack and damage rolls. This increases by +1 at 5th level and every 5 levels afterwards.

Grifters are con men and swindlers. Always on the road, one step ahead of their victims and the law. Grifters get a +1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards.

In addition, once per adventure per level, they can make a target believe one "fact", no matter how implausible, as long as the Grifter succeeds in a MIND+Comm roll vs the opponent's skill roll (usually MIND+Sub or Know).

Gunslingers. Renowned for their lightning fast reflexes, Gunslingers gain a +2 initiative bonus when using firearms. They are also better at certain firearms maneuvers than other classes: see the maneuvers section for more information.

A Gunslinger, however, will always have a preference for either pistols or rifles, never both—they can only use their special abilities (including their initiative bonus) with that type of weapon.

Law Men. Usually out-gunned and under-equipped, Lawmen are what passes for justice on the frontier.

Law Men can use a Tin Star to face down criminals (see the equipment section). They also gain a +1 to hit and damage with either six shooters or rifles, their choice. This bonus increases by +1 at 5th level and every 5 levels thereafter.

Mavericks are fast on their feet, masters of all trades, always with an eye on the brass ring. They can choose two favored skills at first level instead of just one.

Preachers. Holy men, spreading the word of the Lord as far as possible. Preachers get a +1 to Communications rolls at 1st level. This increases by +1 at 5th level and every 5 levels afterwards. Preachers can also use Bibles (see the equipment section).

Other classes. Just write down your profession, give yourself a bonus roughly equal to the ones above and get on with it. If you want to be a 3rd level Showgirl, we're not going to stop you.

Alternatively, feel free to rename classes to fit other concepts. For example, an Indian Brave could be a Maverick with favored skills in Physical and Survival. A Mountain Man could be a Desperado with a favored skill in Survival.

NATIONALITY

Pick a nationality or ethnicity and then choose either a +2 to one stat or a +2 to any type of skill rolls that are a point of national pride.

For example, you could declare yourself to be a Mexican and say that your national pride is your skill with rifle-work. From then on, you'd get a +2 to attack rolls with rifles.

Another person might say that they're an Indian and their tribe has always been good with horses—they'd gain a +2 with rolls involving horsemanship, possibly including to-hit rolls while on horseback.

It's perfectly fine for two people from the same background to have different bonuses since it's all a matter of opinion.

If you have absolutely no opinion on your nationality, call yourself an American, praise the melting pot, and give yourself the +2 bonus anyway.

SKILLS

There are five skills: **Communication, Knowledge, Physical, Subterfuge** and **Survival**.

Each character must choose 1 skill they are best at (also called your "favored skill"). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll higher than the given Difficulty Class to succeed. For example, Climbing would use Phys + STR bonus. Dodging a falling rock is Phys + DEX bonus. Finding a trap is Subt + MIND bonus. Disabling a trap is either Subt + DEX bonus or Know + MIND, depending on the nature of the trap.

Note that there are no "saving throws" as such in this game; use Phys + STR or DEX for Fortitude and Reflex saves. Will saves are usually MIND bonus + your level.

CONTESTS

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps it's a high speed chase on horseback, maybe it's a high stakes game of poker. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

Note: a "round" in this case does not necessarily have to be a combat round—it could be any length of time that would be dramatically appropriate.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing money, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences. Some examples would be cheating in a hand of black jack, or having your horse jump a gulch to put distance between you and a pursuer.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, pull a lever, etc. Only roll once, on the first round of combat--the order stays the same for subsequent rounds.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level
Armor Class (AC) = 10 + one-half your level, rounded down + DEX bonus.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

Characters can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10, and a fourth at -15 if the total bonus is +16 or more. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2. No more than four attacks can be made in a round, regardless of bonus (five if two weapons are used).

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a gun into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is. Note that ranges are relative to the weapon used: “far away with a -10 penalty” for a pistol may only be a -4 range penalty for a rifle.

MANEUVERS

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around. Gunslingers get an extra +2 to hit while aiming with their preferred type of firearm. You can not dual wield or Fan The Hammer while Aiming. You **can** Aim while taking a Trick Shot.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + DEX + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zipped when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Fan the hammer. This requires two hands and a single revolver. In exchange for expending 2 more rounds than usual and a -4 penalty on all attack rolls that round, you gain one extra attack at your highest attack bonus. Gunslingers take only a -2 penalty.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed STR + Phys rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons require the attacker to make a missile attack targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a Dexterity Check (the DC is listed with the explosive) and only take half damage.

Trick Shots. Declare what your shot is going to do—it could be anything from shooting a weapon from your opponent's hand to blowing his hat off to extinguishing a lantern. Make a to-hit roll at -8 (-4 for a Gunslinger using their preferred type of firearm).

If it's against a live opponent, then he makes a save (usually DEX or STR + Phys) against a DC equal to your attack roll (with the to hit penalty) and either drops the weapon or is intimidated, which could have effects ranging from a -2 to hit on his next action to flat-out surrender, depending on how much he failed by and what, exactly, you did.

If he **makes** the save (i.e. his save roll is **higher** than your to hit roll), then the attack applies against his AC (again with the -8 penalty)—he still might be shot by accident.

Against an inanimate object, use a flat DC, higher for smaller objects or more difficult shots. Aim, range and cover all apply to Trick Shots.

Two weapons. You can wield two light weapons and attack one extra time with the off hand at your highest attack bonus, if you take a -2 penalty on all attack rolls that round. Gunslingers only take a -1 penalty when dual-wielding their preferred type of firearm.

SECOND WIND

Twice per day, a character can catch their Second Wind, restoring half their lost hit points. This takes up a single action.

If you are at 0 hp and losing strength, a Second Wind will put you back at 1 hp.

OTHER HAZARDS

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type, but a good generic deadly poison will do 5d6 damage over the course of a few minutes.

LEVEL ADVANCEMENT

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

EQUIPMENT

Axe. 1d10 damage, two handed.

Bow and Arrow. 1d6 damage. The character's strength bonus applies to damage rolls if the bow was made for that character.

Bowie Knife. 1d6 damage.

Brawling. Technically not equipment since everyone comes equipped with fists, elbows, feet, knees, teeth, foreheads, etc, but listed here for clarity. 1d4 damage.

Derringer. 1d6 damage. A tiny revolver with abysmal range and damage and with only a 2 round capacity. Highly concealable.

Dynamite. 3d6 for one stick, thrown. Every additional stick adds +1d6. DC 15 to save for half damage.

Hatchet. 1d8 damage.

The Holy Bible. The written words of the Lord, a Preacher's best friend short of the Almighty himself. Works like a Tin Star (see below) in that a character can use it to get an opponent to repent of his sins, possibly resulting in hesitation, surrender or retreat. Only a Preacher may wield the Holy Bible.

The opponent gets a +5 bonus to their save (if not

Loot. \$200 gives you one EL. Every doubling of that gives you another EL. e.g.: \$200 = EL1. \$400 = EL2. \$800 = EL3. \$1600 = EL4. This only applies to Loot gained per adventure, total, per character.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to your primary skill(s)
- +1/2 to all other skills
- +1/2 to AC

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, or MIND.

more) if they are not religious or are from another, non-Christian, religion.

If a Preacher is trying to use the Bible on more than one target at a time, there is a -1 penalty to his targets' saves for every 2 people that could be classified as faithful to the Preacher's religion in that group.

Machete. 1d8 damage.

Rifle. 2d8 damage. 18 round capacity before reloading. Impressive range.

Shotgun. 2D10 damage, short range. 2 round capacity if double-barreled, otherwise only 1.

Six-shooter. 2d6 damage. 6 round capacity.

Tin Star. This is a sheriff's badge, and the only law a frontier town may ever see. Only a Law Man can use these.

As an action, the character can present the badge, and make a Comm + MIND roll vs the opponent's Know + MIND (Or STR, if higher). If successful, the criminal hesitates for one action. If successful by 5 points or more, the opponent surrenders. The GM can rule that some opponents will never surrender, only run away, hesitate or retreat.

If the Law Man tries to use his Tin Star on more than one opponent, give them a bonus to their save equal to +1 for every person in the group.

Tomahawk. 1d8 damage.

ANIMALS

Type	HD	HP	AC	Damage, Notes
Bear	6d8+24	(51 HP)	15	Claw +11 (1d8+8), Bite +6 (2d8+4)
Dog / Coyote	2d8+4	(13 HP)	13	Bite +3 (1d6+3)
Donkey	2d8+2	11	13	Bite +1 (1d2)
Herd Animal	3d8+9	(22 HP)	13	Butt +3 (1d8+6), Trample +3 (1d12)
Horse	3d8+6	(19 HP)	13	Hoof +2 (1d4+1)
Rat	1d2	(1 HP)	14	Bite +4 (1d3-4)
Rat, Texas	1d8	(3 HP)	13	Bite +3 (1d4)
Rattlesnake	1d8	(4 HP)	17	Bite +4 (1d2-2) + Poison (3d6 damage, DC 15 for half)
Wolf	2d8+4	(13 HP)	14	Bite +3 (1d6+1)

All creatures have a bonus to all skills equal to their number of Hit Dice, if appropriate. For skill areas a creature is well-known for being good at, give them +3 skill ranks for that task. Examples would be wolves tracking, horses jumping obstacles, etc..

FOES

Whenever you need NPC's, simply choose their profession—that's their class. Either **choose** their level, if it's important, or roll 1d4. If the roll comes up 4, roll d8. If that roll comes up 8, then roll d20 for level.*

*Also known as the "Red" Gurdy Pickens Rule.

If you don't have a preference for statistics, give them a 14 in whatever stat they're good at (if any) and 10 in any other stats. Give them 4 hp (+ STR bonus) per level and favored skill in whatever skills they need to do what they do.

Minor NPC's don't typically get special abilities or Second Winds, which is why it doesn't really matter what you call their profession.

More important NPC's can be created using one of the classes given earlier in this document. These NPC's usually get class abilities and the ability to use Second Wind.

Example: The players run across a band of miners in the wilderness. The miners have a few guards with them and they're being led by "Smiling" Sam Whitmore, the lyingest conman west of the

Mississippi.

The GM decides to roll 3d6 for the number of miners—there's 12 miners in total. Rolling a d4 for the average level of miners, he comes up 1. A typical miner will be Str 14, Dex 10, Mind 10, have 6 hp and +4 in Physical (level +3). All other skills will be at +1.

*The guards, he decides, will be Desperadoes. The d4 comes up 4. He does **not** roll again since that's already plenty tough—the Desperadoes are now all 4th level. He creates them the same way normal player characters would be, assigning them separate nationalities and everything, since they're supposed to be a challenge. There will be exactly as many guards present as needed to make the encounter challenging.*

Smiling Sam himself will be a higher level character, Grifter class, probably a level or two greater than the player characters. He'll have a nationality, the ability to use Second Wind and will probably sneak off before the players can capture him, if they're not careful.

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Well looky here! We got ourselves another rattle-brain come out West way aiming fer treasure n' spooking up trouble. Likely you'll git plenty o the latter and scarce the former.

I reckon there ain't no use trying to set you straight, so listen close to what Ah'm telling or you won't live long enough to regret yer daftness.

★ LINEAMENTS ★

There are three telltale qualities that measure the calibre of a person in these parts. Best hope you measure up or else you may be leaving with yer boots higher than yer hat.

- **Grit:** You gotta be strong and steady.
- **Tact:** You need to be quick and nimble.
- **Wits:** You gotta be level headed and resolute.

★ EXPERTISE ★

Here are the skills that'll keep you alive. If they ain't in yer repertoire, go back wherein ya came from.

Amity: Folks don't much care for grim looks n' fighting words. A bit of neighborliness and a tip o the hat goes a long way to keeping tempers even and information flowing.

Athleticism: Can't much make anything useful of you if you can't roll up yer sleeves and git to work, or ifin ya can't git out of yer own way fer that matter. The borderlands aint no place fer a dandy.

Learning: Now academicians aren't all too common to the Frontier. That's probably cause the smart ones don't come out here. I reckon though educated folk will find getting along a smidgen easier.

Wile: Sometimes you'll find it prudent to keep yer whereabouts and yer business to yerself, specially when yer getting into other folks business.

Wilderness: If there's one thing everybody got to be able to do, its stay alive in the wilds. The borderlands an unforgiving place, best stay on its good side.

For example, Climbing would use Athleticism + GRIT bonus. Dodging a falling rock is Athleticism + TACT bonus. Finding a trap is Wile + WITS bonus. Disabling a trap is Wile + TACT bonus.

★ VOCATIONS ★

Though getting by may be tough out West here, employment comes easy to folks of the following persuasions:

Frontiersman make their homestead wherever they may roam. They gain +3 bonus to Wilderness and a +1 bonus to hit with Far range firearms. At fourth level a frontiersman may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Frontiersmen use Light and Medium melee weapons, bows and crossbows. They can use all firearms. You've got to have a 12 in WITS to be a Frontiersman

Gadgeteers actually believe their wacky contraptions will tame the West. They gain +3 bonus to Learning. Gadgetry produces effects like those found in a wizard's spellbook, but just can't seem to do all the same things a Prestidigitator can. Gadgeteers use Light melee weapons, Crossbows and Whips. They can use one firearm of their liking. You've got to have a 12 in WITS and 10 in TACT to be a Gadgeteer.

Gunslingers solve most disputes with bullets. They gain +3 bonus to Athleticism and a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 5th level and every five levels. Gunslingers are able to tote a gun in each hand without any hindrance. Gunslingers use Light and Medium melee weapons and any gun that still got a bullet left. You've got to have a 12 in TACT to be a Gunslinger.

Preachers tote the word of the all-mighty the way others tote their shooters. They gain +3 bonus to Amity. Their prayers have a miraculous and clerical effect. Preachers use Light melee weapons and whips. They can use Pistols. You've got to have a 12 in WITS to be a Preacher.

Prestidigitators employ magics of a bewildering nature. They gain +3 bonus to Wile. A Prestidigitator's magic is of the enchanting, illusionary, and mind affecting type. They use Light and Medium melee and can use Short range pistols. You've got to have a 12 in WITS to be a Prestidigitator.

Ruffians can fight with pretty much anything they

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can git their hands on. They gain +3 bonus to Athletism. A Ruffian's Dirty Fighting does 1d6+ GRIT damage, increasing by one die type at 5th level and every five levels. They can fight with anything (kicks, punches, chairs, etc). A Ruffian can be enraged once per day which doubles GRIT but halves WITS, lasting 1 round/level. Ruffians use all melee weapons and can use revolvers. You've got to have a 12 in GRIT to be a Ruffian.

Shaman use their mystics to protect the frontier. They gain +3 bonus to Wilderness. Shamans have some powerful Medicine Magics you may call nature spells. They use Light and Medium melee weapons. They also use Bows and Crossbows and one firearm of choice. You've got to have a 12 in WITS and a 10 in GRIT to be a Shaman.

Wearing Two Hats
Some adventures may see fit wear more than one hat. Ifin you live long enough to be of fourth level you may find yer head big enough to wear a second hat.

KIN-FOLK
Living on the borderland is a dangerous thing and there ain't many folk daft enough to give it a go, so it takes people of all creeds working together to git it done.
Humans were among the first to venture out beyond the safe havens of the East. It's that pioneer-

ing spirit that drives them on. Humans gain +1 to all skill rolls.

Gnomes follow their curiosity wherever it may lead. The borderland's about as curious a place as can be found in the world. Gnomes gain + 1 to TACT and +1 to WITS.

Half-elves have an unquenchable yearning to run free in the wilds. Wide open reaches of the West give them all the room they need. Half-elves gain +1 to TACT and +1 to two skills of their choice.

Half-orcs are no stranger to hardships, in fact I reckon they thrive on it. I'd hate to think of the condition of things without them. Half orcs gain +2 to GRIT.

WEAPONS & ARMOR

- **Melee Weapons**
- Light Weapons: Damage 1d6
- Medium Weapons: Damage 1d8
- Heavy Weapons: Damage 1d10

RANGED WEAPONS

- Bows: Medium and Long range, Damage 1d6.
- Crossbows: Short and Medium range, Damage 1d10.
- Whips: Short range, Damage 1d6.

ARMOR

Borderlands are so dangerous, folk been acting like knights of old. Adventurers have taken to wearing protective leathers and hides. Helps the claws and bites hurt less.

Armor has an Armor Value (AV). It increases AC by its value and reduces damage by the same number.

- Padded Hide: AV-1
- Padded Leather: AV-2

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- Leather Plate: AV-3

★ FIREARMS ★

Everybody, and I mean *EVERYBODY* gots to have a gun. Because if you don't got one, that's why you need one.

- *Pistol*: Short range, Single shot, Holds 2, Damage 1d8.
- *Revolver*: Medium range, Single shot, Holds 6 or 8, Damage 2d6.
- *Lever-action rifle*: Long range, Single shot, Holds 15, Damage 2d8.
- *Sharpshooter rifle*: Far range, Single shot, Holds 1, Damage 2d10.
- *Shotgun*: Long range, Single shot, Holds 1 or 2, Damage 2d12.
- *Drake Tamer*: Long range, Single shot, Holds 1, Damage 2d20.

★ TRUSTED STEED ★

Only one thing rates as important as yer gun, and that's yer horse. You ain't got a thing if you ain't got a horse. Sometimes you can find a good steed fer sale, or you can acquire a mount who's rider is...um...no longer needing its services, but most often you need to wrangle one yerself.

Wrangling and breaking a wild stallion is a difficult thing. In fact, all horses have a DC to break. You can use whatever skills you think you got to break the horse, the DC is always the same. When you break them, the DC becomes a special line-

ment for horses called SPIRIT. This is treated just like yer own GRIT, TACT and WITS. You apply the horse's SPIRIT bonus to all skill checks for riding. For example, a horse with a 15 SPIRIT gives its rider a +2 bonus to ride checks.

If you can bond with a horse it'll treat you real good. To do this, you must check yer Amity vs the horse's DC. Try once a week. After four successes, you alone gain an additional +1 bonus to riding yer horse and you add yer Amity to the DC for anybody else to ride it.

★ THE JUDGE ★

The Judge is the person to tell you what's what and who's who and how yer gonna die. You might just say the Judge's word is the *Laaaaaaaaw of the Game*.

★ GADGETRY ★

Them thar Gadgets are always inventing some crazy new gizmo supposed to make life easier fer all us. But between you and me, I wouldn't bet the ranch on it.

Gadgets know how to build a number of gadgets equal to their learning score. Each gadget weighs 1lb per level. Gadgets run on batteries and drain one battery point per level of gadget for each use. When a battery is out of points a new one must be made. New batteries cost \$10 per point to make, and more to purchase.

Remarkable fighting gets remarkable results. On a natural to hit roll of 20, damage dealt is automatically maximum weapon damage plus ability modifier plus a bonus weapon damage roll.

★ BULLSEYE ★

Remarkable fighting gets remarkable results. On a natural to hit roll of 20, damage dealt is automatically maximum weapon damage plus ability modifier plus a bonus weapon damage roll.

★ WILD CARD ★

When the deck seems to be stacked against you or you just can't bare to fail, consider playing a Wild Card. Everybody has 4 Wild Cards to start with and Judges may award further Wild Cards for outstanding play. Play a Wild Card to gain special treatment from the Judge. Examples:

- *Shoot through wall*: Ignore cover when shooting at target.
- *Shot in the belt buckle*: Turn a gunshot wound into a miraculous miss.
- *I ain't dead yet!*: Don't die when you die (recommend once per character).

You can pretty much try any stunt you think of. Judges may require spending more than one Wild Card if the use warrants.

★ ACES & EIGHTS ★

Beware the Dead Man's Hand. Whenever you roll a 1 or an 8 on a d20, roll again. If a 1 is followed by an 8 or an 8 followed by a 1, something of woeful consequence about to happen to ya. The Judge will inform you of yer sentence. Examples:

- Trip and fall



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- Drop weapon
- Gun jams
- Shoot yourself in the foot
- Ambushed by goblins
- Eaten by a drake

★ DAG NASTIES ★

It seems that there just ain't no end to the kinds of twistedest, creepin'est, gnarliest, dag nastiest critters to come crawling form beyond the shimmering dark. Buggers like the tumble weird, cactus, owlbull, prairie worgs. Makes me quiver in my boots, an I ain't afraid of nuthin'!

There are two particular varmints that have been terrorizing the frontier like all the fires of Blazes; drakes and goblins.

Drakes are them giant reptiles of all shapes and colors, most bitting or spitting poison, some acid, lurking in caves, slithering under the sands. Many a rancher has lost their livelihood, not to mention their lives to them critters.

And the goblins, oh the goblins! Swarms of them, like locusts! Gnawing and clawing and eating anything they can sink their teeth into. Almost more goblins than there are bullets.

What kind of nasties gonna make a meal outa you? Only the Judge can tell you that!



So what do you say? You think yer the roughest, toughest, meanest gun toting whipper snapper to come yonder yet? 'Heh-he' Well you better hope so, cause its a loooooong way home!

'HAAAAAAA-HAH-HAH-HAH- heh-hulf-kiiiiii...'

a-HEM



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EDITION
JUNE 23, 2008**

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OWL HOOT TRAIL

by Clinton R. Nixon

Owl Hoot Trail, playtest edition 2.

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If you playtest this game, please fill out the form at http://drop.io/owl_hoot_trail or email me at crnixon@gmail.com with your feedback.

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HOW TO PLAY

Owl Hoot Trail is a roleplaying game set in a fantasy version of the American Wild West. If you have played *Dungeons & Dragons*, many things about this game will seem familiar.

In this game, the players act out the roles of interesting people in the game world. You might play a rough-ridin' cowboy, a fancy man or lady, a no-good horse thief, a steely-eyed lawman, a mysterious mentalist, or something else.

One person playing this game must be the *Game Master (GM)*. Everyone else is a player who controls one *player character (PC)* in the game. The GM controls all other characters and the environment.

The GM's Job

The GM's job is to prepare and run adventures. You are going to be in charge of everything that goes on in the game world. That doesn't mean that you have to plan out everything happening before you can play. It does mean that you have to have an idea about what the game world is like, some specific places and people within it, and how they will react to the PCs. There's many ways to prepare an adventure and many resources on the Internet to help you. Here it is in a nutshell.

Make up situations. Think up some situations where two people or groups of people want something at odds with each other. Here's some examples.

- * Some greedy gold miners want to run off a feral tribe.
- * A vampire lord is wanted by the law ... dead or alive!
- * An iron dragon lives at the top of a mountain pass and eats anyone who tries to cross.

See the *Running the Game* section for more ideas and help creating situations.

Set up the adventure. Given a situation you've thought up, come up with the creatures and people involved. Write out game statistics for them and think about how they talk and act and react. Imagine the areas involved and sketch out some maps. Then, when the game starts, describe this to the players. You should decide where the PCs are at the beginning of the adventure.

Give the players hell. You will act out everybody and everything the PCs meet. Some will be friendly and that is part of the fun of the game. Some will not be friendly and that is also part of the fun. For a lot of people, that's the most fun. Don't pull punches. Have sneaky monsters who plan as well as the PCs do. Have dangerous environments full of pitfalls. Put the PCs in danger.

Reward the players. The players should be rewarding for thinking up clever solutions. You may well give them a situation they can't just shoot their way out of, and they should be rewarded in the game by thinking up a smart way out of it. You will also distribute *experience points (XP)* and treasure.

The Players' Job

As a player, you will have one character you control. Your job is to create that character at the beginning of the game and then decide what they do in the game. Your job is more self-explanatory than the GMs, but here are some things you should do.

Slay monsters and save the helpless. Your character isn't required to be a good person or a hero. With that said, it's assumed that when the chips are down, you will fight on the side of good for whatever reason you may have.

Work together. Your character might be a cold son-of-a-bitch, but remember that they are a character in a rough world and you are playing a game with friends. In the game world, the PCs might have arguments, but in the end they are a band of travelers with common goals.

Help the GM. The GM is in charge of the world, but you can help them out. First, play in their adventure. Don't go charging off into the brush when it's obvious they've made an adventure that goes into a mine. Second, let them know the kind of stuff you want to see in the game.

Be excited. You shouldn't hog the spotlight, but when it's time for your character to do something, do something cool. Be smart and keep your character from buying the farm, but don't cringe away from all danger. Describe what your character is doing with some detail. "I draw my Winston .45 and shoot the goblin in the shoulder" is more interesting than "I shoot him."

CHARACTER CREATION

Level

Write down 1 for your character's level and 0 for their experience points.

Ability Scores

Your character has 3 *ability scores*.

- * **GRIT:** You got to be rough and tough.
- * **SNAP:** You got to be quick and steady.
- * **WITS:** You got to be awake and sharp.

All these abilities start at 0. You have 3 points to split between these abilities, with a maximum of 3 in any one. You may subtract 1 point from one or two abilities in order to gain points to add somewhere else.

Races

Read the *Character Races* section and then choose a *race* for your character. Record the race and any special racial abilities your character has.

Classes

Read the *Character Classes* section and then choose a *class* from your character. If you choose a Gadgeteer, Mentalist, Preacher, or Shaman, read the *Powers* section and section for your class's powers.

Skills

There are 5 skills: *Amity*, *Toughness*, *Learning*, *Wile*, and *Wilderness*. Your character's skill bonus in each of them is equal to their level plus any bonus due to their class or race. Record this and read the *Skills* section to learn more about how to use them.

Hit Points

Your character starts with $10 + \text{their GRIT score}$ in *hit points (HP)*.

Attack Bonuses

Your character has an attack bonus for each type of attack. Write down their totals.

- * *Melee attack bonus* = **GRIT** + level
- * *Missile attack bonus* = **SNAP** + level
- * *Power attack bonus* = **WITS** + level

Defenses

Your character has a *Defense score*, which indicates how hard they are to hit and a *Mental Defense score*, which indicates how hard it is for the supernatural to influence their mind.

- * *Defense score* = $10 + \text{SNAP} + \text{level}$
- * *Mental Defense score* = $10 + \text{WITS} + \text{level}$

Equipment

Your character starts with \$100 to spend on equipment. See the *Equipment* section to choose what your character will start with.

Weapons

Record the weapons you chose for your character, and other weapons they are likely to use, such as an improvised weapon or fists. Beside each of these, write down their combat information, including your character's attack bonus with them and their damage bonus. Note that you should add your character's **GRIT** to their melee weapon damage.

Finishing

If you haven't yet done so, name your character. Write down their characteristics, such as their age, hair and eye color, or anything else you like. Your character is complete.

CHARACTER RACES

Humans

Most folks are *humans*. Humans come in all shapes and sizes and can do what they want in life.

Humans get +1 to all skills. They start with an extra \$50, and can be any class they want.

Half'ins

There's a whole passel of *Half'ins* out on the frontier. Half'ins are short, about 3 and a half feet on average and tend to be a little tubby. They like a good meal and a cold beer.

Half'ins can be Scouts, Ruffians, Scoundrels, Mentalists, Preachers, or Shamans.

They get +1 to **SNAP** and a +1 to Amity. They also get a +1 to their Defense score for being so small.

Ferals

Before humans came out West, *ferals* had been living here a long time. There's all types of ferals, and some get by with humans alright and some don't. It's not easy to tell which tribes are which.

Most ferals live in the wild, but they trade in town. A few end up living in town and taking up human ways. They can make a baby with humans, but it ends up just being a real good-looking human.

Ferals look like lean, rawboned humans with sunken cheeks and pointed ears.

They can be Scouts, Gunslingers, Ruffians, Scoundrels, Mentalists, or Shamans.

They get +1 to **WITS** and a +1 to Wilderness. Ferals also get a +1 to shoot any bow.

Hill Folk

Hill folk, or dwarves, are damn good miners and even better brewers. They're about 4 feet tall and almost always have large beards. Their women-folk don't come down from the hills and their forts are built to be real defensible.

Hill folk get along with humans alright, though. They do a lot of trading and enjoy a lot of the same things humans do. They are very literal-minded, but enjoy a straight-forward joke.

Hill folk can be Lawmen (legally, they're lawmen in their own settlements, not in human settlements), Scouts, Gunslingers, Ruffians, Gadgeteers, or Preachers.

They get +1 to **GRIT** and a +1 to Toughness. Hill folk are also better at spotting underground traps and dangers. They can find these with a result of 4 through 6 on a roll of 1d6.

CHARACTER CLASSES

Lawman

Lawmen get a tin star and a license to keep order. They have a +1 bonus to Toughness and +2 to Amity. They don't get sick and get a +1 bonus to all defenses. This increases by +1 at 3rd level and every 3 levels on. Lawmen can detect if a soul's up to no good within 60' at will and can heal a body up to 2 hit points per level per day by sharing a drink. A Lawman can use any weapon. A character must be law-abiding to be a Lawman, and have at least a 1 in **GRIT** and in **WITS** besides.

Scout

Scouts make their home wherever they may roam. They gain a +3 bonus to Wilderness and a +1 bonus to hit at range 3 and above. At fourth level a Scout may find himself a wild animal to tame and be a loyal companion provided he is rough enough to tame it. Scouts use 1-handed melee weapons, bows and crossbows. They can use all firearms. A scout can use two 1-handed melee weapons at the same time, making an attack with each if they take a -2 on each attack roll. A character's got to have a 1 or better in **GRIT** to be a Scout.

Gunslinger

Gunslingers solve most disputes with bullets. They gain a +2 bonus to Toughness and a +1 to Wile. They get a +1 bonus to all damage rolls with guns. Damage bonus increases by +1 at 3rd level and every 3 levels on. A gunslinger can hold a pistol in each hand and attack with both in the same combat round if they take a -2 on each attack roll. Gunslingers use 1-handed melee weapons and any gun that's still got a bullet left. A character's got to have at least a 1 in **SNAP** to be a Gunslinger.

Ruffian

Ruffians can fight with just about anything they can get their hands on. They gain a +3 bonus to Toughness. Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage, increasing by one die type at 3rd level and every 3 levels on. They can fight with anything (kicks, punches, chairs, etc.) A Ruffian can be enraged once per day which adds 3 to **GRIT** but subtracts 3 from **WITS**, lasting 1 round/level. Ruffians use all melee weapons and can use pistols. A character's got to have a 1 or more in **GRIT** to be a Ruffian.

Scoundrel

Scoundrels are no-good cheats and backstabbers. They have a +3 bonus to Wile. If they successfully sneak up on a foe (usually Wile + **SNAP**, but depends on situation) they can add their Wile skill rank to the damage of their first attack. Scoundrels can use their **SNAP** + level as their melee attack bonus instead of **GRIT** + level if they are using a 1-handed weapon. A scoundrel can use any melee weapon except a sword, as that's a gentleman's weapon. They can use pistols and shotguns. A character's got to have a minimum of 1 in **SNAP** to be a Scoundrel.

Gadgeteer

Gadgeteers can make outlandish contraptions that can produce effects one might call magical. They get a +3 bonus to Learning. Gadgeteers use 1-handed melee weapons and crossbows. They can use one firearm of their liking. A character's got to have at least a 1 in **WITS** and in **SNAP** to be a Gadgeteer.

Mentalist

Mentalists employ magics of a bewildering nature. They gain +3 bonus to Wile. A Mentalist's tricks are of the enchanting, illusionary, and mind-affecting type. They can use 1-handed weapons and pistols. A character's got to have a 1 or better in **WITS** to be a Mentalist.

Preacher

Preachers tote the word of the All-Mighty the way others tote their shooters. They gain a +3 bonus to Amity. Their prayers have a miraculous effect. Preachers aren't the murdering type, so they don't carry pistols. They can defend themselves with anything that doesn't draw blood: whips, staves, clubs, and hammers. A Preacher can use a bow or a rifle for hunting and self-defense. A character's got to have a minimum of 1 in **WITS** to be a Preacher.

Shaman

Shamans talk to otherworldly spirits to protect the frontier. They gain a +3 bonus to Wilderness. Shamans can call on their spirits to perform mystic acts. They use 1-handed melee weapons. They also use bows and crossbows and one firearm of choice. A character's got to have at least a 1 in **WITS** and in **GRIT** to be a Shaman.

SKILLS

Skill Ranks and Tests

There are just 5 skills: Amity, Learning, Toughness, Wile, and Wilderness. Each of them has a *skill rank*.

- * *Skill rank* = level + race bonus + class bonus

To test a skill, you must make a skill roll to beat a Difficulty Class (DC) determined by the GM.

- * *Skill roll* = d20 + skill rank + whatever ability bonus is most applicable + situation modifiers

Determining Difficulty Class

The Difficulty Class of a skill test can be determined from these rough guidelines.

- * *Easy*: DC 10 (or no test at all most of the time)
- * *Normal*: DC 15
- * *Hard*: DC 20
- * *Very Hard*: DC 25
- * Add +5 for anything above that.

These are subjective. You can increase or decrease them in increments less than 5 if you like.

If two characters are competing, both players roll and then compare their totals to determine the winner.

Amity

Hard looks and few words don't always work. Sometimes, you need to make friends. A smile and good cheer can help you get a good deal on that shotgun, get someone to spill the beans, or calm down a rough situation.

For example, talking a soul into giving you the location of their employer who you plan to gun down would be Amity + **WITS**. Recovering from a faux pas in front of a fancy lady from Back East would be Amity + **SNAP**. Gathering up a band of loyal gunmen to back you up would be Amity + **GRIT**.

Learning

An education can serve you well on the frontier. Someone's got to know the law, practice medicine, speak foreign languages, and the like.

For example, keeping your friend off the gallows by citing a technicality or a flaw in the charges no one else saw would use Learning + **SNAP**. Translating High Elf scratchings on an old cave wall would be Learning + **WITS**. Pulling a bullet out of a man's gut so he doesn't die would be Learning + **GRIT**.

Toughness

All sorts of things can test a body out on the frontier. There's cliffs to climb, deserts to cross, mind tricks to resist, and steers to wrestle.

For example, climbing would use Toughness + **GRIT**. Dodging a falling rock is Toughness + **SNAP**. Disbelieving a mirage in the hot desert would be Toughness + **WITS**.

Wile

A poker face can win you a lot more than the pot when you know how to use it. It can keep you out of the jailhouse or in someone's bed. Being a wily son-of-a-gun is a good way to sneak out the back of a saloon or behind a gunman.

For example, bluffing your way into winning a poker hand when all you've got is a pair of fives is Wile + **WITS**. Staring down an armed gunman and convincing them they don't want to open your box of trouble is Wile + **GRIT**. Sneaking up on a fellow would be Wile + **SNAP**.

Wilderness

Learning will get you so far, but it doesn't prepare you for staying alive in the wilds. You need to know how to hunt a critter, what plants to eat, and how to get clean water.

For example, hunting down a wild boar would use Wilderness + **SNAP**. Knowing how to treat a snakebite could use Wilderness + **WITS**. Crossing the plains half-dead on top of a horse with the blazing sun at your back would use Wilderness + **GRIT**.

Other

For unclear situations, roll high on a d6, or roll a d20 + ability bonus + level versus a DC.

POWERS

Gadgeteers, Mentalists, Preachers, and Shamans all have lists of powers they can use. They learn a new power every level, and they start with a number equal to their **WITS**. They can learn and use any power on their list with a rank equal or below 1/2 their level rounded up.

During Character Creation

Choose a set of 1st rank powers for your character's class equal to their **WITS**. Choose one of those powers as a *signature power* for your character.

Mentalists and Preachers

For Mentalists and Preachers, using powers costs Hit Points. The cost is $1 + \text{double the rank of the power being used}$. They can choose one signature power out of each rank that they prefer to use. These powers cost 1 less HP to use. They cannot use a power if they do not have the HP to do so. If a character goes to 0 HP by using a power, they immediately pass out for 2d6 rounds.

Gadgeteers and Shamans

Gadgeteers and Shamans have to appease the whims of science and the spirit world. When they use a power, they have to make a *burnout roll*. They roll $d20 + \text{their level} + \text{their WITS}$. If they roll $15 + \text{double the power rank or more}$, the power goes off immediately and they can use the power again later. If they roll less than $15 + \text{double the power level}$, the power works but doesn't go off until next round, and they temporarily lose that power. A roll of 1 on the d20 is always a failure.

Gadgeteers and Shamans can *push* their signature power, trading the use of the power for greater effect.

They can gain +5 on the power attack roll, or act as if they are one higher level when calculating the power's effect. For example, a 1st level Gadgeteer with the signature power of Force Field can have their force field work for 2 hours instead of 1 hour. They must decide to push their power before making the burnout roll, although they can choose to push after the attack or effect rolls. The power burns out, although it goes off immediately.

In order to get their powers back, a Gadgeteer has got to recharge their batteries and a Shaman has got to have a ritual to call their spirits. This recharging or ritual costs \$10 times the level of power they are trying to recharge because of the metals or incense or whatever that they've got to get together. It takes a good 4 waking hours to deal with all this.

Attacking With Powers

Any power that would affect another character requires a power attack roll. If it is a physical attack, like a flaming sphere or shaft of searing light, roll against the target's Defense score. If it is some other sort of attack, like putting someone to sleep or causing them to flee in fear, roll versus their Mental Defense score.

You do not have to roll if the effect is beneficial to the target. The target's player is the judge of this.

Default Assumptions About Powers

The power descriptions are very short, so you may have to make some assumptions in order to use them. Unless otherwise stated, the target of a power must be within 1 zone of your character. The target of a power is usually 1 person, either your character or another character.

GADGETEER POWERS

Gadgets are usually given colorful names by the gadgeteer. The names used here are simple ways to reference the gadget's effect in the game.

1st Rank Gadgets

Energy Blast: Range 0-1. 1d4+1 damage; +1 blast per two levels above 1st (max 5). Automatically hits; no attack roll.

Light: Object shines like a lantern for 1 turn per level.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb. per level. Lasts for 1 hour per level and follows the gadgeteer.

Force Field: Gives subject +4 Defense bonus for 1 hour/level.

Shocking Grasp: Touch delivers 1d6 per level electric shock damage (max 5d6).

Slow Fall: Objects or creatures fall slowly for 1 round per level or until landing.

2nd Rank Gadgets

Acid Arrow: Range 0-2. 2d4 damage for 1 round + 1 round per three levels.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round per level. Gadgeteer can attack with ball each round.

Invisibility: Subject is invisible for 1 minute per level or until it attacks.

Levitate: Subject moves up and down 10 feet per round at gadgeteer's command for 1 minute/level. 100 ft max.

Spider Climb: Grants ability to walk on walls and ceilings for 10 minutes per level.

Unlock: Opens locked door, even if locked by a power.

3rd Rank Gadgets

Fireball: Range 1-3. 1d6 damage per level, 20 foot radius. Must roll power attack versus each creature in area.

Fly: Subject flies at running speed for 1 minute per level.

Freeze Ray: Range 0-3. Humanoid is frozen in place and cannot even speak for 1 turn per level.

Lightning Bolt: Range 0-3. Electricity deals 1d6 per level damage.

Night Sight: Subject can see in the dark for 1 hour/level.

Vampire Device: Touch deals 1d6 per two levels damage; caster gains damage as temporary HP which last for 1 hour.

4th Rank Gadgets

Dimension Door: Teleports you short distance.

Ghost Eye: Invisible floating eye moves 30 ft./round for 1 minute per level.

Hailstorm: Giant hail falls down over 2 zones for 1 round per level. 3d6 damage per round.

Horrid Tentacles: Tentacles grapple all within 20 ft. spread for 1 round per level.

Polymorph: Gives one willing subject a new form for 1 minute per level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 1 turn/level or until 100 points of damage absorbed.

5th Rank Gadgets

Artificial Mind: Lets you ask one question and get cryptic but truthful answer.

Cloudkill: Poison cloud kills creatures of level 3 or less; injures others. Lasts for 1 minute per level.

Devolution: Subject's **WITS** score drops to -3 for 1 turn per level.

Passwall: Creates passage through wood or stone wall for 1 hour per level.

Teleport: Sends willing target up to 100 miles per level.

MENTALIST POWERS

Common Mentalist Tricks

All mentalists can perform these at will for 1 HP.

Dancing Lights: Creates lights for 1 minute.

Ghost Sound: Figment sounds for 1 round per level.

Prestidigitation: Perform minor tricks.

1st Rank Tricks

Charm Person: Makes one person a friend for 1 hour per level.

Disguise Self: Appearance changes for 10 minutes/level.

Hypnotism: Fascinates 2d4 total levels of creatures for 2d4 rounds.

Silent Illusion: Creates minor illusion of your design while you concentrate.

Sleep: Puts 4 total levels of people or creatures into deep slumber for 1 minute per level.

Ventriloquism: Throws voice for 1 minute per level.

2nd Rank Tricks

ESP: Detect surface thoughts of anyone you can see and concentrate on for 1 turn per level. Can change target.

Hideous Laughter: Subject loses actions for 1 round per level.

Hypnotic Pattern: Fascinates 2d4+level total levels of creatures for concentration plus 2 rounds.

Minor Illusion: As Silent Image plus some sound.

Mirror Image: Creates 1d4+1 ghostly decoys of you for 1 minute per level.

Sixth Sense: Automatically sense danger and others' ill will toward you for 1 turn per level. Only surprised on a 1.

3rd Rank Tricks

Clairvoyance: See through the eyes of another living creature for 1 turn per level.

Deep Slumber: Puts 10 total levels of creatures to sleep for 1 minute per level.

Halt: Person is frozen in place and cannot even speak without your permission for 1 turn per level.

Major Illusion: As minor image, plus sound, smell, and thermal effects.

Suggestion: Compels subject to follow stated course of action for 1 hour per level or until completed.

4th Rank Tricks

Confusion: Subjects behave oddly for 1 round/level.

Great Charm: Make one person or creature believe it is your ally for 1 day/level.

Invisible Killer: Dread spirit does 4d6 damage to subject.

Mind Travel: See and hear another area up to 1 mile away per level for 1 turn per level.

Rainbow Pattern: Lights fascinate all who see them for concentration plus 1 round per level.

5th Rank Tricks

Dominate Person: Controls subject telepathically for 1 day per level.

Persistent Illusion: As major illusion, but no concentration required; 1 minute/level.

Seeming: Changes appearance of 1 person per 2 levels for 12 hours.

Sending: Delivers short message anywhere, instantly.

Weaken Mind: Subject's **WITS** score drops to -4 for 1 day per level. At -4, humanoids cannot form sentences and talk with single-syllable words.

PREACHER POWERS

1st Rank Prayers

Arise: One knocked out ally is immediately awakened.

Armor of God: Aura grants preacher +2 Defense bonus for 1 minute per level.

Bless: Allies gain +1 on attack rolls and skill checks for 1 min./level.

Blessed Lead: Three bullets gain +1 on attack and damage. Lasts for 30 minutes or until discharged.

Divine Favor: The preacher gains +1 per three levels on attack and damage rolls for 1 minute.

Inspire: Gives 1d6+level temporary HP (max +5) to ally.

Light: Object shines like a lantern for 1 turn/level.

Purify Food and Drink: Purifies enough food and water for 2 people/level.

Rebuke Undead: One group of undead fears the preacher, staying in the shadows and refusing to attack.

2nd Rank Prayers

Aid: Ally gains +1 on attack rolls, Defense, and skill checks, 1d8+level temporary HP (max +10).

Delay Poison: Stops poison in system from harming subject for 1 hour/level.

Gentle Repose: Preserves one corpse from decay for 1 day/level.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd Rank Prayers

Create Food and Water: Feeds three humans (or one horse) per level.

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/2 levels damage, or 1d8/level against undead.

Speak with Dead: One corpse answers one question per 2 levels.

Stop Bleeding: Halt the flow of blood from all of one body's wounds by touching them.

Tongues: Speak any language for 1 turn per level.

4th Rank Prayers

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 1 turn per level.

Heal: Heal one major injury by touch.

Neutralize Poison: Immunizes subject against poison for 1 turn per level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

5th Rank Prayers

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question per 2 levels.

Flame Strike: Smite foes with divine fire. 1d6 per level damage to a group of foes.

Raise Dead: Restores life to subject who died no more than one day/level ago. Gentle Repose can double this.

True Seeing: Lets you see all things as they really are for 1 min./level.

Wrath of God: Cause an injury in one target.

SHAMAN POWERS

1st Rank Spirits

Animal Spirit: You can communicate with animals for 1 minute per level.

Flame Spirit: 1d6 damage +1 per level, touch or thrown. Range 0-1.

Mending Spirit: Make repairs on an object.

Mist Spirit: Fog surrounds you, provides concealment for 1 minute per level.

Plant Spirit: Plants entangle everyone in 40' radius for 1 minute per level.

Smelling Spirit: Detect poison in one creature or object.

2nd Rank Spirits

Calm Animal Spirit: Make one normal animal your friend for 1 hour per level.

Metal Spirit: Makes metal so hot it damages those who touch it. 1 round / level, gains 1d6 damage per round, max 4d6.

Swarm Spirit: Summons swarm of bats, rats, or spiders for concentration plus 2 rounds.

Tree Spirit: You look exactly like a tree for 1 hour per level.

Warp Spirit: Bends wood within 20' radius.

Zephyr Spirit: Blows away or knocks down smaller creatures.

3rd Rank Spirits

Dead Spirit: Communicate with the dead. DC 10 + 1 per year dead. Dead may be hostile.

Greater Plant Spirit: For 1 hour per level, creatures in zone take 1d6+3 damage to move, may be slowed.

Stone Spirit: Sculpts stone into any shape.

Storm Spirit: Calls down 3d6 damage lightning bolts from the sky once per round for 1 minute per level.

Water Spirit: Subjects can breath under water for 2 hours per level divided by number of subjects.

Weapon Spirit: Cause a weapon to do an extra 1d6 damage for 1 round per level.

4th Rank Spirits

Air Spirit: Subject treads on air for 1 turn per level.

Greater Dead Spirits: Creates level x 2 total levels of undead skeletons or zombies from corpses. Undead obey simple commands.

Ice Spirit: Hail does 5d6 damage to everything in 2 areas.

Reincarnate: Brings dead subject back in random body.

Stone Spirit: Stone spikes cause all creatures in zone to take 1d8 damage and they are slowed.

5th Rank Spirits

Awaken Spirit: Animal or tree gains human intellect.

Ancient Spirit: You may ask ancient spirit 1 yes-or-no question per level. Spirit may not know all answers. Spirit may be cryptic. Takes 1 turn to use this power.

Greater Storm Spirit: As Storm Spirit, but does 5d6 per bolt.

Greater Flame Spirit: Creates barrier of fire; deals 2d6 + level per round fire damage over entire zone. Lasts 1 round per level.

Plague Spirit: 1d6 locust swarms attack creatures for 1 minute per level.

Quest Spirit: Place a command on a creature to carry out a service. Creature must be able to understand you. Creature will not kill itself. Creature must follow instructions until quest is complete or take 2d6 damage per day and be unable to recover HP.

EQUIPMENT

The price of a piece of equipment varies wildly on the frontier, depending on quality, scarcity, the look on your face, and the drunkenness of the shopkeep. Any prices here are roughly fair and not likely to reflect prices in the game after you buy your character's initial equipment.

There's no way to list here on one page everything a character might need. My recommendation to you is to find an old 1890's Sears & Roebuck or Montgomery Ward catalog. They sell reproductions of these cheap. Take prices from there and multiply by 10.

Dry Goods

Backpack, \$5.
Bedroll, \$1.
Bandolier, holds 50 bullets, \$5.
Blanket, \$1.
Books on subjects such as accounting, botany, cooking, history, mechanics, or other sciences, \$10-40.
Boots, \$20.
Clothes, a set for walking around in, \$25.
Coat, leather, \$50.
Holster, \$3.
Holster, quick-draw-style (always win initiative ties), \$6.
Holy book, pocket-sized, \$10.
Holy book, gilt edged, fancy hardback, \$85.
Journal book, \$5.
Pack of cards, \$5.
Paper, 10 sheets, \$4.
Rope, 50', \$1.
Sack, small, \$0.25.
Sack, large, \$1.50.
Shoes, \$12.
Shoes, dress, \$35.
Suit, Sunday, \$80.
Suit, for a fancy-pants, \$115.
Waterskin, \$1.

Food and Shelter

Pemican (trail rations), 1 day's worth, \$2.
Unpreserved rations, 1 day's worth, \$0.75.
OK meal, \$0.25.
Fancy meal, \$5 or more.
Hotel room, 1 night, \$10-100.

Hardware

Flask, \$0.50.

Hammer, small, \$2.
Ink, 1 oz., \$8.
Lantern, \$10.
Manacles, \$15.
Mirror, hand, \$5.
Oil, 1 flask, \$2.
Padlock, \$20.
Pick, miner's, \$3.
Pole, 10 ft., \$0.50.
Spikes, iron, 12, \$2.

Tack

Bit and bridle, \$10.
Hackamore, \$8.
Halter, \$4.
Saddle, \$45 to \$250.
Saddlebags, \$10.

Animals

Dog: You can find a dog that'll follow you around for the price of a slice of ham. If you want a well-trained dog, one that'll stand guard and protect a man, expect to shell out about \$25.

Donkey: A donkey's a good beast of burden and can walk all day without tiring much. A donkey'll cost you between \$15 for a run-down old jenny up to \$100 for a tough jack. A breeding jack can cost up to \$250.

Horse: You can get a no-good horse for as cheap at \$20 if you know who to talk to. It won't ride worth a damn, though. If you want a horse you can ride cross-country all day, you'll pay \$50 easy, \$75 if you want one that has a lick of sense around cattle. A messenger horse, one that a mail boy would ride, running it hard all day, can cost \$150 or \$200. A lot of those boys work 3 or 4 years to pay off their horse. And, of course, a breeding horse can go for sums of money you've never seen before, \$1000 or more.

Mule: A mule can be as big as a horse, as stubborn as a donkey, and as smart as a dog. You can ride a mule, and some say it's smoother than a good horse, although a mule often acts as if it thinks it's smarter than its rider. For packing and riding in mountains, though, a mule can't be beat. You won't find any cheap mules, but you won't find any too expensive, either. A mule will run you \$40 for a smaller or more ornery one, up to \$250 for a prize mule.

WEAPONS

Melee Weapons

Punching or kicking: 1d3 damage; free as the day you were born.

Hunting knife or large pocket knife: 1d4 damage; \$5.

Throwing knife: 1d4 damage; thrown range of 0; \$6.

Bowie knife: 1d6 damage; \$12.

Hatchet: 1d6 damage; thrown range of 0; \$6.

Club or wooden beam: 1d4 damage; \$1.

Walking staff: 1d4+1 damage; 2-handed; +1 to climbing or walking; \$4.

Whip: 1d3 damage; 1-handed; \$10. Uses **SNAP** + level to attack. Can knock things out of people's hands with an attack instead of doing damage. Can grab things if hit with a hard **SNAP** + Wile test.

Axe handle: 1d6 damage; 2-handed; \$2.

Axe: 1d8 damage; 2-handed; \$10.

Hammer, 4-pound: 1d4 damage; thrown range of 0; \$4.

Hammer, 10-pound: 1d6+1 damage; 2-handed; \$8. Requires **GRIT** of 1.

Saber or other one-handed sword: 1d8 damage; \$75.

Widowmaker sword: 1d10 damage; 2-handed; \$130.

Most improvised weapons: 1d4 damage.

Bows

Hunting bow: 1d6 damage; range of 1-3; \$25.

Long bow, feral-made: 1d6+**GRIT** damage; range of 1-4; \$70. Requires **GRIT** of 1.

Crossbow: 1d6 damage; range of 1-4; takes 1 round to reload; \$30.

Heavy crossbow: 2d4+2 damage; range of 1-4; takes 3 - **GRIT** rounds to reload, minimum of 1; \$50.

Guns

Yellow Jacket .22-cal revolver: 1d4+1 damage; range of 0; 7 shot, \$10.

Hamilton Improved Double-Action .32-cal revolver: 1d6 damage; range of 0-1, 6 shot, \$18. Known to explode on a roll of 1.

Thames Arms Self-Cocking .32-cal revolver: 1d6 damage; range 0-1; 6 shot; \$30.

Mustang's Frontier Sliding Ejector .38-cal revolver: 1d6+1 damage; range 0-1; 5 shot, \$35.

Mustang's Army Service Pistol .41-cal: Now available for sale to all! 2d4 damage; range 0-1; 6 shot; \$65.

Surti & Sfinni Classic .45-cal revolver: Made by the Hill Folk. 2d6 damage; range 0-2; 5 shot; \$130. Requires **GRIT** of 1. Lifetime guarantee.

Bulfinch & Hammersmith's "Foghorn" .50-cal revolver: 2d6+2 damage; range of 0-2; 5 shot; \$200. \$25 extra for pearl stock. Requires **GRIT** of 2.

Blued finish on all the above \$5 extra.

Mustang's Lightning Jr .22-cal rifle: 1d4+1 damage; range 2-3; 15 shot; \$40.

Mustang's Lightning Rifles: Comes in .32, .38, and .45 calibers (1d6+2/1d6+3/2d6+2). Range 2-3; 15 shot; \$70/85/140.

Wyvern Breech-Loading Shotgun: 3d6 at range 0; 2d4 at range 1; 1d6 at range 2; range of 0-1; single shot; \$50.

Hellhound Shotgun: 3d6 at range 0, 2d6 at range 1, 1d6 at range 2; range of 0-1; 2 shot; \$120. Special order "Cerberus" 3-shot edition; \$250. Can fire all barrels at once.

Dragon Rifle: 2d8 + 5 damage; range of 3-5; ammo capacity of 1; .65-caliber. For big game. \$285.

Ammunition

.22-cal, box of 50, \$5.

.32-cal, box of 50, \$10.

.38-cal or .41-cal, box of 50, \$15.

.45-cal or .50-cal, box of 50, \$22.

.65-cal: box of 10. \$10.

Shotgun shells: a box of 20, \$10. Can get standard buck-shot or bird-shot. Birdshot loses one in range, and does half damage, but has +5 to hit.

Arrows and crossbow bolts, dozen, \$3.

COMBAT

Combat is conducted in *rounds*. Rounds are an abstract measure of time, usually between 2 and 10 seconds.

Zones

In combat, the landscape your characters are on is split up into *zones*. Zones are areas demarcated by natural barriers or by the general length a character could run in 5-10 seconds. See the sample combat maps for examples.

Missile weapons have a range they can fire under ideal conditions. Your character can fire one zone closer or further than their weapon's range with a -2 penalty, and 2 or more zones closer with a -5 penalty. They cannot fire more than one zone past their weapon's range.

Actions

Your character can perform one of the following *combat actions* each round:

- ★ Swing a weapon, throw a punch, or the like
- ★ Shoot a gun, crossbow, bow, or throw a weapon
- ★ Reload a weapon
- ★ Run from one zone to an adjacent one
- ★ Provide cover fire
- ★ Use a skill
- ★ Use a power

There are other actions your character can perform for free. They can draw a weapon, run within one zone, dive for cover, stand up, or talk.

Order of Actions in a Round

At the beginning of each round, all players and the GM must declare what their characters are doing. The side with more characters in total declares first. If a character is doing something with a target (attacking someone or moving from one zone to another), that target must be declared.

After all actions are declared, each player rolls *initiative* for their character, which is a d6 + **SNAP**. The GM can roll for each of their characters, or if there is a group of like characters, they can roll once for the whole group. Subtract 1 from your character's initiative for each of the following they are doing:

- ★ Drawing a weapon
- ★ Moving within a zone
- ★ Using a rifle
- ★ Using a heavy melee weapon

Conduct each character's action in order from the highest initiative to the lowest initiative. If an action before your character's prevents their declared action, they can only perform free actions. If your character is running between zones or providing cover fire, you do not have to roll initiative. They are considered to be running or covering the entire round.

Attacking

If your character attacks in melee, throws or fires a missile weapon, or uses a power against someone else, you must make an *attack roll*. Roll a d20 and add the appropriate attack bonus. If your character is attacking with a melee or missile weapon, you must roll equal to or greater than their opponent's Defense score in order to hit the opponent. If your character is using a power, that power will tell you what defense score you must roll equal to or greater than. If you hit, see *Damage and Injury* to see what to do. If you roll a 20 on the d20 before adding the attack bonus, your character scores a *critical hit* on their opponent.

Cover Fire

In order to provide cover fire, your character must have a gun. Your character can provide cover fire for one other character who is moving. If any other character shoots at them while they are moving, your character can fire at the shooter first.

Penalties

There may be circumstances that make actions in combat more difficult. The most common one is that an opponent has some sort of cover, like a door, a barrel, or rocks. If an opponent has only partial cover, your character has a penalty of -2 to shoot them. If they have near complete cover, your character has a penalty of -5. The GM should use this same logic for other penalties.

Firing into a Crowd

If your character fires into a crowd, their target is considered to have partial cover. If they miss, they have a 50% chance to hit a random bystander.

DAMAGE AND INJURY

Damage

When your character hits another character in combat, they do damage to that character's hit points. Your character's weapon or power will show you what to roll for damage. Add your character's **GRIT** to melee damage. Subtract this damage from your opponent's HP.

If this reduces their HP to 0 or lower, you have caused your opponent an *injury*. Any damage taken when a character's HP are at 0 causes another injury.

Critical Hits

If you roll a 20 when seeing if your character hits their opponent, your character makes a critical hit. Roll your damage normally. The opponent takes this damage and also takes an injury.

Injuries

Roll 2d6 and consult the Injury Table to see the effects of a character's injury. If the character already has an injury, add 1 to the result for each previous injury. All of these options are abstract and should be described by the GM and players as it makes sense.

Upon suffering a broken or severed limb, broken ribs, or fatal wound, a character is in shock. Each round, they can test Toughness + **WITS** versus a DC of 20 in order to overcome the shock & take some action.

Healing and Recovery

A character can recover all their HP by having a solid meal and getting a good night's sleep. Sleeping 3 hours on the trail between eating a pot of old beans and getting attacked by a band of ferals doesn't count.

Injuries take a good while to heal, as shown on the Injury Table. They will only heal correctly if set by someone with some medic training. Otherwise, a character will be crippled for life.

A character who has dealt with injured folk before can try to reduce the time it takes to heal. Each day, they can make a Learning + **WITS** test versus 10 + the number of days left to heal. If they succeed, that day counts as 2 days.

Gunshots and Stabbings

Almost all puncture wounds will induce bleeding as will stabbings. When taking an injury from a gunshot or stabbing, any result on the injury table that ends with *bleeding* results in serious bleeding that will eventually result in death if not stopped. If a bullet is lodged in the wound, it must be removed to prevent infection. To keep the injured above snakes, the wound must be heavily wrapped in the case of a serious injury, or have a tourniquet applied or be cauterized in the case of an even worse injury. A tourniquet can only be used on a limb, and that limb will almost certainly be lost.

Injury Table	
2	no effect
3	stunned, lose next action
4	knocked down
5	knocked down & stunned
6	minor injury, knocked out for 2d6 rounds
7	serious injury (broken limb, punctured artery), 1d6+2 days to heal, <i>bleeding</i>
8	major injury (broken ribs, perforated lung), 2d6+4 days to heal, <i>bleeding</i>
9	multiple major injuries or gruesome injury (severed limb, knee shot out), 2d8+6 days to heal, will never be 100% (exact effects up to GM), <i>bleeding</i>
10	deadly wound, will die in 3d6 rounds unless bleeding stopped, will likely lose limb
11	fatal wound (gutted, stabbed through the heart, broken neck or back, etc), will die in 2d6 rounds
12+	instant death

TRAVELING

Time and Movement

When you need to track time in the game, you can use *turns*, which are equal to 10 minutes. These are used to measure movement and lingering effects from powers.

In one turn, a character can walk about 2000 feet. One turn out of every six should be spent resting in order to continue traveling at that speed, so characters can walk over clear land at about 2 miles per hour. It takes much longer to move through forest, over rocks, uphill, underground, or anywhere else where footing is unsure or visibility is not clear. The following list shows some example conditions and the rate at which characters can move per turn.

- * *Creeping quietly over rocks in a twisty cave:* 100 feet
- * *Walking through a forest or brush:* 400 feet
- * *Forced march:* 3500 feet
- * *Running:* 1 mile
- * *Being heavily encumbered:* half speed

In eight hours of walking over clear land, a character should be able to travel 12-15 miles, depending on breaks. An eight-hour forced march over clear land would let a character travel 24-28 miles, and they will be exhausted. A forced march of that length would require at least a hard Toughness check.

Traveling by horse is much faster. A horse can walk at 3-4 miles per hour (MPH), trot at 8-10 MPH, canter at about 15 MPH, and run at 35-40 MPH. Horses need to make Toughness checks in order to canter and run all day.

Hazards and Situations

Characters will encounter many hazards and situations in their journeys. Here's a few.

Drowning: If a character is underwater and holding their breath, roll Toughness + **GRIT** every minute, starting at DC 10 and adding 5 at each check. If a check is failed, the character drowns and will die in 1 minute.

Falling: 1d6 damage per 10', half damage on a successful Toughness + **SNAP** roll. The DC is the depth fallen in feet.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Extreme Heat & Cold: If not wearing suitable protection, roll Wilderness + **GRIT** every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on failed rolls.

Poison: Roll Wilderness + **GRIT** to avoid or for half, depending on poison. Effect varies with poison type.

Bleeding: Lose 1d6 **GRIT** per hour. If **GRIT** reaches 0, character dies. Severe bleeding may be 1d6 **GRIT** per turn or even per minute. **GRIT** returns at rate of 1/day.

Cauterization: Roll Toughness + **GRIT** versus DC 20. If failed, lose one **GRIT** permanently and pass out.

Self-surgery: If a character has to remove a bullet from themselves, they'll need a knife, whiskey, and fire to cauterize the wound. Roll **GRIT** + Learning versus DC 20 to pull out the bullet. If failed, pass out for 1d6 turns and keep bleeding.

Surprise

Normally, a character needs to pass a Wile + **SNAP** check versus DC 10 + opponent's **WITS** + level in order to surprise them. When the situation is more complicated, like two groups on horseback suddenly meeting at a pass, each side rolls 1d6. On a roll of 1 or 2, that side is surprised and cannot act for the first round.

Chance Encounters

The players' characters will meet many other characters. The GM may have already determined how those characters feel about the PCs. If not, however, you can use the following list. Roll 2d6 and add the **WITS** of the main PC engaging with the other characters.

- * 2: Instant total hostility, characters attack
- * 3-5: Hostile wariness, will cautiously watch the PCs
- * 6-8: Uncertain or uncaring, reaction depends on role-play
- * 9-11: Affable, will consider reasonable offers
- * 12+: Characters seek friendship with PCs

Traps

Mines and other areas often have traps. If a character does something which could trigger a trap, roll a d6. The trap goes off on a 1 or a 2. If a character searches for a trap, roll a d6. They find it on a 5 or 6.

ADVANCEMENT

Experience Points

As characters go through adventures, they get better at the things they do. They earn *experience points* (XP) for their exploits. The table below shows how many XP a character needs to get to a certain level.

Gaining Experience Points

Characters gain experience points by having dangerous challenges. These challenges do not necessarily have to be physically dangerous. Lawing up a judge in order to keep one's self out of jail is plenty dangerous, for example.

Whenever a character succeeds at a moderately difficult challenge, they gain 200 experience points. When they succeed at a hard challenge, they gain 400 experience points. When they succeed at a deadly challenge, they gain 1000 experience points. When a character fails at any of the above, they get half that amount of XP.

A moderate challenge is one that uses up precious resources or time, but that the character has a fair chance of winning.

A hard challenge puts the character at real risk. They've still got a good chance, but it's not a fair fight any more. They could come out of this challenge losing a good deal of cash, pride, or skin.

A deadly challenge is what it sounds like. A body who takes on a deadly challenge usually has a chat with their Maker beforehand. A character in a deadly challenge has a real good chance of losing their life or their entire existence.

The amount of XP gained is up to the Game Master, who may choose amounts in between these three choices. The difficulty of a challenge may be determined after the challenge, when the GM can take stock of what happened. Experience is not split between characters: each character in a challenge gains the full amount of experience.

Gaining Levels

When your character has enough XP to gain a new level, consult the Advancement Table to see how many HP they now have. Your character will also increase all their skills, attack bonuses, and defenses. Depending on your character's class, they may gain other benefits.

Lawmen get a +1 bonus to all defenses at 1st, 3rd, 6th, and 9th levels.

Scouts may find a wild animal to tame at 3rd level. They must tame it by themselves. This animal, if its level is lower than the scout's, will gain a level every time the scout gains a level. In addition, this animal will gain +1 to its **WITS** at the scout's 5th and 8th levels.

Gunslingers get an +1 bonus to damage with guns at 1st, 3rd, 6th, and 9th levels.

Ruffians have a special Dirty Fighting attack. It does 1d6 + **GRIT** damage at 1st level and increases to 1d8 + **GRIT** at 3rd, 1d10 + **GRIT** as 6th, and 1d12 + **GRIT** at 9th level.

Scoundrels gain an extra +1 bonus to Wile at 3rd, 6th, and 9th levels.

Gadgeteers, Mentalists, Preachers, and Shamans learn a new power automatically whenever they gain a level. This power must have a rank equal to or below 1/2 their new level rounded up.

Advancement Table		
Level	XP	HP
1st	0	GRIT + 10
2nd	2,000	GRIT + 14
3rd	5,000	GRIT + 18
4th	9,000	GRIT + 22
5th	14,000	GRIT + 26
6th	20,000	GRIT + 30
7th	27,000	GRIT + 33
8th	35,000	GRIT + 36
9th	45,000	GRIT + 38
10th	60,000	GRIT + 40

FOES AND MONSTERS

Humanoid foes can be created using the normal character creation system. For creatures, assign them abilities and a level. If it makes sense, give them powers or increased scores. Normal creatures get 5 HP per level; giant creatures and undead get 7 HP per level. The formula for HP is $10 + \text{GRIT} + (\text{level} - 1) \times 5$ or 7.) Intelligent creatures get +3 to one skill.

You can increase the level of any creature by adding levels. For every doubling of the creature's level, increase the die size of their damage (d4 goes to d6, d6 goes to d8, and so on.)

The undead do not receive injuries. They collapse at 0 HP.

Ant, Giant: Lvl 3, **GRIT 0, SNAP 2, WITS -2**, HP 20, Def 15, MDef 11. Bite +3 (1d6).

Bat, Giant: Lvl 2, **GRIT 0, SNAP 4, WITS -3**, HP 15, Def 16, MDef 9. Bite +2 (1d4).

Bear, Black: Lvl 4, **GRIT 4, SNAP 2, WITS -2**, HP 29, Def 16, MDef 12. Claw +8 (1d6+4) with followup bite +8 (1d8).

Bear, Cave: Lvl 7, **GRIT 5, SNAP 2, WITS 0**, HP 45, Def 19, MDef 17. Claw +12 (1d10+4) with followup claw +12 with followup bite +9 (1d12); or roar attack +12, causes all affected to lose next action.

Chupacabra: Lvl 8, **GRIT 4, SNAP 5, WITS 1**, HP 54, Def 23, MDef 19. Claw +12 (1d8+4) with followup bite +13 (2d6) or throw +12 (thrown 1d12 + 4 yards, take that much damage).

Goblin: Lvl 1, **GRIT 0, SNAP 2, WITS 1**, HP 10, Def 13, MDef 12. Weapon +1. In groups of three, each gains +1 to weapon and defense.

Ghoul: Lvl 3, **GRIT 2, SNAP 1, WITS -1**, HP 26, Def 14, MDef 12. Claw +4 (1d4+2, Toughness + **GRIT** vs DC 12 + ghoul's level test, paralyzed for 1d6 rounds on failure); or weapon. Eats human flesh.

Hangman Tree: Lvl 5, **GRIT 5, SNAP -3, WITS -1**, HP 43, Def 12, MDef 14. Strangle x4 +10 (1d6 each and lift from ground.)

Hellhound: Lvl 5, **GRIT 3, SNAP 1, WITS 2**, HP 33, Def 16, MDef 17. Bite +8 (1d6+3) with followup slam +8 (1d6+3 and knocked prone.)

Leech, Giant: Lvl 1, **GRIT 1, SNAP -4, WITS -4**, HP 11, Def 8, MDef 8. Sneak attack +2 vs. MDef (1d4+1), keep leeching blood automatically every round after that (1d4). If ripped off, 1d6 damage to victim. Can be burnt off.

Mummy: Lvl 6, **GRIT 4, SNAP 0, WITS 1**, HP 49, Def 16, MDef 17. Slam +10 (1d8+4) with followup punch or choke +10 (1d6+4, 1d4 rot damage for the next 1d4 rounds). If killed by a mummy, you become its undead slave. *Undead*.

Owlbear: Lvl 9, **GRIT 5, SNAP 2, WITS 3**, HP 55, Def 21, MDef 22. Claw +14 (1d8+5) with follow-up claw +14; with followup hug +11 (2d8+5); or Howl of Lament +12, all affected are saddened and all wild creatures who hear it come to see.

Rattlesnake: Lvl 1, **GRIT 0, SNAP 2, WITS -3**, HP 11, Def 13, MDef 8. Bite +1 (1d3, plus 1d6 poison damage each hour for the next 1d4 hours.)

Sand Dragon: Lvl 10, **GRIT 8, SNAP 3, WITS 4**, HP 81, Def 23, MDef 24. Crush +18 (1d12+8); or tail grab +13 (1d12) with followup fling +13 (2d6+8 or 1d6+4 if missed); or sand blast +18 (3d6 to all in front of it; can use once every 1d6 rounds.)

Skeleton: Lvl 1, **GRIT 1, SNAP 1, WITS -3**, HP 11, Def 14, MDef 8. Weapon +2 (dam+1). *Undead*.

Spectre: Lvl 4, **GRIT 3, SNAP 2, WITS 1**, HP 34, Def 16, MDef 15. Soul-suck +7 (1d8). Cannot be harmed by normal weapons. *Undead*.

Spider, Giant: Lvl 6, **GRIT 1, SNAP 5, WITS -1**, HP 36, Def 21, MDef 15. Shoot web +11 (1d6, range 0-1) with followup entangle +7 (lose next action); or bite +7 (1d6+1, plus 1d6 poison damage for the next 1d4 rounds.)

Vampire: Lvl 4, **GRIT 2, SNAP 3, WITS 3**, HP 33, Def 17, MDef 17. Slam +6 (1d6+2); or weapon; or grapple +6 (1d4) with followup bite +6 (1d6 and adds to vampire's HP). *Undead*.

Werewolf: Lvl 3, **GRIT 4, SNAP 3, WITS 2**, HP 24, Def 16, MDef 15. Claw +7 (1d8+4).

Wolf: Lvl 2, **GRIT 2, SNAP 2, WITS -1**, HP 17, Def 14, MDef 11. Bite +4 (1d6+2).

Zombie: Lvl 2, **GRIT 2, SNAP 0, WITS -4**, HP 19, Def 12, MDef 8. Slam +4 (1d6 +2) or weapon. *Undead*.

RUNNING THE GAME

In the *How to Play* section, the GM's job is summarized as the following:

- ★ Make up situations.
- ★ Set up the adventure.
- ★ Give the players hell.
- ★ Reward the players.

How to do each of these has been touched on in the rest of this game, but we'll expand on them here.

Make Up Situations

A situation isn't anything more than when one fellow wants something and another fellow doesn't want to let that happen. The key for running the game is to put the players' characters in the thick of it. Think about some of your favorite novels or movies for ideas. Some generic ones are:

- ★ Some bad guys plan to rob a bank/saloon/town/castle that the PCs are guarding.
- ★ A group of pilgrims needs safe passage through some rough territory.
- ★ A prospector wants a mine cleared out of critters and worse things.
- ★ The PCs are stranded and need shelter; whoever lives in the closest shelter isn't friendly.
- ★ And there's always Old Faithful: there's some treasure to be had and the PCs aim to have it.

This last one has an interesting twist in a Western story: *there's a reward out for delivering a wanted man to the law dead or alive*. GMs should feel free to use the hell out of this. It's the Western equivalent of a cloaked man in a fantasy bar with a job that needs doing. The PCs can't resist it. Recommended rewards are \$100 for your run of the mill bandit, up to \$5,000 or even \$10,000 for a body so infamous that the sun darkens at their name.

Set Up The Adventure

There's not a lot to this in *Owl Hoot Trail*. Characters and creatures are easy to build. Before play, make all the characters you think you'll need. You can keep them on index cards to help during play. In addition, make up some generic statistics for level-appropriate characters. Having a generic gun-slinger, shopkeep, or fast desert predator around to pull out for unexpected encounters is always helpful. Likewise, make a list of male and female names to quickly reference during play. This

way, your game doesn't pause for you to make up a name for each random character that pops up.

Maps will help your game run well. Before play, sketch out maps of major locations that you expect the characters might end up at.

Give the Players Hell

During the game, you're going to have to play all the characters that the PCs interact with. Make the ones that are friendly to the PCs plenty helpful. Few things are as frustrating as a game where you've got to pry every last nugget of information out of each character. Friendly characters should talk freely.

Unfriendly characters, however, should be dangerous and crafty. Humans and their ilk will lie, cheat, lay traps, and worse. Monsters are just as bad. A vampire with WITS 3 is smarter than most PCs. Use that to your advantage.

Something to watch out for is *railroading*. This is when you've got a plan of how an adventure's going to go ahead of time, and you use your power to force the PCs into that plan. They will resist, as they should. The players are going to be wily and try to find ways out of the danger you have planned for them. Be ready for that. By having crafty foes that think and react, you can avoid railroading.

Reward the Players

There's three major rewards for players and their characters: experience points, treasure, and status. Experience points have a system outlined in the *Advancement* section. Feel free to give small spot XP bonuses for smart ideas or good roleplaying. Judge the difficulty of challenges after they are completed. Something that seemed deadly at first might be simple, or vice versa. Challenges are usually the same difficulty for all characters involved, but that doesn't have to be true.

Keep a close eye on treasure. You want to reward the players, but part of the fun of the game is managing resources. Keep treasure reasonable. A good rule of thumb is about \$100-200 per PC level per adventure.

Lastly, make the PCs famous or infamous. They are Big Men or Women and bartenders, hoteliers, and shopkeepers will notice that. As they adventure more, let their legend grow and even give them leverage when talking with folks.

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ZOMBIEPOCALYPSE

by Mike Berkey (michael.berkey@gmail.com), Copyright 2008. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

This game is based on SpyLite, although MicroModern will work just as well. For more ideas on how to tweak the system to fit that zombie movie feel, see below under "Dials".

Dials

Default SpyLite is based on the assumption that even first level characters are awesome. Characters should be knife-fighting Nazi spies on the top of a speeding train, sniping foes while hanging upside down from a helicopter in the dead of night during the worst storm of the season...this is SpyLite's default power level...and it's not necessarily very gritty. It's great for a *Resident Evil*-type game, not so much for *Dawn of the Dead*.

This is why ZombiePocalypse has "Dials". **Enable any or all of the following Dials to tone down the players' capabilities.** Or just use MicroModern as the base rule set instead (or do both):

Fear. Fear is the players' worst foe. In any situation where the players are suddenly confronted with zombies or the supernatural, make a **Fright Check**. Use Int or Str + Phys vs a DC equal to twice the strongest monster's hit Dice plus 10. Add +1d6 to the DC if the monster is part of a group, or +2d6 if the monster is part of a very big group.

The penalty for failing a Fright Check varies depending on how badly the roll went. Effects can range from -4 to hit and skill rolls at the low end all the way up to running away, completely melting down, or even tossing your cookies. Effects will typically last 1d6 rounds or more.

Gearless. Sometimes the players are not part of an Agency. In this scenario, they do not have gear points. Whatever gear they have is limited to what they would reasonably have on them at the start of the adventure or find during their explorations. Talents dealing with gear are not available.

Gritty. HP is calculated by rolling 1d6+Str mods per level instead of the usual MicroLite way.

Gore-Fest. Any hit that does more damage than half the target's total HP sprays everything nearby with blood, bits of bone, and internal organs. Critical hits do maximum damage PLUS the rolled amount. Any attack that does a significant amount of damage (GM's

call) may have additional game effects, such as slowing movement, skill penalties, bleeding, or occasional bouts of unconsciousness.

Unremarkable. The players do not have access to Talents and Action Points may only be used to heal.

Zombies

Zombies come in a variety of flavors. Before adding them into your adventure, you should consider their motivations: Are they after brains? Do they eat flesh? Do they exist to spread the zombie plague? Are they under the control of some agency, such as a wizard or government research agency? Or are they just freak mutants, created by a toxic waste spill?

You also need to decide how fast your zombies move. Shambling zombies are less dangerous than the running variety.

Animated Body Parts. Usually the result of a dismembered zombie refusing to die, most animated body parts have no effective attacks. The entry below is for an animated arm or hand.

Animated Parts. HD 1d6 (3 HP), AC 14, Grab +o (Str 8) or by weapon -2 if they can hold one.

Zombie, Acid-splitters. This is a template for a zombie capable of spitting acid or poison. Simply add a ranged attack that does 2d6 acid damage. This attack counts as a "bite" attack if the zombie plague is being used (see below).

Zombie, Dog. HD 2d12+6 (20 HP), AC 12, Bite +3 (1d6+4).

Zombie, Giant Crocodile. HD 7d12+49 (95 HP), AC 18, Bite +14 (1d10+10) or Tail Slap +14 (3d6+10).

Zombie, Gooey. A less resilient version of the normal zombie, suitable for use in shambling hordes.

Zombie, Gooey. HD 1d12+1 (7 HP), AC 10, Slam +o (1d6+1) or Grab +o (Str 12). Grab is then followed by Bite +o (1d6+1).

Zombie, Hulk. Unstoppable, huge and single-minded, this zombie is a tank. For larger versions, add more HD and DR. In the movies, these types of zombies tend to be the result of military experimentation and are usually heavily armed and armored.

Zombie, Hulk. HD 6d12+30 (69 HP), AC 14, Slam +11 (1d6+5) or Grab +11 (Str 20), DR 3.

Zombie, Raven. Avian scavengers feeding on the undead tend to become infected with the disease themselves.

Zombie, Raven. HD 1/4 (2 HP), AC 14, Peck or Claw +4 (1d6-4) or Flutter. If a Peck hits by more than 5 points over the target's AC, the target is blinded for 1d6 rounds. Special Attack: Flutter. Victim takes -1 to AC and to-hit while the raven is using this attack.

Zombie, Raven (Flock). Each flock consists of 2d6 ravens and will attack one target at a time. A swarm of ravens can consist of multiple flocks—in this situation, a “flock” is simply a swarm of multiple birds that attack the same target. Flocks take half-damage from non-flame based weapons and disperse when their HP are exceeded.

Zombie, Raven (Flock). HD 3d12 (19 HP), AC 16. A flock will have 1d3 birds Fluttering each round (for -1d3 to hit and AC per round while the flock is attacking) and will Peck and Claw for +6 (1d6-4) each (making two attack rolls on a given target per round).

Zombie, Regenerating. Treat as another type of zombie, but 1d6 rounds after they're put down, they regenerate and get back up. Body parts slide towards each other, wounds stitch themselves shut. Killing one of these permanently requires special measures, such as complete immolation, encasing in cement and so on.

Zombie, Standard. Your typical off-the-shelf shambling, decomposing horror.

Zombie, Standard. HD 2d12+3 (16 HP), AC 11, Slam +1 (1d6+1) or Grab +1 (Str 12). Grab is then followed by Bite +1 (1d6+1).

Zombie Plague. Not technically a monster, this is an optional effect. If your zombies spread themselves through disease, then zombie bites are toxic. Any character bitten by a zombie must pass a Str + Phys save vs DC 15+the amount of damage or they will become a zombie within 1d10 hours.

If taken below 1/4 HP or killed, this save will be at +5 difficulty and the time to become a zombie goes down to several minutes.

Zombie Hordes

Zombies make excellent candidates for the Combat Scale rules. Instead of fighting a zombie horde directly, players are encouraged to find ways to blockade the horde or split them up into more manageable groups.

Mass Grapple. A common tactic of zombie hordes is the mass grapple. Treat it as a normal grapple, except the larger group gets a bonus to hit equal to twice the difference in their Combat Scales. The larger group also gets the same bonus as a bonus to their effective strength in maintaining a grapple.

A horde cannot be grappled except by another horde.

Threat Level

Zombies, at least in most films, are an environmental hazard that the characters must navigate on their way to achieving a goal. The adventure might be about finding safety, looking for a vital object, rescuing someone...the zombies are an obstacle along the way.

Adventure locations have a Threat Level, the chance every minute during a given scene that one or more zombies are going to come bashing in the doors or crash out of a bit of scenery. It's a number out of 10 and usually doesn't go higher than 5.

Keep it low during the initial parts of the adventure—say at 0-2--and then slowly raise it as things heat up.

The players can also lower the Threat Level by doing something really cool or killing the zombies in a particularly gory or effective way. Doing stupid things (i.e. splitting up, going into the basement) raises it.

Actors

Bartender. Face-2. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 12 (+1). HP 7. AC 11. Club +2 (1d6) or by Shotgun +2 (2d8). Physical +2, Subterfuge +2, Communications +5, Knowledge +2, Science +2.

Cheerleader. Face-1. Str 8 (-1), Dex 12 (+1), Int 10 (+0), Cha 12 (+1). HP 3. AC 11. Punch +0 (1d4-1) or Grab +0 or by improvised melee weapon +0. Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +1.

Farmer, Elder. Spy-4. Str 14 (+2), Dex 10 (+0), Int 12 (+1), Cha 8 (-1). HP 22. AC 12. Punch +6 (1d4+2) or Shotgun +4 (2d8). Physical +7, Subterfuge +2, Communications +2, Knowledge +2, Science +7.

Farmer, Young. Spy-1. Str 16 (+3), Dex 10 (+0), Int 10 (+0), Cha 8 (-1). HP 6. AC 10. Punch +4 (1d4+3) or Shotgun +1 (2d8). Physical +1, Subterfuge +1, Communications +4, Knowledge +1, Science +4.

Jock. Soldier-1. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 8 (-1). HP 6. AC 10. Punch +4 (1d4+3) or Grab +4 or by improvised melee weapon +4. Physical +4, Subterfuge +1, Communications +1, Knowledge +1, Science +1.

Kid. Level-0. Str 6 (-2), Dex 12 (+1), Int 10 (+0), Cha 12 (+1). HP 2. AC 11. Punch -2 (1d4-2) or Grab -2 or by improvised melee weapon -2. One skill at +1, all other skills at +0.

Mad Scientist. Thinker-5. Str 10 (-0), Dex 8 (-1), Int 16 (+3), Cha 10 (+0). HP 18. AC 11. Punch +5 (1d4) or Grab +5 or Syringe +5 (save vs DC 20 or be knocked out). Physical +3, Subterfuge +3, Communications +3, Knowledge +8, Science +3.

Nerd. Thinker-1. Str 8 (-1), Dex 8 (-1), Int 14 (+2), Cha 8 (-1). HP 3. AC 9. Punch +0 (1d4-1) or Grab +0. Physical +1, Subterfuge +1, Communications +1, Knowledge +4, Science +1.

Riot Police. Soldier-2. Str 14 (+2), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 11. AC 11 (15 with riot shield). Shotgun +3 (2d8+1) or Hand-to-Hand +5 (1d4+3). Physical +5, Subterfuge +2, Communications +2, Knowledge +2, Science +2. Has body armor (2 charges, +4 to save).

Security Guard. Soldier-1. Str 12 (+1), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 5. AC 10. Nightstick +3 (1d6+2) or Pistol +2 (2d6+1). Physical +4, Subterfuge +1, Communications +1, Knowledge +1, Science +1.

Standard Issue College Student. Level 0. Str 10 (+0), Dex 10 (+0), Int 10 (+0), Cha 10 (+0). HP 3. AC 10. Punch +0 (1d4) or Grab +0 or Improvised Blunt Weapon +0 (1d6). One skill at +2, all other skills at +1.

Improvised Weapons

Characters in zombie movies tend to make more use of items laying around them, partly out of necessity, and partly out of entertainment value.

Blunt improvised weapons are treated as per Spylite—if a blunt improvised weapon not specifically designed to hit things does maximum damage, it breaks.

Impaling. Sharp weapons will not usually break if used properly, but may embed themselves in their target. A DC 10 Str + Phys check is required to remove the weapon, but it does an additional half damage on the way out. It's the GM's call whether or not a given sharp weapon will act in this way and what constitutes an impaling hit.

Weapons List

Baseball/Cricket Bat, 1d8 damage.

Boat Hook, 1d8 damage.

Chainsaw, does 1d6 damage if not turned on (with a chance of breaking), but will do 2d8 damage if turned on (no chance of breaking). Chainsaws are at -4 to hit when turned on.

On a solid hit, you have the option of deliberately leaving the chainsaw in your victim, doing 1d8 damage per round. The victim can make a Str + Phys check vs the attacker's Str + Phys to throw the chainsaw off. At the GM's option, a running chainsaw may get stuck in an opponent if a high enough damage roll is made (treat as an impale).

Chair, 1d6.

Crowbar, 1d8.

Garden Gnome, 1d6.

Garden Weasel, 1d6.

Golf Club, 1d6.

Lawnmower, 1d8 if not turned on, 2d10 if turned on. -6 to hit if turned on.

Pitch Fork, 1d8. Impales if attack roll beats required number by 5 or more.

Power Drill, 1d8 damage, plus additional effects as per Chainsaw (1d4 continuing damage).

Power Saw, 2d6 damage, plus additional effects as per Chainsaw (1d6 continuing damage), -2 to hit.

Pruning Sheers, 1d6. If closed on a limb, 1d10.

Scissors, 1d6.

Shovel, 1d8.

Relics & Ruins

A rules light post apocalyptic RPG, based on Microlite20 and Microlite74 rules.

Sometime in the far past, civilization ended. Atomic war, natural disaster, alien invasion, no one remembers how or why now. All that is known is the once mighty Ancients are gone. Their legacy lies strewn about blasted ruins, waiting to be claimed once more. You are a child of the wasteland, born of the parch. The wasteland is yours for the shaping, the relics of yesterday yours for the taking. Mercenary, raider, thief, adventurer, relic hunter, slave, king...the future is in your hands.

Making a Character

There are three stats: Strength, Dexterity and Mind.
Roll 4d6, drop the lowest result and add together. Repeat twice more.
Assign the scores between the three stats.
Stat modifier is (Score-10)/2, round down.

Hit Points(HP): Starting hit points equal STR score + 1d6.
Each level advance increases hit points by 1d6 + STR mod. (minimum 1 HP per level).

Armor Class (AC): Armor Class is 10 + DEX mod. + armor modifier (whether from mutation, worn armor or both).

Mental Defense (MD): Mental Defense is 10 + MIND mod. + level.

Action Points (AP): Each character starts with 1 Action Point.

Skills: There are no skills in Relics & Ruins. Players are expected to think like relic hunting mutants and tell the GM what their characters do. The GM then decides whether the action is successful. If the GM decides chance is an element, he may call for a d20 test modified by an appropriate stat modifier and the character's level. If the result is equal to or greater than a Difficulty Class (DC) set by the GM, the action is successful.

Races: Humans or Mutants.

Humans: Pure un-mutated humans. They have no problems using ancient relics (i.e. everything fits the way it's supposed to). Experience base is 20.

Mutants: Can be humanoid, animal or even plant mutants. Mutants receive 4 rolls on the Mutation table, and must take 1 roll on the Defect table.
Experience base is 25.

Equipment

Encumbrance: A character may carry 12 + STR mod. items without penalty. Up to 6 items may be readily available in pouches, hanging from belts, in holsters, slung over the shoulder, etc. Everything else goes into the backpack. Several small things can be group together into a single item (10 chems, 5 grenades, etc.). A week of rations is 1 item.

Starting Gear: Characters start with a backpack, a set of leather armor, one light melee weapon, one week's rations, a waterskin and a set of basic cloths. In addition, each character selects 8 more items from the following:

Upgrade Armor (Lthr to Chain, Chain to Plate)
Upgrade Weapon (Light to Med., Med. To 2-hand)
Add'l. Light Melee Weapon
Add'l. suit of Leather Armor
Shield
Ranged Weapon
Thrown Weapon (x5)
Climbing Kit (rope, grapple, pitons)
Camping Kit (tent, bedroll, etc.)
Healer's Kit (heal 1d4 hp outside combat)
Basic Tool Kit (useful for repairs)
1 Week's Rations
Mundane Relic of choice

Currency: Most of the wasteland operates on a barter economy. There may be a few communities that use some form of currency, which most likely would be useless in other communities.

Low Tech Armor:

Leather Armor: +2 AC
Chain Armor: +3 AC
Platel Armor: +4 AC
Shield: +1 AC

Low Tech Weapons:

Light Melee Weapon: 1d6 + STR mod dmg
Medium Melee Weapon: 1d8 + STR mod dmg
2-hand Melee Weapon: 1d10 + STRX2 mod dmg
Crossbow: 1d10 dmg, requires action to reload
Simple Bow: 1d6 dmg
Small Thrown Weapon: 1d4 + STR mod dmg
Javelin: 1d6 + STR mod. Dmg

Other Low Tech Gear: Refer to any number of medieval equipment guides available.

Animals: Riding and pack animals are available: horses, mules, oxen and giant mutant animals are possible. Up to the GM to determine when and where they can be obtained, and for how much.

Experience & Advancement

Humans have an experience base of 20.
Mutants have an experience base of 25.

Characters earn experience points (XP) when the party defeats monsters, overcomes obstacles, finds or loots relics and for good role-playing. Foes provide 1 XP per hit die. Add +1 XP for each doubling of the foes. GM may add additional XP if the foe had special powers or was particularly powerful.

Characters earn 1 to 5 XP (determined by GM) for obstacles overcome by the party, such as traps or natural barriers that require special effort to pass. The GM may also award bonus XP for good role-playing. Relics and treasures found or looted by the party provide 1 to 5 XP each, including broken or non-functional relics, but not relics that are traded for or given to the party. Mundane relics and low tech gear provide no XP.

Total all the XP and divide evenly amongst the entire party. If total XP received equals or exceeds experience base x current level, zero out the XP and advance character one level. For example, a human needs 20 XP to advance to level 2, 40 XP to level 3, 60 XP to level 4, etc. A mutant needs 25 XP to level 2, 50 to level 3, 75 XP to level 4.
Level advancement provides 1d6 + STR mod hit points (minimum of 1 per level).

Also, add a point to one stat of choice every third level (levels 3, 6, 9, 12, 15, etc.).

Combat

Surprise: Roll 1d6 for each party. On a roll of 1 or 2, the party is surprised and may take no actions that round.

Initiative: Roll 1d20 + DEX mod for initiative, highest result acts first. Characters may take one action each turn (attack, move, charge into melee range, activate a mutation, grab something from their backpack, use a relic, etc.).

Action Points: Player characters start with 1 Action Point. Some powerful NPCs might also have Action Points. Before rolling initiative a player may declare he is using an Action Point that round. Spending an Action Point allows the character to take an extra action that round. Action Points are gone for the duration of a battle once used, but are recovered at the end of each fight.

Attack Rolls:

Melee attack = d20 + STR mod + Level vs. AC
 Ranged attack = d20 + DEX mod + Level vs. AC
 Mental attack = d20 + MIND mod + Level vs. MD

Other modifiers may apply as well. If the total result equals or exceeds the target's AC/MD, the attack hits.

Modifiers:

Poor Visibility -2
 Long Range -2
 Weapon Power +1 to +5
 Back or Flank Attack +2
 Target Concealment/Cover -2
 Attacker Advantage +2 (e.g. high ground)

Critical Hit: d20 rolls a natural 20. Target takes maximum possible damage (e.g. 2d4+2 results in 10 damage on a critical hit).

Critical Fumble: d20 rolls a natural 1. The attacker fumbles, trips, accidentally hits a friend, or experiences a weapon malfunction. The GM has wide latitude on the exact nature of the fumble.

Ammo: Don't bother tracking ammo for relic weapons. On a roll of 1, the weapon malfunctions. Launchers malfunction on rolls of 1 or 2.

Light Weapons and Dex: Players may choose to use their character's DEX mod when using light melee weapons, instead of STR mod.

Dual Welding: Players may dual wield two light weapons or two relic pistols, receiving an attack roll at -2 for each weapon. Multi-arm mutants could theoretically have up to four weapons (up to GM's discretion whether to allow this).

Burst Fire: Relic guns (but not launchers or melee weapons) can conduct burst fire attacks. Apply a -4 to the attack roll. If the attack hits, double the damage result. Burst fire attacks result in a weapon malfunction on a roll of 1 or 2.

Area Effect (AoE)/Cone Effect (CoE): Make one attack roll and compare result to all targets (friend and foe) in the area of effect. Any hit take damage as usual. Misses take ½ damage.

Stun Damage: Any combination of regular and stun damage that reduces hit points to zero or less renders the character unconscious. Stun damage heals 1 HP per minute.

Pulse Damage: Pulse damage only affects robots and machines. However, if a character is hit by pulse damage, re-roll condition for any relics he's carrying. Assume that weapons and armor are hardened against or immune to pulse damage.

Sonic Damage: If attack roll misses, target still takes ½ damage.

Poison Damage: To resist poison, roll d20 + STR mod + Level vs. poison's DC. If successful, the character resists the poison's effect. Otherwise the character takes damage. DC for mutant poison attacks is 10 + Level.

Rest & Healing: At least 8 full hours of rest are required to recover lost hit points. All hit points lost from activating mutations are regained. Other damage is healed at 1 + ½ level (round down) HP per 8 hours (increase by 1 hp if someone in the party has a Healer's Kit).

Hazards

Falling: 1d6 dmg per 10' fallen. ½ damage on DEX + level save with a DC equal to number of feet fallen.

Spikes: Add +1 dmg per 10' fallen, max of +10.

Extreme Heat/Cold: STR + level save at intervals decided by GM or take 1d6 damage. DC decided by GM.

Radiation: Radiation automatically inflicts 1d6 damage at set intervals:

Cold 1d6 every hour
 Warm 1d6 every turn (10 min)
 Hot 1d6 every round (1 min)

Relics

Relic Condition: Whenever a relic is found or looted (even if it just dropped off an enemy) roll 1d6:

Condition	Wpns/Armor	Consumables
Broken	1	1
Malfunctioning	2-5	-
Functional	6	2-6

Whenever a character is subjected to an appropriate stress or shock (such as falling a great height, being swallowed by a giant mutant, falling into a vat of acid, etc.), roll condition for each relic on the character as if they had just found the item, as GM sees fit.

Broken: The relic is obviously beyond repair. However, it can still provide useful parts to repair a malfunctioning relic.

Malfunctioning: Indications that the relic should work (i.e. power light is flashing) but nothing happens when used. These relics can be repaired to make them functional.

Functional: Relic is functional and in good working order.

Repair: Repairing a busted relic requires another copy (kaput or busted) of the exact same relic to use as spare parts. Roll d20 + Mind mod + Level greater than or equal to 20. The duplicate relic is consumed. If a 1 is rolled, the item being repaired is kaput and cannot be repaired (though can still provide spare parts).

Modifying Relic Armor: The higher an armor's AC, the more it comports to the ideal humanoid shape. To modify armor to fit a mutant with unusual body features, roll d20 + Mind mod + Level vs. DC 20 + Armor AC. If failed, the armor becomes busted.

Random Relics:

1	Relic Armo
2-3	Relic Gun
4	Relic Launcher
5-6	Relic Melee
7	Relic Grenade
8-9	Relic Chem
10	Relic Tool

Relic Armor:

1-2 Kevlar Armor; +5 AC; 1 XP
3-4 Alloy Armor; +6 AC; 1 XP
5 Ceramic Armor; +7 AC; 2 XP
6 Composite Armor; +8 AC; 2 XP
7 Reactive Armor; +9 AC; 3 XP
8 Power Armor (+2 STR); +10 AC; 4 XP
9 Storm Armor (+4 STR); +11 AC; 5 XP
10 Crusader Armor (+6 STR); +12 AC; 6 XP

Note: Power, Storm and Crusader armor have communicators and are fully sealed against gas attacks. They use 100 year fusion batteries.

Relic Guns:

d20	Relic Gun:	Dmg	Power	X.P.
1-3	Slugthrower Pistol	2d4	+1	1
4-6	Slugthrower Rifle	3d4	+1	1
7	Sonic Pistol	2d6	+2	2
8	Sonic Rifle	3d6	+2	2
9-10	Laser Pistol	2d8	+3	3
11-12	Laser Rifle	3d8	+3	3
13	Plasma Pistol	2d10	+4	4

14	Plasma Rifle	3d10	+4	4
15	Fusion Pistol	2d12	+5	5
16	Fusion Rifle	3d12	+5	5
17	Stun Pistol	2d6	+2	2
18	Stun Rifle	3d6	+2	2
19	Pulse Pistol	3d6	+3	3
20	Pulse Rifle	4d6	+3	3

Relic Melee:

- 1-2 Light Relic Melee; 1d10 dmg
 3-4 Medium Relic Melee; 2d6 dmg
 5-6 Two-hand Relic Melee; 2d8 dmg

d10	Melee Type:	Dmg Bonus*	Power	X.P.
1-2	Mono-edged	+2	+1	1
3-4	Vibro	+4	+2	2
5	Laser/Energy	+6	+3	3
6	Plasma	+8	+4	4
7	Quantum	+10	+5	5
8	Pulse	+6	+3	3
9-10	Stun	+4	+2	2

*Don't forget to add STR modifier to damage rolls (x2 for two-hand melee).

Relic Grenades (roll 1d6 grenades found):

- 1-2 Frag Grenade (AoE 20'); 3d6 dmg; 1 XP
 3 Stun Grenade (AoE 20'); 3d6 Stun; 1 XP
 4-5 Smoke Grenade (AoE 20'); Poor Vis; 1 XP
 6 Pulse Grenade (AoE 20'); 4d6 Pulse; 2 XP
 7 Incendiary Grenade (AoE 20'); 4d6 Fire; 2 XP
 8 Cryogenic Grenade (AoE 20'); 4d6 Cold; 2 XP
 9 Plasma Grenade (AoE 20'); 5d6 dmg; 3 XP
 10 Fusion Charge (AoE 20'); 6d6 dmg; 3 XP

Relic Chems (duration1 hour unless otherwise stated; all 1 XP):

- 1 Stimpack (instantly heals 1d6+6 hp)
 2 Food Pill (d100; 1 day's ration/pill)
 3 Muscle Booster (+4 STR)
 4 Reflex Booster (+4 DEX)
 5 Brain Booster (+4 Mind)
 6 Anti-toxin (immune to poison)
 7 Anti-rad (immune to radiation)
 8 Reaction Inhaler (+1 Action Point)
 9 Pain Suppressor (+2 AC and MD)
 10 Alertness Booster (+1 Surprise, +4 Initiative)

Relic Launchers:

- 1-2 Flamer (CoE 20'); 2d6 dmg Fire; 2 XP
 3-4 Grenade Launcher (AoE 20'); 3d6 dmg; 2 XP
 5-6 Rocket Launcher (AoE 20'); 4d6 dmg; 3 XP
 7 Plasma Launcher (AoE 20'); 5d6 dmg; 4 XP
 8 Fusion Launcher (AoE 20'); 6d6 dmg; 5 XP

Relic Tools:

d20	Relic Tools
1	Adv. Toolkit (+2 on tests); 2 XP
2	Vidflex (1 use movie player made of flexible plastic sheet): Roll d6: 1 Action (1d3 XP), 2 Comedy (1d2 XP), 3 Romance (1 XP), 4 Instructional (1d4 XP), 5 Drama (1d2 XP), 6 Political/Propaganda (1d2-1 XP).
3	Trauma Bag (Stabilizes dying characters); 1 XP
4	4 Gravpack (allows 6 more items to be carried without penalty); 2 XP
5	Force Field Generator (creates a 20 HP force field; regenerates 1 HP/hr); 4 XP
6	Gas Mask (immunity to gas attacks while worn and properly sealed); 1 XP
7	Multivisor (Goggles w/ low-light, thermal, magnification, range finder & polarizes against bright light); 2 XP
8	Communicator (Sends and receives audio and video); 2 XP

- 9 Electric Torch (operates as a flashlight or a lantern); 1 XP
 10 Suppressor (Repair roll to attach to slugthrower only, suppresses gunshot flash and sound); 1 XP
 11 Regen Ray (Regenerates damaged tissue; heals 1d20 HP, +10 on humans; on roll of 1 the device is busted); 4 XP
 12 Multiscanner (Analyzes air, water, soil & biological samples; built in geiger counter); 2 XP
 13 X-Ray Visor (can see through 2-3 feet of earth/stone, 2-3 inches of metal and about $\frac{1}{2}$ inch of dense metal (lead, gold, uranium); 2 XP
 14 Laser Sight (repair roll to attach to relic gun; +2 on attack rolls); 1 XP
 15 Electronic Scope (repair roll to attach to relic rifle; spend a round aiming for +4 on attack roll); 1 XP
 16 Enviroshield (creates a force field that keeps out the elements; can take 10 HP of damage before collapsing; large enough to accommodate 6); 3 XP
 17 Cloaking Field Generator (creates a light bending field that renders the user nearly invisible (-8 to-hit); field ripples when moving (-4 to-hit), more so when running (-2 to hit); cannot be used with force fields); if hit, field collapses; 5 XP
 18 Jump Belt (allows jumps up to 120' horizontal or 60' vertical, $\frac{1}{2}$ for Bigger mutants); 3 XP
 19 Psiblocker (+2 MD); 1 XP
 20 Psibooster (+2 mental attack rolls); 1 XP

Assume devices run off of 100 year fusion batteries.

Other Treasures (1 XP each):

Ancient relics aren't the only valuables to be found. Adventurers may also find objects that hold value for others and can be bartered in exchange for goods or services. Looted treasures grant 1 XP each. Following are some examples:

- Cured Tobacco
 Fermented Beverages
 Hides, carapace, furs, pelts
 Large teeth or tusks
 Old books, maps and documents
 Old paintings or pictures
 Ornate rugs and tapestries
 Spices
 Holistic herbs
 Fabrics
 Tea
 Crafting materials (wood, metal ingots, etc.)
 Everyday relics
 Ancient packaged junk food (enough preservatives to keep it for centuries)
 Aphrodisiacs (which, depending on local custom and tradition, can include some pretty weird stuff)

Relic Vehicles: Relic vehicles are problematic to a campaign because once the party can fly about in a hovercar at hundreds of miles an hour, the wasteland loses a big part of its mystery and danger. Therefore, GMs are strongly discouraged from allowing party members to permanently acquire a relic vehicle. Better to use them as plot devices, a quick means to get to an exotic location, with the vehicle breaking down or returned to its owner once the adventure is complete. If the GM allows players to acquire a working relic vehicle (say, for example, in a Road Warrior-ish setting), fuel and maintenance problems should be ongoing concerns.

Mundane Relics (all 0 XP):

- 01-02 Holster
 03-04 Utility Belt
 05-06 Solar Calculator
 07-08 Ballpoint Pen
 09-10 Canteen
 11-12 Rifle Sling
 13-14 Bayonet (1d6 hand or 1d10 mounted)
 15-16 Flare
 17-18 Matches
 19-20 Padlock
 21-22 Handcuffs
 23-24 Tuff-E(TM) Garbage Bag

25-26 Penlight
27-28 Survival Compass
29-30 Old I.D. Card
31-32 Empty Soda Bottle w/ stopper
33-34 Sunglasses
35-36 Bar Soap
37-38 Locket
39-40 Goggles
41-42 Wall Thermometer
42-44 Earphones
45-46 Rubber Ball
47-48 Action Figure
49-50 Road Map
51-52 Swiss Knife
53-54 Briefcase
55-56 Wind-up Alarm Clock
57-58 Whistle
59-60 Playing Cards
61-62 Lighter
63-64 Duffel Bag
65-66 Combination Lock
67-68 Sealed Bandage
69-70 Baseball Cap
71-72 T-Shirt (w/ logo or frivolous message)
73-74 Stapler
75-76 Holepuncher
77-78 Paper Tablet
79-80 Box of Paperclips
81-82 Novelty Item
83-84 Roll of Duct Tape
85-86 10' Extension Cord
87-88 MuseBox (TM) portable music device
89-90 Metal Road Sign
91-92 Metal Shopping Cart
93-94 Plastic PVC pipe
95-96 Datadisk
97-98 Set of Keys
99-00 Scissors

Ruins & The Wasteland

What the Characters Know: They know how to shoot a gun and don armor. Illiteracy is nearly universal. The common language spoken by most is a bastardized version of the Ancient's language. They generally know north, south, east and west. The Earth is flat. The Ancients lived in a golden age that was destroyed by a great cataclysm of some sort. They have little knowledge of the wasteland beyond their village.

The Wasteland: The wasteland is an uncivilized wilderness, with a few scattered villages and towns, like islands on the ocean. Not all of the wasteland is a desert. Much of it is vast untamed forest and jungle or radioactive swamp and marsh, growing over the cities and ruins of the Ancients. It teems with weird, mutated life...most of it hostile, and hungry. Traveling through the wasteland is always a risky prospect. Attacks by slavers, raiders and the voracious wildlife are quite common.

Ancient Cities: These decaying cities hold the greatest treasures of the ancients. Most are irradiated, some are inhabited and all of them are collapsing into ruin. Cities close to settlements are probably pretty well picked over. You need to venture far into the wilderness to find a city ripe for plunder. Radiation and hostiles aren't your only worries either. You never know when a crumbling floor or ceiling will collapse.

Undercity: The Ancient's cities were built upon a warren of sewers, subway lines and service tunnels. While these locations probably didn't hold many relics during the apocalypse, they have certainly become home to many creatures and peoples that do hoard these treasures.

Forgotten Facilities: Military bunkers, lost vaults, abandoned factories, remote laboratories, even old shopping centers or malls, all filled to the brim with treasure (or so the rumors say).

Old Roads: While crumbling and overgrown, many of the Ancient's roads are still traversable. Common wisdom has it that these roads usually lead to

some ruin or ancient treasure trove of relics. Of course, they also make convenient ambush sites.

Ancient Battlefields: While plant life has overgrown much of the Ancient's legacy, their ancient battlefields host no flora. Most have some background radiation and many still have functioning robots roaming about, looking for targets to engage. But for the brave (or foolhardy) they can be a rich source of relics.

Crashed Vehicles: Some of the Ancient's vehicles are large enough to serve as dungeons in their own right. Mobile battle fortresses, stranded sea-going vessels or crashed spaceships (perhaps even alien spaceships).

Communities: Small farming villages are scattered about the wasteland, most with less than two or three hundred people. There are a few larger towns as well, mostly situated on common trade routes, and well defended. Communities provide a base of operations for the party, a place to resupply and to trade off unneeded relics or goods. They're also good launching points for new adventures.

Merchant Caravans: There are a few brave souls trailblazing new trade routes between settlements. They bring hard-to-find goods with them, and even more important, information. They are under constant assault, so they frequently hire escorts for protection.

Raiders: With civilization and trade come those who find it easier to profit off the labor of others. Raiders are becoming an ever greater menace. In the wild, raiders will almost certainly attack if they outnumber the party. Communities might pay well to be rid of these pests.

Slavers: The practice of slavery is tolerated to varying degrees in the wasteland. In some places is accepted practice, in others slavers are killed on sight. Generally speaking though, most people don't like slavers...you never know when you might wind up as inventory. If encountered in the wild, slavers may be willing to trade. But, if the party appears weak, the slavers may try to subdue them to replenish stock.

Nomads: Some groups choose to wander the wilderness, hunting and gathering for sustenance, salvaging what relics they can in their travels to trade at the next settlement. Nomads are generally not immediately hostile, but life in the wastes being what it is, they will be suspicious until good intentions are proven. Other nomads may be pilgrims on their way to a holy site or searching for a promised land.

Cults: Most organized religion disappeared with the Ancients. In that vacuum, all manner of strange wasteland cults have sprung up. Some are helpful, or at least benign, but most seem to be hostile or even malevolent. Relic cults are especially common, where groups of primitives worship some ancient piece of technology. Ritual sacrifice is not unheard of with these groups.

Warlords: In some corners of the wasteland, would-be conquerors strive to create pocket empires, little kingdoms to call their own. Warlords actively seek relics and powerful recruits to help them. Many types of scum flock to their banner with the promise of loot, drink, women and power (or sometimes for the promise of a full belly). Of course, maybe someday the player's will be one of these wanna-be warlords.

Cannibalism: Considered taboo by most cultures and communities, engaged in by mostly primitive or feral peoples. However, some communities have no qualms about eating other intelligent species (which technically isn't cannibalism, to them at least).

Mutants

Any number of SRD monsters will serve quite ably as mutant creatures in a post-apocalyptic setting. You should be able to add them to your campaign with little trouble. Following are a few creations and adaptations to get you started.

Creatures add the number of hit dice as modifiers to any tests. If a creature has aptitude at a particular task, add +3. Intelligent creatures will use relics when they can get them, and probably accumulate other treasures as well.

Create Your Own: Assign a number of Hit Dice (using d8 for most, d12 for larger). Hit Dice = bonus applied to attack and test rolls. Mental Defense equals 10 + HD (or just use AC as MD). Assign one or more mutations if desired.

Clicker: HD: 3d8 (13 hp); AC 12; MD 12; mandibles (+3, 2d6); large insect that can be trained as a mount at an early age

Grabber Beast: HD: 5d8 +10 (27 hp); AC 12; MD 18; tentaclesx3 (+5, 1d8 each); immune to sonic and fire; moves slowly; hides beneath ground and waits for prey to come into range, then pulls them in with tentacles

Howler: HD 3d8+3 (18 hp); AC 15; MD 13; bite (+3, 2d4+1); Howling Chill (+3 mental attack to cause flight); tracks prey empathically over vast distances; large mutant canine

Morlocks: HD 2d8 (11 hp); AC 12; MD 16; fist (+2, 1d4+1) or Empathy/Illusion (+6 vs. MD); communicate by telepathy; blindsense; pale ape-like humanoids, blind and hairless; found underground

Olek: HD: 3d8 (13 hp); AC 13; MD 16; by weapon; uses relics or low-tech gear; has four arms and two heads; may have an additional random mutation

Scaleback: HD: 6d8+12 (39 hp); AC 15; MD 16; attack by relic (+6) or sonic blast (+6, 2d4+2); telepathy, immune to sonic; mutant snake-men that like to use relic guns

Talonfiend: HD: 7d8+10 (40 hp); AC 18; MD 17; talonsx2 (+7, 2d6+6); heightened smell and hearing

Xurn: HD: 4d8+6 (20 hp); AC 16; MD 18; by relic (+6); immune to cold; intelligent insect, live in large hives; queen has twice the HD and HP; uses psionic attacks (+8, 3d8+6); they use relics when they can find them, or low tech weapons

Zoms: HD: 2d12 (13 hp); AC 12; MD 12; bite (+2, 1d6+2); immune to radiation, mental effects and poison; inflicts 1d6 radiation damage each round to anyone in melee range; feral irradiated cannibalistic humans

Machines

Note: All machines are immune to mental effects and poisons.

Android, Laborer: HD: 3d8+15 (28 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Leader: HD: 2d8+2 (11 hp); AC 11 + Armor; MD 10; attack by relic weapon (+4)

Android, Soldier: HD: 4d8+16 (36 hp); AC 14 + Armor; MD 10; attack by relic weapon (+6)

Builderbot: HD: 10d8 (60 hp); AC 20; MD: 10; laser drill (+7, 4d6 ranged), saw arm (+7, 3d6) and grabber armsx2 (+7, 2d6); thermal vision; giant construction robot

Docbot: HD: 2d8 (10 hp); AC 12; MD 10; regen ray heals 1d20 damage (+10 on humans); if malfunctioning can reverse polarity and fire a radiation ray that does 2d8 radiation damage

Lawbot: HD: 6d8 (32 hp); AC 18; MD 10; stun pistols x2 (+6, 2d6) and stun grenade launcher (3d6 AoE); low light and thermal vision

Securitybot: HD: 20d8 (110 hp); AC: 23; MD: 10; Fusion Launcher (+13, 6d6, AoE); low light and thermal vision; 20 HP force field

Spiderbot: HD: 4d8 (17 hp); AC 15; MD: 10; laser eye beam (+4, 3d8); low light and thermal vision

Utilitybot: HD 2d8; AC 12; MD 10; mechanical claws (+2, 2d6); thermal vision; general industrial robot

Vendorbot: HD: 2d8 (12 hp); AC: 14; MD: 10; projectile merchandise (+2, 2d4 ranged); uses proximity sensors to target nearby "customers"

Warbot: HD: 80d8 (400 hp); AC: 30; MD: 10; Rocket Launcher x2 (4d6 AoE), Plasma Launcher x2 (5d6 AoE) and Fusion Launcherx1 (6d6,AoE); low light and thermal vision; 40 HP force field; uses grav suspensors to fly about raining death on all

Mutations & Defects

Mutations: Roll 4 times on the following chart. Mutations with (A) after their name must be activated. Activating a mutation costs 4 HP, which can only be recovered after at least 8 hours of rest.

Multiple rolls of the same mutation usually stack (i.e. increase damage, range, weight limits, etc.)

d10 MUTATIONS DESCRIPTION

- 1 Amazing Stat - +4 to one stat: 1-2 STR, 3-4 DEX, 5-6 Mind
- 2 Amazing Defense - +3 to: 1-3 AC, 4-6 MD
- 3 Tougher - +2 Hit Points per level
- 4 Immunity - Takes no dmg from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic
- 5 Better Senses - One sense is vastly superior 1 Sight, 2 Hearing, 3 Smell, 4 Low light (30'), 5 Thermal (30'), 6 Blindsight (30')
- 6 Melee Weapon - Natural melee weapon that inflicts 1d8+STR mod; alternatively, player may opt to take this as an activated touch based healing ability instead (1d8 + Mind mod)
- 7 Ranged Weapon (Activated) - Natural ranged attack that inflicts 1d8 dmg up to 30'; source: 1 Fire, 2 Cold, 3 Acid, 4-6 Normal physical damage
- 8 Psionic Attk (Activated) - Mental attack that inflicts 1d8+Mind mod up to 30'; sourc: 1 Fire vs. AC, 2 Cold vs. AC, 3 Sonic vs. AC, 4 Elec. vs. AC, 5 Psionic vs. MD, 6 Empathy (no damage, ready & manipulate emotions, 7 Telepathy (no damage, read thoughts/mental comm.), 8 Illusion (no damage, audio and visual illusions only the target can see)
- 9 Special Mutation - 1 Extra Arms (hold extra wpns or shields), 2 Bigger (use med. Wpns as light and 2-hnd as med.), 3 Prescient (+1 surprise, +4 initiative, 4 Aquatic (gills & webbed digits), 5 Psychic Shield (A) (entire party may use mutant's MD for defense), 6 Regeneration (heals 1 hp/minute as long as alive), 7 Faster (+1 Action Point), 8 Telekinesis (A) (lift 100 lbs +100 lbs./ Mind bonus), 9 Special Move (A) 60' (teleport, fly, jump, etc.), 10 Player's choice
- 10 Player's Choice - Player may choose specific mutation (i.e. Immunity to Fire)

Defects: Roll once on the following chart. If a character rolls a defect that is the exact opposite of a Mutation the character already has, then re-roll the defect. For example, you can't have both Immunity to Fire and Vulnerability to Fire, but you can have Immunity to Fire and Vulnerability to Cold. Same goes for any Mutations that grant stat and defense bonuses.

d10 DEFECT DESCRIPTION

- 1 Terrible Stat -4 to one stat: 1-2 STR, 3-4 DEX, 5-6 MIND
- 2 Poor Defense -3 to 1-3 AC, 4-6 MD
- 3 Weaker -1 HP per level(min 1hp/level)
- 4 Vulnerability - Take x2 damage from: 1 Fire, 2 Cold, 3 Acid, 4 Poison, 5 Rads, 6 Electricity, 7 Sonic, 8 Psionic, 9 Stun, 10 Player's choice
- 5 Diminished Sense - One sense is much poorer: 1-2 Vision, 3-4 Hearing, 5-6 Smell, 7 Taste, 8 Touch
- 6 Clumsy -1 to all tests and initiative
- 7 Slower -1 Action Point
- 8 Allergic - Mutant suffers -2 on all tests when in contact with: 1 Ferrous Metal, 2 Non-ferrous Mental, 3 Plastic, 4 Sunlight, 5 Insect bites, 6 Alcohol, 7 Chems, 8 Player's choice

- 9 Special Defect - 1 Hemophilia (-1 hp/round after taking combat dmg), 2 Narcolepsy (falls asleep at very inconvenient times), 3 Phobia (intense fear of specific creature, condition or environment), 4 Poor Respiration (cumulative -1 on attack, damage and initiative rolls after 1st rnd of combat), 5 Smaller (cannot apply STR bonus to melee dmg rolls; penalties still apply); 6 Player's choice
- 10 Player's Choice - Player may choose specific Defect (i.e. Vulnerability to Sonic or -4 Mind)

Acknowledgements

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OmegaLite20

A 'lite' conversion of Jonathan Tweet's *Omega World* to Microlite20 by Ed Green

Background

While not a desolate wasteland, the future post-apocalyptic world is a dangerous and untamed wilderness. You come from a small village of a few hundred. You know the area around your village, but little of the world beyond. Your people manage to scrape out a living through meager agriculture and occasional trade with nomads. However, this is not enough of a life for you and your friends.

You've heard stories, myths and legends from the village elders of a Golden Age of the Ancients that ended centuries ago. It was a miraculous age of wonder, destroyed suddenly in horrific fire. Why it ended that way, no one now knows. But some relics yet remain from that distant age, relics of incredible power.

You know what a gun is and generally how it works, but you've never fired one before. You speak a bastardized version of the Ancient language. Other tribes speak their own dialects, but are close enough to your own that you can usually understand them. Reading and writing is currently beyond your ability, but you've heard there are some out there who understand the writings of the Ancients.

Creating Your Explorer

1) Generate stat scores by rolling 4d6, dropping the lowest die and summing the remaining three. Assign to one stat of your choice. Repeat twice more.

The three stats are Strength (STR), Dexterity (DEX) and Mind.

Stat modifier = (STAT-10)/2, round down.

2) Pick a starting race: Pure Human or Mutant.

Pure Humans represent the ideal, unmutated form, and mutants often revere them (or so the pure strains believe). Humans start with two primary skills (see below). They also have an easier time using relics and interacting with ancient technology, such as robots and computers.

Mutants come in various forms: humanoid, insect, reptile, mammal, even plants. All mutants start with +4 in either STR or DEX (player's choice) and -2 in Mind. Further, roll mutations and defects (see Mutations below).

3) Select one primary skill. This skill starts at +3. All other skills start at +1. Your primary skill increases +1 each level. Other skills increase +1 every even numbered level (i.e. 2, 4, 6, etc.).

The skills are:

Physical – Climbing, swimming, smashing stuff, etc.
Subterfuge – Sneaking, hiding, picking locks or pockets, etc.
Knowledge – Area knowledge, history, book learning, etc.
Communication – Negotiation, diplomacy, lying, inspiring, etc.
Survival – Land navigation, tracking, hunting, dowsing, etc.
Tech – Using, repairing and modifying ancient relics

4) There is no currency in the wasteland, so characters start with no money. Instead, select up to 8 items from the following, plus roll 1 random special item (pure humans get 2 random special items):

Standard Gear:

Good Light Melee Weapon
Upgrade Melee Weapon 1 step
Good Thrown Weapon x5
Good Crossbow (w/ 20 quarrels)
Set of Leather Armor
Upgrade Leather Armor to Half-metal Armor
Upgrade Half-metal Armor to Metal Armor
Shield
50 additional quarrels for crossbow
Camping Gear
1 Week Provisions
Tool kit (tools for the Tech skill)
Climbing Gear
Healing Kit (can be used to bind 1d6 HP after each fight)

Special Items:

01-25 = Hybrid Weapon of choice (x5 if Thrown Weapon)
26-45 = Hybrid Armor
46-65 = Trade Goods (equal to a hybrid weapon or mount)
66-80 = Riding Mount (a Hopper or giant beetle)
81-85 = Battle Mount (a Podog or giant lizard)
86-00 = Random working relic

Wpn Type	Good	Hybrid
Light Melee ¹	1d6	1d8
Medium Melee ¹	1d8	1d10
2-Hand Melee ¹	1d10	2d6
Giant Melee ²	2d6	2d8
Crossbow ³	1d8	1d10
Thrown ¹	1d4	1d6

¹ Add STR stat bonus to damage

² Can only be used by large sized creatures; double STR damage modifier

³ Requires 1 round to reload.

Armor Type	AC Bonus	Mutations	
Leather or Hide Armor	+2		
Half-metal Armor	+3		
Metal Armor	+4		
Hybrid Armor	+5		
Shield	+1		
<i>Encumbrance:</i> Characters may carry a number of items equal to their STR score without being encumbered. Several smaller items can be combined in a bag or pouch as a single item (i.e. 6 grenades, 10 power cells, 10 drugs, etc.). At the GM's discretion larger items may count as two or more items.			
If you choose to play a mutant, roll mutations and defects on the charts below.			
You may continue to roll for mutations until you decide to stop or until the cumulative total value of mutations rolled equals or exceeds 10 points.			
You must roll for Defects until the total value of your defects equals or exceeds the total value of your mutations.			
Note that mutations generally stack, subject to GM discretion. Stat bonuses that apply to damage or healing powers do not stack (for example, STR bonus for Claws)			
Some mutations must be activated to use; these are noted with an (A). Activated mutations drain hit points equal to the mutation's total value (including stacking). For example, a mutation with a total value of 8 would drain 8 hit points each time it is activated. These hit points do not heal normally, being fully recovered after 8 hours of uninterrupted rest.			
Unless otherwise stated, mutations with duration effects last until the end of the encounter, subject to GM discretion.			
d%	Mutation	Summary	Value
01	Amazing Fortitude	+10 on Fortitude saves	1
02	Amazing Reflex	+10 on Reflex saves	1
03	Amazing Will	+5 Mental Defense	1
04	Blindsight	Pinpoint (but can't "see") creatures within 30'	1
05	Chameleon Skin	+10 Subterfuge for hiding and sneaking (when naked)	1
06	Climbing Hooks	10 foot climbing speed	1
07	Double Healing	X2 healing rate	1
08	Fleet Feet	+10 foot base speed	1
09	Immunity Poison	Immune to poison	1
10	Immunity Psychic	Immune to psychic effects and mental attacks (good and bad)	1
11	Keen Ears	+10 to any test involving hearing	1
12	Keen Eyes	+10 to any test involving sight	1
13	Keen Nose	Can track by smell (+20 on tests)	1
14	Low-light Vision	Low-light vision	1
15	Padded Feet	+10 Subterfuge for sneaking	1
16	Resist Radiation	Negate 12 radiation damage per day	1
17	Swimmer	5 foot swim sped	1
18	Prehensile Tail	+5 Physical for climbing; can hold simple implements, such as a torch; cannot attack	1
19	Tentacles/Vines	1d6 tentacles; +1 each to Physical and to grapple attacks	1
20	Tremorsense	Sense movement through solid objects (ground, walls), 30 feet	1
21	Uncanny Dodge	Double DEX bonus to AC	2
22	Blindsight	Can "see" up to 10 feet, even if blinded	2
23-24	Claws	Natural melee weapon, 1d8 damage	2
25	Darkvision	Up to 60 feet	2
26	Dual Brain	+2 Mind, +2 Mental Defense	2
27	Empathy	Sense emotional states (but not thoughts) up to 30 feet	2
28-29	Fur	+2 AC; reduces cold damage by 5 per attack	2
30-31	Horns	Inflicts 2d4 damage; double damage on a charge	2
32	Leech Damage (A)	Touch target, heal 1d10 damage and take damage to your HP	2

33	Overpowering Stench	All creatures within 5' radius suffer -2 on attacks and skill checks	2
34	Quills/Thorns	On a successful grapple attack inflict 1d6 damage	2
35	Spring Legs (A)	+10 foot base speed; +30 jump	2
36-37	Tougher	+4 HP/Level	2
38	Acidic Bite	Bite attack for 1d6 damage, plus 1d6 additional acid damage	3
39	Carapace	+6 AC; -2 DEX	3
40-41	Haste Self (A)	+30 foot base speed; +2 AC; +2 initiative; +2 melee attack rating	3
42-43	Heightened Mind	+10 Mind	3
44-45	Pincers	2 pincers, 1d6 damage, if both hit same target, rend for 2d6 more	3
46-47	Regeneration	At start of mutant's turn, mutant heals 2 damage	3
48-49	Scales	+3 AC	3
50	Shaper (A)	Shape change for 10 minutes; does not affect gear; does not change stats, AC or HP	3
51	Telepathy (A)	Read/speak other's minds up to 60'; mental attack required against unwilling subjects	3
52-53	Force Field (A)	Force field adds +3 AC while active; lasts for duration of combat	3
54-55	Light Warp (A)	+20 Subterfuge for hiding and sneaking for 10 minutes	4
56-57	Lightning Touch (A)	Touch attack for 2d6 + Mind bonus electrical damage	4
58	Psychic Double (A)	You're comatose, your double is incorporeal "ghost" for 10 minutes; can use psychic abilities and interact with other incorporeal entities	4
59-60	Psychic Healing (A)	Touch to heal others for 2d6 + Mind bonus damage	4
61-62	Rage (A)	+10 STR; -5 AC for duration of fight	4
63	Dimension Slip (A)	Go ethereal for 10 minutes; can cancel at will	5
64	Extra Arm	One extra one-hand attack or shield	5
65	Levitate Self (A)	Unencumbered mutant can levitate self slowly up and down for 10 minutes	5
66-67	Poison Bite (A)	Bite attack for 1d6 damage plus save vs. DC 15 or paralyzed for duration of fight	5
68-69	Telekinesis (A)	Slowly move Mind x 25 lbs; mental attack required against unwilling targets	5
70	Time Slip (A)	Mutant disappears for 5 rounds, then reappears with an exact duplicate for 5 rounds	5
71	Wings (A)	Mutant can fly at base speed for 1 minute/hour	5
72-73	Brain Bite (A)	Mental attack; inflicts 2d4 + Mind bonus damage; range 30 feet	6
74-75	Cryogenesis (A)	Mental attack; inflicts 1d6 + Mind bonus damage; Fort save vs. DC 18 or frozen; 30 ft.	6
76	Displacement (A)	If physical attack dice roll against this mutant is odd, the attack misses	6
77	Exoskeleton	+5 AC	6
78-79	Heightened Dexterity	+10 Dexterity	6
80-81	Heightened Strength	+10 Strength	6
82	Life Leech (A)	Area mental attack; deal 1d6 + Mind bonus damage to all within 30 ft.; gain that amount as temporary HP for duration of fight	7
83-84	Bigger	Large size; +8 STR, -2 DEX; +10 foot base speed; melee weapons shift down one size	7
85-86	Energy Drain (A)	Mental touch attack to drain 1 Level/HD from target; +10 temporary HP	7
87	Leech Strength (A)	Area mental attack; leech 1d4 STR from all within 30 ft; add to your STR for combat	7
88-89	Extra Arms	1 extra two-hand attack or 1 extra 1-hand attack + shield	8
90	Light Slip (A)	Invisible for 10 minutes or until concentration is broken	8
91-92	Sonic Blast (A)	30 foot cone; inflicts 2d6 + Mind bonus sonic damage; no attack roll or save	8
93-00	Players Choice	Player's choice of mutation—WOO HOO!!!	-

d%	Defect	Summary	Value
1-4	Distinctive Odor	Mutant can be identified by smell alone; those with Keen Nose can track the mutant from twice as far away	1
5-8	Poor Respiratory System	Mutant becomes fatigued after 5 rounds of combat (-4 on attacks, initiative & skills); requires 1 hour of rest to recover	2
9-12	Slow	-5 ft. base speed	2
13	Sensitivity to Acid	Double damage from acid	2
14	Sensitivity to Cold	Double damage from cold	2
15	Sensitivity to Electricity	Double damage from electricity	2
16	Sensitivity to Fire	Double damage from fire	2
17	Sensitivity to Poison	Double damage from poison	2
18	Sensitivity to Radiation	Double damage from radiation	2
19	Sensitivity to Sonics	Double damage from sonics	2
20-25	Reduced Mind	-5 Mind	3
26-29	Heightened Metabolism	-5 save versus poison/disease; consumes twice as much water, food & oxygen	3
30-33	Stiff Motion	Always misses the first round of combat	3
34-35	Terrible Fortitude	-10 on Fortitude saving throws	3
36-37	Terrible Reflex	-10 on Reflex saving throws	3
38-39	Terrible Will	-5 Mental Defense	3
40-43	Real Slow	-10 ft. base speed	4
44-46	Poor Dual Brain	Defective second brain; -2 initiative; -2 Mental Defense	4
47-49	Frenzy	When reduced to ½ hit points, mutant goes into a frenzy, attacking randomly	6
50-53	Fits	Mutant is overcome with involuntary fits; -2 on attack rolls, skill checks and initiative	7
54-57	Smaller	Small size; -4 STR, +2 DEX; -10 ft. base speed; melee weapons shift up one size	7
58-63	Reduced Strength	-5 Strength	7
64-67	Partial Action Only	Mutant may only make one attack each combat round	8
68-70	Weapon Incompetent	Mutant doesn't 'grok' weapons; -4 attack with non-natural weapons	8
71-76	Reduced Dexterity	-5 Dexterity	8
77-80	Fear Response	When fight is going against the party, or fighting opponents who appear tough, make a moral check or flee	9
81-83	Bleeder	All attacks that hit inflict +1 damage per die	9
84-87	Crude Hands	-4 with all hand-held items (i.e. weapons) or fine manipulation (i.e. relic repair)	10
88-90	Fragile	Double damage from kinetic weapons (not energy weapons)	10
91-92	Terrible Vision	Mutant can only see blurry shapes and outlines; -8 on attacks beyond 30 feet	12
93-94	No Arms	Mutant has no, or atrophied, arms; physical tests that normally require use of arms are at -4; can manipulate tools (but not weapons) with feet at -4	20
95-00	Player's Choice	Pick one defect of your choice. Knock yourself out!	-

Combat

Armor Class (AC) = 10 + DEX modifier + Armor bonus
Mental Defense (MD) = 10 + Mind/2 (round down) (10+HD for monsters, plus any bonus for mutations; robots immune)
Hit Points (HP) = (STR + 1d6/level) x2

Ranged Attack Bonus = DEX modifier + Level

Melee Attack Bonus = STR modifier + Level

Mental Attack Bonus = Mind modifier + Level

1.) Initiative: Roll 1d20 + DEX modifier to determine initiative order, starting with highest result. Everyone can do one thing each turn: move, attack, activate a mutation, use a relic, etc.

2) Attack Roll: Roll 1d20 + Attack Bonus \geq target's AC; if successful, roll damage. Use MD for mental attacks.

An attack roll of '20' is a critical hit, inflicting maximum damage.

Creatures and NPCs reduced to 0 HP are dead or unconscious, at the GM's discretion. PC's reduced to 0 HP are unconscious, near death. Additional damage reduces STR directly. When STR is reduced to 0, the PC dies.

PCs may bind wounds for 1d6 HP after each battle so long as a healing kit is available. If a medkit is available, binding heals 2d6 HP. Characters naturally heal Levelx2 HP per day of rest.

3) Multiple Attacks: If the total attack bonus is 6 or higher, a second attack may be made at -5. If total attack bonus is 11 or higher, a third attack may be made at -10.

4) Dual Wield: Light melee weapons and pistols may be dual wielded. This allows one additional attack with the off-hand weapon at -2.

5) Area Attacks: Weapons with area attacks make a single attack roll against the AC of everyone within the area effect (including friends). If the attack roll exceeds AC, they take regular damage; if under AC they take $\frac{1}{2}$ damage.

6) Stun Damage: Stun damage cannot kill and heals completely after a couple hours rest. A character reduced to 0 or fewer hit points by stun damage is unconscious for 1 minute for each point below 0 (minimum of 1 minute).

7) Power Cells: Most relic weapons use general purpose universal power cells. When the attack roll comes up '1', the power cell is drained (the attack does not go off) and must be replaced. Replacing a power cell requires one combat round.

1) Falling: 1d6 per 10' fallen; Reflex save vs. DC equal to feet fallen for $\frac{1}{2}$ damage; if spikes or hard debris is present, add +1 per 10' fallen (max +10 damage).

2) Poison: Fortitude save to avoid or half affect, depending on type of poison; DC depends on type of poison.

Poison Type	DC	Notes
Weak	10	1d6 STR; save for $\frac{1}{2}$
Moderate	15	1d8 STR; save for $\frac{1}{2}$
Strong	20	1d10 STR; save for $\frac{1}{2}$
Lethal	10+HD	Save or die
Paralytic	10+HD	Save or paralyzed 1 hour

3) Extreme Heat/Cold: If lacking suitable protection make a Fortitude save vs. DC 15 (+1 for each previous check) every 10 minutes or take 1d6 STR damage.

4) Radiation: Treat as extreme Heat/Cold, but with different intervals depending on radiation intensity:

Low Intensity = Check every hour

Medium Intensity = Check every 10 minutes

High Intensity = Check every minute

If the save roll comes up '1' the character has mutated; roll d100:

01-30 = Random mutation

31-90 = Random defect

91-00 = Resist radiation mutation

Level Advancement

OmegaLite20 uses the free-form experience system. Characters gain experience not from killing things and taking their stuff, but from exploring and adventuring.

At the end of each session, the GM assigns experience to the entire party based on how the players interacted with the world, NPCs, creatures, hazards, etc. Everyone in the party gets the same amount of experience.

Nothing Happened: If the party stayed in town or hid in a cave the entire session they get 0 XP; nothing ventured, nothing gained.

Weaksauce Adventuring: The party poked around a bit, hid from everything, avoided most encounters, they get 5 XP for the session.

Standard Adventuring: The party explored, fought things, messed with relics, made contact with villagers (non-violent or otherwise) and generally caused trouble, they get 20 XP for the session.

Hazards

Fortitude Save = STR modifier + Physical

Reflex Save = DEX modifier + Physical

Epic Adventuring: If the party took on a deathbot and engaged in a spectacular battle that resulted in much destruction, bloodshed and death, they get 50 XP for the session.

Note, PCs gain experience so long as they adventure, regardless of whether or not they ‘succeed’.

Advancing a level requires Level x 20 XP. After advancing, reset XP to 0 (GM’s discretion whether excess XP is saved or lost). For example, advancing from level 1 to level 2 requires 20 XP; from level 2 to level 3 requires 40 XP; from level 3 to level 4 requires 60 XP, and so on.

Each level advanced adds:

- +1d6x2 hit points
- +1 to all attack rolls
- +1 to primary skills
- +1 to secondary skills every even level (2, 4, 6, etc.)
- +1 to STR, DEX or Mind every third level (3, 6, 9, 12, etc.)

Relics & Technology

1) Condition: When a relic is found, roll 1d6 to determine its condition:

- | | |
|-----|-----------------------------|
| 1 | Working and powered |
| 2 | Working but out of power |
| 3-5 | Broken, but can be repaired |
| 6 | Broken beyond repair |

2) Repair: Repairing a broken relic requires a Mind + Tech test vs. DC 20 to get the relic in working condition. A tool kit or proper facilities are required to make a repair check. If the repair attempt fails, that character must gain a level before they can try to repair that relic again. If the repair roll is a ‘1’, the relic is permanently broken.

3) Using Relics: It was a user-friendly future. Most relics were designed to be as intuitive and easy to use as possible (maybe this is why the Ancients blew themselves up so easily). Generally speaking, characters should be able to figure out how to use most relics with minimal fuss. For particularly complicated devices (such as reprogramming a computer), the GM should require an appropriate Tech skill check (DC 20 is a good start).

4) Breaking Relics: Whenever a character is subjected to a significant shock or stress, such as falling off a cliff or being swallowed by a giant mutant, re-roll the condition for each of his/her relics.

5) Reprogramming Robots: Robots may be reprogrammed to follow a character’s orders. Doing so requires a Mind + Tech check vs. DC 20 + robot’s HD. Also, the character must have an appropriate opportunity to reprogram the robot (i.e. it isn’t currently attacking them) and a tool kit.

Random Relics

d%	Random Relic
01-20	Munitions
21-30	Relic Armor
31-40	Relic Gun
41-60	Grenades
61-70	Relic Melee Weapon
71-90	Drugs
91-00	Tools

Munitions

d%	Munitions
01-80	Power Cells (1d10 cells)
81-95	Flamer Fuel (1d4 canisters)
96-00	Mini Missile (1d3 missiles)

Flamer Fuel: Small metal canisters of flammable liquid used in flamers. A full tank is good for 6 shots.

Mini Missile: A self-contained single-shot fire-and-forget self-guiding disposable missile launcher (no scatter); 500 foot range; 10d6 damage; 50’ blast radius.

Armor

d%	Armor	Armor Bonus
01-10	Combat Shield	+3
11-30	Flex Armor	+6
31-50	Sheath Armor	+7
51-60	Ceramic Armor	+8
61-70	Shell Armor	+9
71-80	Powered Armor	+10
81-90	Class I Force Field	+1
91-95	Class II Force Field	+2
96-00	Class III Force Field	+3

Combat Shield: Light sturdy shield made of advanced plastic, with a clear screen to see through.

Force Field: A belt mounted unit that covers the wearer in a reactive force field, providing from +1 to +3 AC bonus in addition to other armor worn. Runs for 1 hour on a standard power cell. Pulse and Torc weapons knock the field down immediately, draining the power cell, requiring several minutes to reset. Multiple force fields negate one another.

Powered Armor: Like Shell armor, but with mechanical servos that provide STR 20 and base movement speed 40’. Also comes equipped with internal communicator and low-light vision. It Runs off of an internal fusion power plant, good for years of continuous operation.

Shell Armor: Air tight armor with air filtration, providing immunity to airborne toxins and diseases.

Modifying Armor: Many mutants will not be able to wear standard relic armor (specifically *Bigger*, *Smaller*, *Wings*, *Extra Arm/Arms*, *Exoskeleton*, and *Carapace*, though possibly others such as *Quills/Thorns* and *Tentacles/Vines* at the GM's discretion). The armor must be modified to fit these mutants.

Modifying armor is a Mind + Tech check with a DC equal to 20 + Armor Bonus. Force fields do not have to be modified, they'll fit anyone. If the roll comes up '1', the armor has been ruined and cannot be salvaged. A tool kit is required.

Tools

d%	Tool	Notes
01-10	Anti-grav sled	Carries up to 20 tons
11-15	Command Ring	Bypasses robots and security
16-30	Communicators	Transmit sound, text & images; x2
31-35	Adv. Toolkit	+2 on Tech related checks
36-45	Goggles	Various modes of enhanced vision
46-50	Regen Ray	Regenerates 2d6 damage
51-60	Analyzer	Requires Tech skill to use
61-70	Solar Recharger	Recharges 1 power cell/day
71-75	Sonic Imager	See below
76-80	Life Ray	See below
81-90	Tractor Wand	Tractor beam w/ 20 STR, 30' rng
91-00	Medkit	Binds for 2d6 damage

Advanced Toolkit: An advanced form of techkit. Provides a +2 bonus to any Tech skill check that requires the use of a tool kit.

Analyzer: Requires Tech skill of 4 or higher to interpret results. Analyzes air, water, soil and biological samples, as well as illness, injury & radiation levels. 1 foot range.

Anti-grav sled: 10'x5' sled that floats 5' off the ground; carries 20 tons; must be pushed or pulled to move.

Command Ring: A ring containing security codes and a micro-transmitter, used to bypass military/security robots and security systems. A Mind + Comm test is required vs. an appropriate DC (15 for low sec, 25 for high sec); pure humans receive +2 to the test. Note, command rings do not work on Deathbots...they take orders from no one.

Communicators: Transmits and receives sound, text and images up to several miles. Usually come in pairs.

Goggles: Low-light vision, darkvision to 60', flash protection and tinting, short range magnification and long range telescopic vision.

Life Ray: A miraculous pistol-like device that can sometimes restore the dead to life. It has a base chance of 50% to restore someone to life, provided they've been dead no more than 24 hours. If the body has not taken extensive physical damage (such as death from poisoning or asphyxiation), the

chance is 75%. If death was messy (such as a flamethrower or grenade), the chance is only 25%. If there's nothing left to be brought back (i.e. blown to bits or disintegrated), the chance is 0%. Each use drains a power cell.

Medkit: Can bind wounds after each combat for 2d6 damage. On a roll of 2 or 12 (double '1's or double '6's), the medkit runs out of supplies.

Regen Ray: Another miraculous pistol shaped device, similar to a Life Ray, which regenerates damaged cells, with a range of 10 feet. Each use heals 2d6 damage, regrowing lost body parts, setting broken bones and repairing radiation damage. Whenever double 1's or 6's are rolled the power cell has been depleted and must be replaced.

Sonic Imager: 1'x1' tile, slightly flexible, that displays the internal structure of objects. Can display a rough outline of rooms through walls or the inner workings of machines.

Tractor Wand: A tractor beam that lifts and moves objects, with a base STR of 20 and a range of 30'. Reflex save (DC 20) to avoid the initial grab; after that it's strength against strength.

Relic Guns

d%	Gun	Damage	Range	Notes
01-10	Blaster Pistol	4d6	30'	
11-20	Blaster Rifle	6d6	60'	
21-30	Auto Pistol	2d6	30'	
31-40	Assault Rifle	3d6	60'	
41-50	Laser Pistol	3d6	60'	
51-60	Laser Rifle	4d6	120'	
61-65	Flamer	4d6	30' Cone	If attack roll \geq AC, normal damage; if attack roll $<$ AC, $\frac{1}{2}$ damage; 6 shots
66-70	Sonic Pistol	2d6	30' Cone	Sonic damage; hits automatically (roll to see if power cell dies)
71-75	Sonic Rifle	3d6	30' Cone	Sonic damage; hits automatically (roll to see if power cell dies)
76-80	Stun Pistol	3d6	30'	Stun damage; negated by force fields; no effect on robots or plants
81-85	Stun Rifle	4d6	60'	Stun damage; negated by force fields; no effect on robots or plants
86-88	Black Ray Pistol	4d6	30'	Negated by force fields; Fortitude save DC 18 or die
89-91	Black Ray Rifle	6d6	60'	Negated by force fields; Fortitude save DC 22 or die
92-94	Torc Rifle	3d6	60'	Negated by force fields; Fortitude save DC 16 or be disintegrated
95-97	Pulse Pistol	4d6	30'	Only effects robots and machines; causes force fields to collapse
98-00	Pulse Rifle	6d6	60'	Only effects robots and machines; causes force fields to collapse

Grenades

d%	Grenades (#)	Damage	Radius	Notes
01-40	Frag (1d8)	4d6	30'	
41-70	Blaster (1d4)	6d6	20'	
71-80	Stun (1d6)	3d6	20'	Stun damage; blocked by force fields; no effect on robots or plants
81-90	Pulse (1d4)	6d6	20'	Only effects robots and machines; causes force fields to collapse
91-95	Black Blast (1d3)	4d6	10'	Negated by force fields; Fortitude save DC 18 or die
96-00	Torc (1d3)	3d6	10'	Negated by force fields; Fortitude save DC 16 or be disintegrated

Relic Melee Weapon

d%	Melee Weapon	Damage	Notes
01-40	Vibro blade	3d6	Medium melee; a force field shaped like sword; blocked by force fields
41-70	Energy Mace	4d6	Two-hand melee
71-90	Stun Whip	2d6	Stun damage; negated by force fields; no effect on robots or plants; medium melee
91-00	Laser Sword	3d6	Light melee; you don't have to call it a 'laser sword' ;)

Drugs

d%	Drugs (doses)	Notes
01-30	Stimpack (1d6)	Heals 3d6 damage (not disintegration or drain from using mutations)
31-40	Alertness Booster (1d6)	+5 initiative, spot, listen, search
41-50	Anti-Rad Serum (1d4)	Cures 5 radiation damage per use; +10 save vs. radiation if taken before exposure
51-60	Anti-toxin (1d12)	+10 save vs. poison; if already poisoned, allows another immediate save at +10
61-70	Haste Inhaler (1d4)	Grants +1 attack, +2 AC, +5 initiative and doubles base speed; lasts 1 minute
71-75	Muscle Booster (1d6)	+4 Strength for 1 hour
76-80	Brain Booster (1d6)	+4 Mind for 1 hour
81-90	Restoration Fluid (1d10)	Each dose heals 1d6 ability damage
91-95	Immune Booster (1d8)	+10 save vs. disease; if already diseased, allows another immediate save at +10
96-00	Sustenance Pill (d100)	1 day's nutrition in a pill

Monsters

Any number of monsters from D&D, such as giant animals and insects, readily serve as Omega monsters as well. You can use some of them, such as many of the humanoids, as stock races to which you can add mutations and defects. What follows are monsters unique to Omega.

1) Skills: All creatures have a skill bonus equal to their Hit Dice. If the creature is intelligent, add +3 to one skill. These may be modified by the GM as logic dictates.

2) Create Your Own: Assign Hit Dice (d8 for most things, d12 for large creatures). Attack bonus and skill level equals the number of Hit Dice. Add +3 to one skill if intelligent; add stat bonuses to suit.

Monster	Hit Dice	A.C.	Attack/Notes
Android, Thinker	2d8+2 (11 hp)	15	Vibroblade +2 (3d6+1) or Blaster Pistol +2 (4d6); +3 Tech
Android, Warrior	4d8+16 (34 hp)	19	Vibroblade +7 (3d6+6) or Blaster Rifle +2 (6d6); +3 Subterfuge
Android, Worker	3d8+15 (28 hp)	15	Knife +6 (1d6+4) or Laser Pistol +3 (3d6); +3 Physical
Ark	4d8+12 (30 hp)	16	Large club +4 (1d10+4); Leech Life; Telekinesis; Control Weather
Baddler	2d8+6 (15 hp)	19	Claws +6 (1d4+3) or Crossbow +5 (1d8)
Blaash	2d8+2 (11 hp)	13	Radiation hazard, check every round; immune to radiation
Hisser	6d8+12 (39 hp)	15	Bite +9 (2d4+6); Sonic Blast (2d6+2); telepathy; immune to sonic & lasers
Hoop	3d8+3 (16 hp)	13	Sword +3 (1d8+1); Crossbow +3 (1d8); touch transforms metal to rubber
Hopper	3d8+9 (20 hp)	11	Kick +6 (1d6+4); can carry a human rider; STR +Phys DC 15 to stay on
Latterbug	7d8+56 (87 hp)	17	Bite +10 (1d8+9); sensitive to cold (x2 dmg); haste self (5 rounds)
Orlen	3d8 (13 hp)	13	2 giant weapons +4 (2d6+6); telekinesis, telepathy, dual brain
Podog	6d8+19 (46 hp)	13	Bite +8 (2d4+7); sonic mimicry; can carry a human as a battle mount
Sep	7d8+7 (38 hp)	15	Bite +8 (2d4+6); move = burrow 40 ft.; tremorsense 300 feet
Spider Bot	3d12 (19 hp)	15	Blaster eye +3 (4d6); darkvision 60'; low-light vision
Stalker Bot	20d12 (120 hp)	23	Blaster +13/+8/+3 (8d6); darkvision 60'; low-light vision; Class III force field
Deathbot	80d12 (600 hp)	26	Multiple attacks; darkvision 1000'; low-light vision; class X force field
Vendor Bot	3d8 (15 hp)	13	No attacks; 25% of attracting nearby monsters each minute

Ark: 10' tall mutant dog-people who relish the taste of human hands. Will only use relics if working with others who show them how they work.

Baddler: Mutated humanoid badgers with poor disposition. Live in feudal societies centered around their burrows, some of which are in Ancient ruins. It is possible to trade with them if you show enough force and aren't easily intimidated.

Blaash: A big moth whose abdomen glows with radiation. All within 30' radius must make radiation checks each round.

Deathbot: A giant robot bristling with weapons. Some roll on massive treads, some fly. Fires 10 points worth of weapons each round which hit automatically; Reflex save vs. DC 20 allowed for $\frac{1}{2}$ damage; include force field armor bonus to save roll. Also launches 1d6 mini missiles each round.

Weapon	Cost	Damage	Notes
Blaster Cannon	2	15d6	
Black Ray Can.	6	15d6	Fort save DC 30 or die
Hvy Torc Guns	8	8d6	Fort save DC 26 or disintegrate
Pulse Cannon	2	15d6	Force fields & robots only

Hisser: 10' long mutant snake-men. Many are equipped with relics (not shown in stats). They often search ruins for relics. Hisser colonies are run by a matriarch, the only female. Hissers rely on telepathy for communication.

Hoop: 7' tall intelligent mutant rabbit.

Latterbug: 10' giant round beetle that fly about somewhat slowly.

Orlen: 7' mutant humanoids with two heads and four arms. They will use relics when available. They will barter peacefully and treat honestly with travelers. Some have an additional random mutation.

Podog: A mutated dog big enough to carry a human. 1% have dual brains and telepathy, making superior mounts. If hit by sonic attack, it may copy the attack and send it back towards the original source.

Sep: Mutant 'land-shark' that 'swims' through the soil. Will lunge out the ground, take a bite, and dive back in again.

Spider Bot: Utility bots that look like black round balls with articulated spider-like legs; can produce a thin manipulator arm with a vice grip hand.

Stalker Bot: Hunt down enemies/fugitives or patrols important installations. Capable of powering down and remaining in stasis for indefinite periods of time.

Vendor Bot: Mobile vending machines with bright, flashing holographic signs and loudspeakers extolling the virtues of bygone products, creating a racket that may attract nearby monsters. If attacked it sounds a piercing alarm which will attract any monsters or security robots in the vicinity.

Campaigns

One way to begin of a game of OmegaLite20 is to start off the party in their home village and then have them move out and explore the wasteland, in a sandbox hex-crawl style campaign. The party knows the hex their village occupies and is familiar with the surrounding terrain (each adjacent hex), but the rest of the world is completely unknown to them.

The GM then fills in the blanks as the party moves and explores, using random rolls to determine what, if anything, is in each hex. The world can be pre-made by the GM, only revealing terrain as players enter a hex, or the map can be generated through random dice rolls as the party progresses. The resulting hodge-podge terrain could be explained by the massive cataclysm that shook the world during the apocalypse.

Alternatively, the GM can run a more straight forward campaign with an overarching plot, story elements, returning villains, etc. The theme of such campaigns are numerous, including fighting a great evil (such as preparing for the imminent arrival of a Deathbot), rebuilding civilization (perhaps all the party members are pure humans from a recently opened vault or bunker), forging an empire (the PCs start off working for a regional warlord and gradually work their way up the chain of command, until they get to the top), preserving ancient knowledge (retrieving relics and documents, then protecting them from raiders) or working to advance the aims of an organization or relic cult (such as members of a genocidal mutant group, striving to wipe out all remaining pure humans).

Optional Rules

Following are optional rules for your consideration.

1) No Critical Hits: Since the GM rolls attack dice more often than the players do, critical hit rules tend to favor the GM. You may want to consider playing without them, in which case a natural 20 only guarantees a sure hit, regardless of the target's AC.

2) Currency: The world of Omega has no minted currency, being primarily a barter economy. However, players do often like the heft and clink of gold coins in their character's purses, so if you want to add currency to your game, go ahead. Use standard M20 money conversion and prices for primitive items. Working relics are simply too valuable to part with, and so will almost never be available for sale-- unless it's a player doing the selling, in which case finding a buyer with enough gold might be a problem. However, broken relics may be available for sale, which the players can then try to repair. Even broken relics will fetch hundreds, or even thousands, of gold pieces. Figure that 100 coins equal 1 item for encumbrance purposes.

3) Cryptic Alliances: You may want to use the traditional cryptic alliances in your campaign:

Alliance	Description
Archivists	Venerate relics as holy objects, collecting them and displaying them on pedestals.
Brotherhood of Thought	Attempt to spread the goals of equality, self-determination, diversity, freedom and respect for sentient life.
Created	Androids working to create a perfect world for androids. No one else need apply.
Followers of the Voice	The voice of God speaks through computers, and as such computers are to be venerated and obeyed.
Friends of Entropy	Chaos, death, destruction...it's all going to end someday anyways, so why not have some fun? Enemy of just about everyone.
Healers	Committed to mending body, mind and spirit.
Iron Society	Mutant humans who believe they are the next step in evolution; pure strains need to get out of the way...permanently.
Knights of Genetic Purity	Pure humans who want to purify the gene pool by wiping out mutant humans.
Radioactivists	Worships radiation, believing God remade the world through the apocalypse.
Ranks of the Fit	A mutated bear, styling himself as Napolean, has created a fearsome army to conquer the world. All are welcome, but mutant animals possess all the authority.
Restorationsits	Collect and restore relics, attempting to rebuild the old world, shooting anyone who gets in the way.
Seekers	Relics come from an age of sin, poisoning the world, and are to be destroyed. Seekers still use relics, but only to advance their cause.
Zoopremacists	A bunch of mutated animals who believe everyone else is no better than a slave...or dinner.

4) Casting Spells: If you want to run a really gonzo campaign, you can let characters learn how to cast spells. This can either be a science-fantasy hybrid campaign, or you can think of spell casting as being a highly advanced long-lost science which, to the uninitiated, appears to be 'magic.'

Learning a spell, either Arcane or Divine, requires a Mind modifier + skill rank test vs. DC 20 + Spell Level. If the test fails, the PC must gain another level before attempting to learn that spell again.

Arcane spells use the Knowledge skill.

Divine spells use the Communication skill.

A character may attempt to learn a spell of any level and may learn a maximum number of spell levels equal to their Mind score plus their level (i.e. a level 5 character with Mind 18

could learn a maximum of 23 levels of spells, Arcane and Divine combined). Spells are acquired from ancient writings in books, scrolls or on/in monuments or from willing teachers. A known spell may be ‘dropped’ in order to open up slots to learn a new spell.

Casting spells drains hit points equal to $1 + \text{Spell Level} \times 2$. These hit points cannot be healed normally, rather being regained after 8 hours of uninterrupted rest (similar to using activated mutations). Explorers do not get signature spells.

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

Difficulty class for all spells is $10 + \text{skill rank} + \text{Mind modifier}$.

5) Relic Vehicles: Relic vehicles are problematic to a campaign because once the party can fly about in an air car at hundreds of miles per hour, the wasteland loses a big part of its mystery and danger. Therefore, GM’s are strongly encouraged to allow relic vehicles only for special, one-off purposes, such as to whisk the party away to an exotic, far-off adventure location, and then return them when the adventure is complete. Upon returning, the vehicle’s fuel cells are depleted, it breaks down or is returned to its owner. If GM’s do allow PCs to obtain air cars, jet cycles and shuttles, they should be expensive and time-consuming relics to maintain.

6) Crusader Armor: This is a suit of really badass power armor, which you may not want to let players get their hands on, or perhaps only let them use for special one-off encounters.

As powered armor, but with the following: AC Bonus +12; built in Class III force field (for an additional AC bonus of +3); a laser pistol in each forefinger (runs off suit power, counts as dual wield); grenade launcher with up to 20 grenades (determine type randomly), launcher has 50 ft. range increments; built in relic goggles; flight (100 ft.); a mini missile launcher on the right arm with up to 10 mini missiles; and a built-in stimpack dispenser (can use as a free action once per round, holds up to 6 stimpacks). Runs on an internal fusion power supply good for years of continuous use.

7) Alternative Torc Damage: Torc weapons require a saving throw to avoid being disintegrated (i.e. instantly killed). As an alternative, disintegration damage can only be healed via regeneration (either the mutation or a relic with regenerative healing, such as a Regen Ray). Binding wounds, resting and using stimpacks will not restore disintegration damage. Note, however, that this alternate rule has a bigger impact on PCs than it does on NPCs.

8) Alternative Black Ray Damage: Black ray weapons require living beings to make a save or die instantly (the good ol’ death ray). As an alternative, a failed save drains one experience level or Hit Die from the target. Targets reduced

to 0 levels/HD die. Again, this impacts PCs more than NPCs, but for high level PCs it’s better than instant death. Rumors that those drained to 0 level by black ray weapons rising up as some sort of ‘undead’ are, of course, completely unfounded. You can’t believe everything you hear.

9) Critical Hit Alternative: Borrowing an idea from David Bezio’s *X-plorers* sci-fi RPG, when a PC is reduced to 0 HP, instead of going unconscious and deducting additional damage from STR, roll on the following chart. Roll each time the character takes additional damage while at 0 HP.

Roll $1d20 + \text{STR modifier}$; subtract 5 (cumulative) for each additional roll on the chart during the battle.

Roll	Result
4 or less	BOOM, head shot! Character dies instantly
5-8	Bleeder! Character will die in $1d6$ rounds
9-11	Lost limb! One random appendage blown or hacked off
12-15	Knocked unconscious for $1d6 \times 10$ minutes
16-19	No effect
20+	Second wind! Character gains $1d6 \times 2$ hit points. At the end of the combat hit points are reduced to 0 and the character loses consciousness for $1d6 \times 10$ minutes

10) Alternative Mutations and Defects: If you prefer, you can use Darth Cestual’s Microlite20 Mutations instead of the mutations presented herein. Though his mutations are also based on *Omega World*, Darth Cestual added several mutations and defects of his own, and they are a little more rules-lite than the OmegaLite20 mutations.

Acknowledgements

OmegaLite20 is a conversion of Jonathan Tweet’s *Omega World*, published in Dungeon #94/Polyhedron #153 (available in PDF format at Paizo.com for about \$5.00, well worth the money if you like post-apocalyptic RPGs), with numerous tweaks and changes to lighten and/or condense the rules M20 style. *Omega World* is based on the original *Gamma World* by Jim Ward and Gary Jaquet. No claim of ownership is made on *Gamma World*, *Omega World* or *Microlite20*. This is a work of fan fiction, believed to reside within fair use.

In addition, I referenced Darth Cestual’s *Microlite20 Mutations* for guidance when I was stuck on how to condense particular mutations and defects. I also drew inspiration and ideas from numerous other places, including various OD&D blogs and the aforementioned David Bezio’s *X-plorers* RPG, a good ‘old school’ style sci-fi RPG (there’s also a free trial PDF version available at <http://greyarea.webs.com/downloads/X-Free.pdf>).

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Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

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OmegaLite20 Monsters

Just to mix things up, feel free to roll random mutations for any of these monsters. If you feel they're too weak, give them maximum hit points instead of the listed hit points.

Name	Hit Dice	Armor Class	Attack/Special
Animal (small)	1d8+2 (6 hp)	AC 15	Claw +4 (1d3-1)
Ankheg	3d12+12 (30 hp)	AC 18	Bite +7 (2d6+7 plus 1d4 acid)
Ankylosaurus (Dinosaur)	8d8+50 (86 hp)	AC 19	Clubbed tail +8 (3d8+8)
Ant, Giant	3d8+3 (19 hp)	AC 17	Mandible +3 (1d8+3)
Bear	5d8+12 (34 hp)	AC 15	Claw +8 (1d8+4) or bite +5 (2d6+3)
Beetle, Giant	3d8 (14 hp)	AC 18	Bite +3 (3d6)
Brontosaurus (Dinosaur)	25d8+100 (210 hp)	AC 15	Stomp +20 (4d10+20)
Cannibalistic Ghoul	2d12 (13 hp)	AC 14	Bite +2 (1d6+1) or bite +0 (1d4), plus paralysis DC 12
Centipede, Giant	4d8+4 (22 hp)	AC 19	Bite +4 (3d6, plus Lethal poison DC 14)
Choker	3d8+3 (16 hp)	AC 17	Tentacle +6 (1d3+3)
Constrictor Snake, Giant	11d8+14 (63 hp)	AC 15	Bite +13 (1d8+10) or constrict (1d8+10 automatically)
Crabmen	2d8 (10 hp)	AC 15	Claws +2 (2d4); swim; breath underwater
Deinonychous (Dinosaur)	4d8+16 (34 hp)	AC 16	Talons +6 (2d6+4)
Electric Eel, Giant	2d8+3 (12 hp)	AC 12	Bite +2 (1d3) or electric discharge (3d6 area)
Fire Ant, Giant	4d8+3 (24 hp)	AC 18	Mandible +4 (1d10+4) or fire spit +4 (2d6)
Giant Crocodile/Alligator	7d8+28 (59 hp)	AC 16	Bite +11 (2d8+12) or tail slap (1d12+12)
Green Slime	5d8+10 (32 hp)	AC 14	Drop attack +5 (1d8 damage each round automatically); immune to physical attacks
Humanoid	1d8 (4 hp)	AC 11	Club +1 (1d6+1); some use relics
Humanoid, Giant	4d8+11 (29 hp)	AC 16	Giant club +8 (2d6+4) or big rock +1 (1d8+4)
Insect (small)	1d8 (4 hp)	AC 14	Bite +4 (1d3-1 plus Weak poison)
Mammoth	12d12 (80 hp)	AC 14	Trunk +12 (1d10), gore +16 (3d6+4) or trample +16 (3d6+4)
Megaraptor (Dinosaur)	8d8+43 (79 hp)	AC 16	Talons +9 (2d8+5) or bite +4 (2d6+2)
Otyugh	6d8+9 (36 hp)	AC 17	Tentacle +4 (1d6, plus disease DC 16)
Owlbear	5d12+25 (60 hp)	AC 15	Claw +9 (1d6+5)
Poisonous Snake, Giant	6d8+6 (33 hp)	AC 15	Bite +6 (1d6+4, plus Lethal poison DC 16)
Purple Worm	15d12+100 (210 hp)	AC 15	Bite +15 (4d6) or stinger +15 (1d10+10, plus Lethal poison DC 25); swallow whole if attack total exceeds target AC by 10 or more; tunneling
Radiation Zombie	2d12+3 (16 hp)	AC 11	Slam +2 (1d6+1) or bite +2 (1d6+1)
Rat, Giant	1d8+1 (5 hp)	AC 15	Bite +4 (1d4, plus disease DC 11)
Saber-tooth Tiger	7d8+15 (50 hp)	AC 13	Claws +10 (2d6+4) or bite +10 (3d6+4)
Scorpion, Giant	10d8+30 (75 hp)	AC 20	Claw +11 (1d8+6) or sting +6 (2d4+3, plus Lethal poison DC 20)
Scorpion, Large	5d8+10 (32 hp)	AC 16	Claw +6 (1d6+4) or sting +1 (1d6+2, plus Lethal poison DC 15)
Shambling Mound	8d8+24 (60 hp)	AC 20	Slam +11 (2d6+5), constrict (2d6+7 automatically)
Spider, Giant	8d8+16 (52 hp)	AC 16	Bite +9 (2d6+6, plus Paralytic poison DC 18)
Spider, Large	4d8+4 (22 hp)	AC 14	Bite +4 (1d8+3, plus Paralytic poison DC 14)
Stirge	1d8 (4 hp)	AC 16	Touch +7 (attach); automatic 1d6 damage each round
Triceratops (Dinosaur)	16d8+124 (196 hp)	AC 18	Gore +20 (2d8+15)
Tyrannosaurus (Dinosaur)	18d8+99 (180 hp)	AC 14	Bite +20 (3d6+13)
Velociraptor (Dinosaur)	6d8+20 (48 hp)	AC 16	Bite +8 (1d8+6) or claw +6 (1d6+4)
Walking Tree	7d8+35 (66 hp)	AC 20	Slam +12 (2d6+9)
Wasp, Giant	3d8 (14 hp)	AC 16	Stinger +3 (1d6+1, plus Weak poison DC 10), flight
Wolf/Canine	2d8+4 (13 hp)	AC 14	Bite +3 (1d6+1)
Wolf/Canine, Giant	6d8+18 (45 hp)	AC 15	Bite +11 (1d8+10)

Omegalite20 Wilderness Encounters

Check for encounters once during the day and once during the night. An encounter occurs on a d6 roll of 1 or 2:

d20	Grass/Plains	Desert/Wastes	Swamp Marsh	Forest
1	Event	Event	Event	Event
2	NPC Encounter	NPC Encounter	NPC Encounter	NPC Encounter
3	NPC Encounter	Cannibalistic Ghouls (2d4)	Frog, Giant (1d6)	Bear (1d4)
4	Herd Animals (3d6)	Fire Ants, Giant (d100)	Slug, Giant (1d4)	Poisonous Snake, Giant (1)
5	Ants, Giant (d100+10)	Animal, Small (1d4)	Electric Eels, Giant (1d6)	Spider, Large (2d4)
6	Insect Swarm (d1000)	Scorpion, Large (1d8)	Insect Swarm (d1000)	Spider, Giant (1d4)
7	Wasp, Giant (2d6)	Scorpion, Giant (1d4)	Croc/Alligator, Giant (1)	Ant, Giant (d100+10)
8	Stirge (3d6)	Lizard, Giant (1d4)	Crabmen (2d6)	Stirge (3d6)
9	Beetle, Giant (1d4)	Deinonychous (1d6+1)	Scorpion, Large (1d6)	Walking Tree (1d6)
10	Purple Worm (1)	Insect Swarm (d1000)	Constrictor Snake, Giant (1)	Wasp, Giant (2d6)
11	Megaraptor (1)	Wasp, Giant (2d6)	Poisonous Snake, Giant (1)	Wolf/Canine (2d4)
12	Ankhег (1)	Beetle, Giant (1d4)	Shambeling Mound (1d3)	Wolf/Canine, Giant (2d4)
13	Mammoth (2d4)	Ankhег (1)	Stirge (3d6)	Owlbear (1)
14	Saber-tooth Tiger (2d4)	Purple Worm (1)	Spider, Large (2d4)	Velociraptor (2d4)
15	Velociraptor (2d6)	Radiation Zombies (3d6)	Ant, Giant (d100+10)	Triceratops (1d6)
16	Triceratops (1d6)	Stirge (3d6)	Choker (1)	Ankylosaurus (1d4)
17	Ankylosaurus (1d4)	Ants, Giant (d100+10)	Otyugh Pit (1)	Tyrannosaurus (1)
18	Tyrannosaurus (1)	Stalkerbot (1d3)	Brontosaurus (2d4)	Saber-Tooth Tiger (1d4)
19	Deathbot (1)	Deathbot (1)	Megaraptor (1)	Stalkerbot (1d3)
20	Roll twice*	Roll twice*	Roll twice*	Roll twice*

d20	Jungle	Hills/Mountains	Ruins	Event
1	Event	Event	Event	Eerie Temple
2	NPC Encounter	NPC Encounter	NPC Encounter	Fog
3	Shambeling Mound (1d3)	Cannibalistic Ghouls (2d4)	NPC Encounter	Storm
4	Fire Ant, Giant (d100)	Stirge (3d6)	NPC Encounter	Radiation Storm
5	Ants, Giant (d100+10)	Wolf/Canines (2d4)	Cannibalistic Ghouls (3d6)	Village
6	Saber-Tooth Tiger (1d4)	Wolf/Canine, Giant (2d4)	Radiation Zombies (4d6)	Crude Fort
7	Beetle, Giant (1d6)	Bear (1d4)	Rats, Giant (5d6)	Forgotten Vault
8	Walking Tree (1d4)	Owlbear (1)	Spider, Large (3d4)	Radioactive Zone
9	Constrictor Snake, Giant (1)	Saber-tooth Tiger (1d4)	Scorpion, Large (1d8)	Ancient Battlefield
10	Choker (1)	Spider, Large (2d4)	Stirge (4d6)	Explorer Camp
11	Centipede, Giant (1d4)	Scorpion, Large (1d6)	Ants, Giant (d100+10)	Earthquake
12	Ankylosaurus (1d4)	Velociraptor (2d4)	Centipede, Giant (1d4)	Meteor Shower
13	Velociraptor (2d4)	Walking Tree (1d2)	Wolf/Canine (2d4)	Dilapidated Building
14	Triceratops (1d6)	Ants, Giant (d100+10)	Otyugh Pit (1)	Forbidden Shrine
15	Brontosaurus (2d4)	Purple Worm (1)	Spider, Giant (2d4)	Shipwreck
16	Insect Swarm (d1000)	Radiation Zombie (3d6)	Vendor Bot (1)	Lost Bunker
17	Tyrannosaurus (1)	Spiderbot (1d10)	Spiderbot (2d6)	Slave Camp
18	Poisonous Snake, Giant (1)	Stalkerbot (1d3)	Stalkerbot (1d3+1)	Solar Eclipse
19	Spiderbot (1d10)	Deathbot (1)	Deathbot (1)	Enigmatic Structure
20	Roll twice*	Roll twice*	Roll twice*	Roll twice

* Roll twice on chart; creatures may be allies, enemies or indifferent towards one another

d20	NPC Encounter	Description
1	Explorers	1d4+2 members; roll 1d6 for level; moderate relics
2	Explorers	1d6+2 members; roll 2d4 for level; many relics
3	Raiders/Bandits	1d6+6 in band; roll 1d3 for level; few relics
4	Raiders/Bandits	2d6+6 in band; roll 1d3+1 for level; moderate relics
5	Slavers	1d4+2 in band; roll 1d3 for level; few relics; 2d6 slaves
6	Slavers	1d6+4 in band; roll 1d3+1 for level; moderate relics; 4d6 slaves
7	Savages	3d6 in band; level 1d3; no relics; superstitious and territorial; probably cannibals
8	Nomads	1d6x10 in tribe; leader is Level 1d4+4; half are hunters (level 2) rest are level 1; few relics
9	Caravan	1d4 pack animals; caravan master is level 1d4+1; two guards per animal (level 1d3)
10	Pilgrims	1d3x10 pilgrims; all level 1; few relics; will flee if attacked
11	Android Party	1 Thinker; 2d4 Warriors; 2d6 Workers; many relics; tries to avoid contact with others
12	Hunting Party	2d6 in party; level 1d3; no relics; will only attack if attacked first
13	Scavengers	1d4+1 in group; level 1d3; moderate relics; will trade if approached openly
14	Diplomats/Envoy	1d4 diplomats and two guards per diplomat (level 1d4); moderate relics; in a hurry
15	War Party	2d4x10; Warlord is level 1d4+4; 1 lieutenant ($\frac{1}{2}$ Warlords level) per 10; rest level 1
16	Refugees	4d6 refugees; few possessions or relics; will flee if attacked
17	Wandering Prophet	Prophet is a level 10 mutant; 2d6 followers of varying levels; moderate relics
18	Relic Cultists	3d6 relic cultists; level 1d4; moderate relics; may be friendly or hostile
19	Strange Travelers	Weird, unusual travelers; possibly aliens or time travelers
20	Roll twice*	Roll twice; NPCs may be allies, enemies or indifferent towards one another

Events

1) Eerie Temple: A creepy temple, crudely constructed from salvaged materials or built in an old ruin. Possibly abandoned, but if not the occupants are almost certainly up to no good.

2) Fog: A thick bank of fog rolls in, reducing vision to just a few dozen feet.

3) Storm: A storm looms on the horizon and rolls in 1d3 hours later. Type of storm depends on terrain (i.e. desert = sand storm, jungle = monsoon, etc.).

4) Radiation Storm: A radiation storm sweeps in suddenly. The party only has minutes to find shelter. If they can't, treat as low intensity radiation for 1d6 hours.

5) Village: A small village of d100 inhabitants; they have a few relics for possible trade, or to fight back with if the party attacks them.

6) Crude Fort: A small fort made of rocks or salvaged materials constructed at a strategic location with 1d4x10 soldiers garrisoned within. They may demand a toll from travelers. Their leader (level 1d4+4) has relics.

7) Forgotten Vault: The party stumbles across the entrance of a long forgotten vault of the ancients. Who knows what treasures may yet remain within?

8) Radioactive Zone: The party passes through a radioactive zone, which they might detect if they have Geiger counters. Treat as medium intensity radiation exposure for 1d6x10 minutes.

9) Ancient Battlefield: The party has stumbled across an ancient battlefield, now overgrown. However, the rusted hulks of giant fighting machines are still recognizable. Beware! Ancient robots may still patrol the battlefield, alert for any sign of the enemy.

10) Explorer Camp: The party comes across the camp of other explorers. Treat as NPC Encounter #2 above, though the NPC explorers have set up guards so will see the party coming. They may be willing to trade, or at least share a campfire.

11) Earthquake: An earthquake rocks the region. Roll 1d6:
 1-3 = Mild; you can feel it but no damage done
 4-5 = Moderate; party has trouble standing; flimsy structures will collapse; animals will panic
 6 = Strong; the earth splits open, sturdy structures may collapse; party stumbles and falls

12) Meteor Shower: A bright meteor shower sweeps across the sky, visible even during the day. No harm done, but superstitious types may read it as an omen.

13) Dilapidated Building: A crumbling old building of the ancients. Probably occupied by humanoids or animals. Might still contain some relics. It looks as though it could collapse at any moment.

14) Forbidden Shrine: A macabre shrine to some obscure god, foul looking with an aura of evil.

15) Shipwreck: The half buried remains of a ship. Something still lives in it though, and it may hold wondrous relics within. It can be either a crashed space ship or a seagoing vessel (even if it's in the middle of a desert or high up on a mountain).

16) Lost Bunker: A small bunker, most likely constructed by the ancients. It isn't very large, but could still contain relics. Someone, or something, also likely calls it home.

17) Slave Camp: A fortified camp of slavers . The slave master is level 1d4+4 with plenty of relics. He commands Levelx5 level 1 slavers, armed mostly with primitive weapons. There are also 1d6x10 slaves present, held in pens or crude wooden cages. If the party appears weak, the slavers will try to capture them. Otherwise, the slavers are willing to engage in trade.

18) Solar Eclipse: A full or partial solar eclipse occurs, blocking out the sun for a few minutes; considered by most to be a bad omen. Malevolent cultists will be looking for someone to sacrifice in order to appease their mercurial gods.

19) Enigmatic Structure: A strange and mysterious structure of unknown design or construction. It could be a gleaming silver tower, a pyramid of black rock, a foreboding gateway or portal, a giant statue, or any number of things. Go crazy; have fun.

Monsters

Frog, Giant: HD 5 (25 hp); AC: 12; bite +5 (1d8); swallows a man-size creature whole on a critical hit; giant leap 100'

Insect Swarm: AC: 10; A swarm of d1000 nettlesome, biting insects descends on the party. Everyone not in completely enclosed armor suffers 1d4 points of damage each round until they escape or dissipate the swarm. Each point of damage kills 1 insect, though cone and AoE weapons kill 10 insects per point of damage.

Lizard, Giant: HD 4d8+5 (25 hp); AC 15; Bite +5 (2d4+2)

Slug, Giant: HD 10 (50 hp); AC: 11; Acid spit +8 (3d6, plus reroll armor condition each hit)

RABID

"It started a couple of months ago, reports of a new bug going around. You know, third world crap, not my problem. But wherever this bug went, everything seemed to go to hell.

"Then it came here, in the cities first. Hospitals overloaded, rioting in the streets, police overwhelmed. After that the military stepped in, and they seemed to have it contained. Quarantine zones, airstrikes, and I heard they even dropped The Bomb in a couple of places, or that's the rumor anyways.

"But then, just when it seemed like the worst was over, it spread again, only this time like wildfire. It was everywhere. It jumped the quarantine zones. The military couldn't isolate themselves from it, and when they started getting infected it was game over, man. The damn thing had gone airborne, and there was no containing it after that.

"What was that? Eh, thought I heard something. This whole thing is making me jumpy

"Where was I? Oh, the infection, right. Now, a few of us, maybe five or ten percent, are immune to the bug. We won't...change... into those things. Just remember we aren't immune to being eaten or torn apart.

"So now what? Well, we gotta find other survivors, get weapons and supplies and find a place to hole up until those things starve to death. Christ, I hope they can starve to death. And don't even think about going out there to find your lost spouse or best buddy. Forget it, they're either holed up somewhere safe like us, or they're dead...or worse. So don't even go there.

"What's that!? Oh God, they found us, they're here. We have to go, we have to go NOW!"

Welcome to the end of civilization. A mutated airborne strain of rabies has swept across North America, and presumably the rest of the world as well. But not everyone is affected. You are one of the immune. An average person, one of the 'lucky' survivors, swept up in extraordinary circumstances. But your struggle is only just beginning...

Rabid is intended to be run as a 'day zero' campaign, ideally run by GMs comfortable with improvisation. The idea is that the characters find themselves unexpectedly in the middle of a zombie invasion, and the GM asks them "What do you do next?"

Creating Your Survivor

Survivors are ordinary people caught up in extraordinary events. Your character is not a Special Forces operative, secret agent or even a SWAT team member. In fact, most police and government agents are already dead or infected, being the first to respond to the crisis and overwhelmed by the infected. Your character is just a regular person, immune to the infection, and lucky enough not to have been killed by the infected...yet.

Primary Stats:

Per standard Microlite20 rules, there are three primary stats: Strength (STR), Dexterity (DEX) and Mind (MND).

Since the character's are average people roll only 3d6 for each attribute, but assign them to attributes as desired.

Stat modifier is (Stat-10)/2 round down.

Skills: Skills are determined differently in Rabid. Because the PCs are normal people from a modern post industrial society, it is not assumed that everyone knows how to fight equally well. There are five skills: Shooting, Physical, Subterfuge, Knowledge and Communication. The Physical skill includes close combat ability, enhances defense (AC) and increases hit points.

Players place +1 in one skill of their choice. Thereafter they may 'age' their characters to gain additional skill points. Assuming a starting age of 18 or so, for every 5 to 10 years added in character age (the exact number is not important), subtract 1 from either the Strength or Dexterity stat. In exchange, add 1 to either the Mind stat or the Shooting or Physical skill, or add +2 to the Subterfuge, Knowledge or Communication skill. Players may do this as often as they like, but a too weakened character will likely die fast.

For example, Pete is a new character. Pete's player places his first +1 into Physical. He decides to age Pete 6 years (making him 24), reducing Strength by 1 and adding 1 to Pete's Shooting skill. He ages Pete another 5 years, subtracting 1 from Dexterity and giving +2 to Knowledge.

Shooting – Using any ranged weapon
Physical – Physical tasks and melee combat
Subterfuge – Sneaking about, picking locks, deception
Knowledge – Local area knowledge, how to use things
Communication – Negotiation, social interaction

Skill tests involve rolling d20, plus adding an appropriate stat modifier and the appropriate skill rating. The total must equal or exceed the Difficulty Class (DC) established by the GM.

Hit Points: Characters start with Hit Points equal to their Strength score plus Physical skill rating.

Armor Class (AC): Armor Class is largely irrelevant when dealing with the infected. It only comes into play when fighting other survivors. $AC = 10 + DEX \text{ mod} + \text{Physical skill}$

Background & The Hook: Players are encouraged to come up with short backgrounds for their characters. However, all characters must have a hook, which can be worked into the character's background. A hook is a liability or complication in the character's life, such as a family member, a lover, a condition that requires medication or some other obligation; something that requires the character to journey into infected areas to resolve the obligation or complication. Hooks should require a significant effort on the character's part to resolve. Hooks are subject to GM approval.

Equipment: Characters start with any equipment that is reasonable considering their skills, background and starting location. Assuming your campaign is set in a developed nation, access to a vehicle of some kind is almost certain. Most characters will certainly have at least an apartment if not a house, though they probably won't want to stay in them for long. Improvised melee weapons should be easy to come by.

After the campaign starts, characters will have to go out and get whatever equipment they want. Generally, guns should be easy to

get (they'll probably just be lying around all over the place), but ammo should be scarce. In fact, this should be the golden rule of any Rabid campaign...*guns common, ammo scarce*.

Microlite20 Modern has a good list of guns to pick from. Or reference firearms guides or catalogs. Just make a note of the weapon's caliber and magazine capacity.

Money, gold and precious stones will have virtually no value in this setting. The only things that will have value are items that help people survive, or provide simple luxuries and pleasures, like booze, smokes, drugs, music, DVDs, batteries, etc.

Encumbrance: Survivors can carry a number of weapons/items equal to their Strength stat without being encumbered. Players will really, really want to avoid being encumbered. Otherwise they will be overrun by the infected. Up to six small items can be grouped together as one item in a pouch, purse, satchel, etc. Particularly large or heavy gear may count as two or more items. Very small items, like a book of matches, shouldn't count against a character's encumbrance (though carrying a case of matchbooks would count).

Combat

Initiative: Roll d20 + MIND mod for initiative (against zombies, its more about coolness under pressure and presence of mind than quick reflexes). The character with the highest total may act first (or hold action). Infected always act last each combat round.

Combat Round: A combat round is only a few seconds long, allowing only one action: attacking, running (up to 20'), reloading a clip fed weapon, a brief discussion, drawing a weapon, retrieving something from a pouch, etc.

At the GM's discretion, a character may multi-task. For example running and shooting at the same time, or shooting and shouting instructions simultaneously. When multi-tasking, all tests are -2.

The infected will always move up to 20' as directly as possible towards the nearest survivor. They'll run through fire, climb obstacles, even try to jump across rooftops if they spot survivors on an adjacent rooftop. When they reach melee range with the survivors they immediately and automatically hit for 1 point of damage each round (use combat scale for large groups).

Attack Rolls:

Ranged weapon attacks = d20 + DEX mod + Shooting skill

Thrown weapon attacks = d20 + DEX mod + Physical skill

Melee combat attacks = d20 + STR mod + Physical skill

The total result (including any modifiers) must equal or exceed the target's Armor Class (AC) to hit and inflict damage.

Attack Modifiers: Any situation that makes attacking more difficult, such as shooting at a moving target, or poor visibility or a long ranged attack incurs a -2 penalty on the attack roll. Anything that makes an attack easier, such as firing from cover or high ground or taking an action to aim a shot, gives a +2 bonus to the attack roll. Modifiers are cumulative.

Damage: If the attack successfully hits, determine damage:

Pistol Ammo

.22/.32 Caliber = 2d4

9mm/10mm/.38/.45/.357 = 2d6

.44 Mag/.50 Action Express = 2d8

Shotgun Shells

12 Gauge = 2d8

10 Gauge = 2d10

Rifle Ammo

5.56mm/.223 = 2d8

7.62mm/.30 = 2d10

.50 Caliber Rifle = 2d12

Melee Weapon Damage*

Light Melee Weapon – Knife, club, lead pipe, etc. = 1d6

Medium Melee Weapon – Baseball bat, machete, cricket bat = 1d8

Two-hand Melee Weapon – Samurai sword, fireaxe, etc. = 1d10

Chainsaw = 2d8 damage (running); 1d8 (off)

*Remember to apply STR mod to melee damage rolls

Note: Unarmed combat against the Infected is completely impractical, even for well trained martial artists.

Body Armor – Useless against the infected; against other survivors reduces damage taken by 4, but with -2 AC

Fragmentation Grenade – 4d6 damage to 20' radius

Molotov Cocktail – 3d6 damage to a 10' radius; sets area on fire for 1d4+2 rounds, inflicting 2d6 damage per round

Light Weapons: Survivors may wield two light ranged weapons (pistols, machinepistols, or sub-machineguns), allowing an attack with each hand. Each attack incurs a -2 penalty to the attack roll. Melee weapons *may not* be dual wielded.

Burst Fire: Firing a burst uses 10 rounds. The attack receives +4 on the attack roll and doubles the damage inflicted. Particularly good against a large group of infected. But remember, guns common, ammo scarce.

Critical Hit: A roll of 20 on the d20 is a critical hit. Critical hits inflict maximum damage.

Fumble: A roll of 1 on the d20 results in a fumble: the character's gun jams, or the character slips or drops his weapon, etc. Generally an action is required to recover from a fumble.

Area Effect Attacks: Make a single thrown weapon attack roll against an AC of 10. If the attack misses, roll 1d6 for scatter direction (1-2 long, 3-4 short, 5 right, 6 left) and 2d6 feet for scatter range. Infected will make no attempt to take cover from grenades or avoid Molotov cocktails. Survivors may make a DEX mod + Physical test with a DC equal to the total attack roll for ½ damage.

Falling: Characters take 1d6 damage for every 10' fallen. If they fall on something sharp, such as broken glass, add +1 to the die roll. If characters take more than 10 points of damage from a fall, they might break a bone. Make a STR mod + Physical test vs. DC of 10 for the character to avoid breaking a bone. GM has discretion on which bone is broken if the test fails.

Healing: Survivors can heal all hit point damage after a full day's rest. Alternatively, they may attempt to treat their wounds by making a Knowledge + MIND mod test with a DC of 15. Add +2 if the survivors have some sort of first aid kit; add +4 if they have access to a hospital, medical clinic or similar fully equipped facility. If successful they heal 2d6 hit points. Heal checks may only be made

once after each instance of a wound being received (generally, once after each battle).

Healing tests are also required to set broken bones. Broken bones will take several weeks to fully heal. Failing to set broken bones will have dire consequences, up to infection and death.

Painkillers: Healing tests take several minutes to complete, so cannot be done in combat. However, as an action, characters can pop a dose of painkillers to provide some quick healing. Consuming a dose of painkillers immediately heals 6 hit points of damage. However, painkillers take a toll. Each dose consumed incurs a cumulative -1 penalty to all tests (but not damage rolls). A full day's rest removes the penalty.

Incapacitation and Death: A survivor reduced to zero hit points is incapacitated and must be carried. A successful healing test will restore 2d6 hit points and revive them. If left behind, they will almost certainly be killed by the infected. Survivors reduced to negative hit points die.

Experience and Advancement

Experience Points (XP): Survivors gain experience points by resolving hooks and accomplishing objectives. Killing the infected does not grant XP, though coming up with a resourceful way to kill or neutralize a large number of them can be an objective.

Resolving a hook grants 10 XP to the character, and to any other character that helped to resolve the hook. The manner in which the hook is resolved has no bearing on the XP reward. For example, Pete's hook is his wife, who was at home when everything went to hell. Pete finally manages to make his way home only to find that his wife was attacked and became infected. Attacked, Pete was forced to kill her. Though it isn't a happy ending, the hook is resolved and Pete (and his buddies) receive 10 XP each.

Once a survivor's hook is resolved, the player may opt to take a new hook, but they are not required to do so. Nor are they required to take a new hook right away. They can take a new hook whenever they're ready, but players need to work out the details with their GM. Hooks are always subject to GM approval.

Objectives award from 1 to 5 XP each for each character that contributes towards achieving the objective. A contribution can be as simple as waiting in the car with the engine running so the group can make a quick getaway.

An objective is usually meeting some immediate need. For example, one of the survivor's first objectives will probably be finding guns and ammo. Another objective could be finding a car and hotwiring it, finding food, getting medicine from the zombie filled hospital, finding safe shelter for the night, rescuing trapped survivors, getting to a radio to call for help, coming up with a clever way to kill or neutralize a lot of infected, etc.

The players will usually set their own objectives; the GM just decides if they warrant an XP reward and how much. If the GM creates a pre-planned adventure, then the GM should establish most of the objectives for the adventure.

Advancement: To advance a level, characters need to accumulate 20 XP times their current level. For example, advancing from level 1 to level 2 requires 20 XP; from level 2 to level 3 requires 40 XP, level

3 to level 4 requires 60 XP, etc. Each time a character levels, reset their XP to 0. Excess XP is retained.

Each level advanced provides the following benefits:

- 1) +1 Hit Point
- 2) Add +1 to Shooting or Physical skill, or +2 to Subterfuge, Knowledge or Communication skill
- 3) Every third level (3, 6, 9, 12, etc.) add +1 to STR, DEX or MIND (player's choice)

The Infected

The infection has turned once normal people, your neighbors, your friends and even some of your family, into insanely aggressive, homicidal maniacs, and they want to kill you (and probably eat you, too).

Infected: 1 HD (5 HP); AC 10; melee attack (biting, clawing, scratching, punching, etc.); Infected attacks hit automatically each round for 1 HP damage; Infected are heedless of injury, and therefore must take at least 5 HP of damage in a single attack to die; otherwise just ignore the damage; infected always act last in combat

Infected are 'fast zombies'. They run, jump, climb, leap and pull themselves up onto ledges. They are fairly listless when there isn't any stimuli (i.e. survivors), but when 'stimulated' they will rush at survivors completely heedless of pain, injury, fear or danger. They'll even run through fire or over the roof edge of a building. Infected are attracted by bright, flashing lights, loud noises and rapid movement.

Individually, infected actually aren't that dangerous, provided you're prepared. But in groups, particularly large groups, they become extremely dangerous. Note, they aren't undead zombies, so it is not necessary to make head shots to kill them. None-the-less, they ignore pain and injury, so they'll keep coming if you don't do enough damage to put them down in one attack.

Use mass combat rules for large groups of infected (say, more than 10 in an area). Multiply damage inflicted by the group by the Combat Scale multiplier. Note, infected groups inflict damage against everyone they are in melee range with.

Number in Horde	Group Damage
11-20	5
21-40	6
41-60	7
61-80	8
81-99	9
100+	10
Etc	

For example, if survivors are fighting a horde of 20 infected, and the infected are in melee range of the survivors, each character will take 5 points of damage from the infected each combat round they remain in melee contact with the infected.

Each attack against an infected group that inflicts at least 5 HP of damage kills one of the infected for each multiple of 5 damage. For example, an attack that inflicts 12 HP of damage kills 2 infected. An attack that inflicts 16 damage kills 3 infected. As infected are killed, the group's damage rating will decrease.

If the party can find a way to bottle neck the infected group, then reduce its Combat Scale appropriately. Other tactics that survivors can use to mitigate the danger of large groups of infected is to run and gun them (i.e. kiting), fire from high ground, or lure the infected into some kind of trap.

Alternatively, survivors may attempt to sneak past the infected, but the more infected there are the harder it is to get past without being spotted. And it only takes one to set the entire horde on the party. Make a DEX mod + Subterfuge test against a DC of 10 +1 for each infected in a position to possibly see the survivors.

As a final recourse, survivors can simply run away from the infected. Note, this is akin to a full on sprint, not a long distance endurance run. A survivor can only run for a number of combat rounds equal to their Strength stat (i.e. if Strength is 10, they can run for 10 rounds), at which point they will slow to $\frac{1}{2}$ movement and the infected will catch up to them. Survivors will have to rest for several minutes before being able to run again. Encumbered survivors have no hope of outrunning infected.

Infection Level: Every area the survivors enter, whether a building, park, city street, sewers, whatever, will have an Infection Level ranging from 0 (completely cleared of Infected) to 10 (wall-to-wall Infected). Any safe areas or sanctuaries will have an infection level of 0, though the area immediately outside the sanctuary could have a very high infection level (think of the nice safe farmhouse surrounded by zombie hordes trying to get in).

Roll d10 equal to the area's Infection Level to determine the number of Infected in the area (i.e. Infection Level 3 means 3d10 infected in the area). If the area is open, like a park, then the Infected will spread around the area, but in a building they would be spread out in different rooms. Very large buildings can have a different Infection Level for each floor.

Sample Infection Levels:
Safehouse/Stronghold/Survivor Community = 0
Wilderness = 0 to 1
Individual House/Small Building = 0 to 1
Rural Area = 1 to 2
Small Town Streets = 1 to 3
Suburban Streets = 2 to 4
City Streets = 3 to 5
Factory/Warehouse/Sewer = 1 to 3
Park/Trainyard/Compound = 2 to 5
School/Campus = 4 to 6
Office Building = 3 to 5 per floor
Police Station = 4 to 7
Fire Station = 2 to 4
Apartment Building = 1 to 4
Mall/Shopping Center/Big Lot Store = 7 to 10
Military Base = 5 to 10
Emergency Shelter = 8 to 10
Hospital = 7 to 10 total, or 4 to 6 per floor

Running a Campaign

Day Zero: Day Zero is the intended campaign style for Rabid. The player characters are going about their daily business when they suddenly and quite unexpectedly find themselves in the middle of horrific events, just when the crisis reaches critical mass. The exact circumstances the PCs find themselves in will depend on when the GM starts the campaign. If it's during the day, then they will likely be at work. If during the night, then they'll probably be at home.

Once things start, the GM sets up the situation and then lets the players decide where to go from there. The GM's initial task will be to contrive a way for the player's characters to meet. The easiest way to do this is to simply assume all the PCs are at the same location when it hits the fan. For example, they all might be eating lunch at the same restaurant, or going to the same dentist or waiting at the same garage for their cars to be repaired.

Once the party is together the GM will have to decide what happens based on the player's actions. This will require a great deal of improvisation on the GM's part, at least initially.

The players should establish their own initial goals, and can earn XP for accomplishing their objectives, determined by the GM depending on the difficulty. For example, an immediate goal could be to get out of the office building and to the garage alive. The next goal might be to find weapons or get to a police station for help. Some players may want to act on their character's hooks, racing home to locate loved ones or friends.

Note that players don't have to type out their objectives in triplicate to the GM. It's as simple as a player saying "I get out of the building and head for my car in the parking garage." That's the goal; the GM describes what happens on the way to the garage, and then decides how much XP, if any, is warranted for accomplishing the objective.

When running the initial stage of the campaign, keep in mind that everything has gone to hell. There are infected everywhere, attacking people, eating them, screaming, fires, shooting, explosions, sirens. And the players will have to navigate all that to achieve their objectives or resolve their hooks. Also keep in mind that the police and virtually all government infrastructure is gone, shattered or overwhelmed. 911 gives an automated response telling callers to go to the nearest FEMA shelter (overrun with infected, naturally). Hospitals, police stations and fire stations are infested with rampaging zombies. The highways and roads are blocked with abandoned or wrecked cars, with infected attacking fleeing motorists in all directions. Fires burn unchecked, gas mains explode, and in the midst of all this you have looters and the criminal element taking advantage of the breakdown in law and order. And just how long will the power stay on? So, play up the chaos and confusion.

In these first few chaotic hours and days, the GM should have the survivors meet a few NPCs, most of whom will be red shirts, present only to die horrible deaths to impress upon the players on just how dire the situation is. If the players get to know a NPC a little first, so much the better for delivering the desired impact when the NPC is ripped to shreds by a horde of infected.

Eventually the players will get past the chaos of the first few days. They'll run into fewer and fewer survivors. They'll find a secure place to fort up and hold out. The pandemonium of the last few days will gradually be replaced by an eerie calm, broken only by the soft rattling breath of the infected or the occasional gun shot. At this point you may need to shift gears, providing more structured adventures. For example, the players may decide to make a run at the nearest military base to get some serious firepower, so you'd have to plan that out in greater detail.

You should also make the players describe their plan to you. Just how do they plan to get to that base. Are they driving? Where will they get the vehicles? What vehicles do they bring? Do they have enough gas? What route are they taking? Who does what when

they get there? Will their vehicle break down? Have other survivors already looted the base? Their route may be blocked, other survivors may have already claimed the base, or maybe (probably) it's overrun with infected. Their car might break down, they may run into a large group of infected, encounter other survivors who need help, etc.

Generally speaking, the better their plan, the better things should go, though there should always be at least one or two unexpected complications. If they don't have a plan, or a very poor or unrealistic plan, then introduce more complications. Hopefully they'll learn to plan things out better in the future.

A final note, you may want to consider starting the campaign in the area you and your gaming group lives. The advantage of this is that your group is familiar with the area, so it will be easier to bring things to life. Instead of your players asking you if there is a gun store nearby, they can say "I head for the Fred's Guns on Main and 4th." It can help the players establish their initial objectives, and it can make it easier for the GM to improvise and set the scene. Eventually you'll probably want to expand the campaign beyond your home town, but it can provide a useful starting point.

Land of the Infected: In this type of campaign, the infection has been ongoing for some time, and most of civilization has collapsed. The players have an established safehouse or live in a fortified community. They also have whatever weapons they want (provided they aren't too exotic; naturally ammo is still scarce). There may be some government bunkers or strongholds still. Perhaps some billionaire built a fortified hideout and hired a bunch of mercenaries to protect him/her. This is essentially a post apocalyptic setting.

In such a setting, the infected will only be one of the player's problems. Other survivors will be a greater problem, as some will be raiders, willing to attack the survivors for their weapons, ammo and food. Perhaps some people are doing more depraved things in some places. This is more of a 'humans are the real monsters' setting, and the infected are more of a natural obstacle to be overcome.

The player's motivations can be simple survival, scrounging enough food and ammo from the ruins to get by another day, or luxuries like alcohol and tobacco to trade with other survivors. Or maybe that billionaire survivor wants some rare painting/ document/book/ movie/convenience/etc. and is willing to trade a lot of food and ammo to whoever can retrieve it for him. Maybe the party hires on as guards for caravans that travel between the remaining communities. Or maybe they hear of government strongholds in the north and decide to try to reach them.

In this type of campaign, character hooks can (and probably should) be tied into more long term survival objectives or employment prospects. For example, if they're hired to retrieve a rare painting from the city art museum, then that becomes the group's hook. If they decide to head north to look for a safezone, that becomes their hook.

Ultimately, there are plenty of opportunities in such a campaign for players to either profit off the corpse of the old world, or to help rebuild it. Finally, a Day Zero campaign, if played long enough, should eventually morph into a Land of the Infected style campaign.

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Quick Reference Sheet

Damage

Pistol Ammo

.22/.32 Caliber = 2d4

9mm/10mm/.38/.45/.357 = 2d6

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Shotgun Shells

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10 Gauge = 2d10

Rifle Ammo

5.56mm/.223 = 2d8

7.62mm/.30 = 2d10

.50 Caliber Rifle = 2d12

Melee Weapon Damage*

Light Melee Weapon – Knife, club, lead pipe, etc. = 1d6

Medium Melee Weapon – Baseball bat, machete, cricket bat = 1d8

Two-hand Melee Weapon – Samurai sword, fireaxe, etc. = 1d10

Chainsaw = 2d8 damage (running); 1d8 (off)

*Remember to apply STR mod to melee damage rolls

Fragmentation Grenade – 4d6 damage to 20' radius

Molotov Cocktail – 3d6 damage to a 10' radius; sets area on fire for 1d4+2 rounds, inflicting 2d6 damage per round

Skills

Shooting – Using any ranged weapon

Physical – Physical tasks and melee combat

Subterfuge – Sneaking about, picking locks, deception

Knowledge – Local area knowledge, how to use things

Communication – Negotiation, social interaction

Common Tests

Initiative = d20 + MIND mod; highest total acts first

Ranged weapon attacks = d20 + DEX mod + Shooting skill vs. AC

Thrown weapon attacks = d20 + DEX mod + Physical skill vs. AC

Melee combat attacks = d20 + STR mod + Physical skill vs. AC

Healing Test = d20 + MIND mod + Knowledge vs. DC 15

Sneaking = d20 + DEX mod + Subterfuge vs. DC 10+1 per infected

Modifiers

Attacker Advantage = +2 on attack roll

Defender Advantage = -2 on attack roll

Dual Wield = -2 on attack roll for each weapon

Burst Fire = +4 on attack roll

Multi-tasking = -2 on all tests

Painkillers = -1 on all tests, cumulative

Medical Kit = +2 on Healing Test

Medical Facility = +4 on Healing Test

Experience & Advancement

10 XP for resolving hook

1 to 5 XP for completing objectives

Levelx20 XP to advance to next level

+1 Hit Point on leveling

+1 to Shooting or Physical or +2 to Subterfuge, Knowledge or Communication on leveling

+1 to one stat of choice every 3 levels (3, 6, 9, etc.)

The Infected

Infected: 1 HD (5 HP); AC 10; melee attack (biting, clawing, scratching, punching, etc.)

- Infected attacks hit automatically each round for 1 HP damage
- Infected are heedless of injury, and therefore must take at least 5 HP of damage in a single attack to die; otherwise just ignore the damage
- Infected always act last in combat
- Infected move 20' each combat round; they automatically hit when they reach melee combat range

Mass Combat Damage

Number in Horde	Group Damage
11-20	Each Round
21-40	5
41-60	6
61-80	7
81-99	8
100+	9
	10
	Etc

Infection Levels

Roll 1d10 per Infection Level to determine the number of infected in the area (i.e. Infection Level 3 = 3d10 infected in the area). May be grouped together or spread throughout several rooms in a building.

Safehouse/Stronghold/Survivor Community = 0

Wilderness = 0 to 1

Individual House/Small Building = 0 to 1

Rural Area = 1 to 2

Small Town Streets = 1 to 3

Suburban Streets = 2 to 4

City Streets = 3 to 5

Factory/Warehouse/Sewer = 1 to 3

Park/Trainyard/Compound = 2 to 5

School/Campus = 4 to 6

Office Building = 3 to 5 per floor

Police Station = 4 to 7

Fire Station = 2 to 4

Apartment Building = 1 to 4

Mall/Shopping Center/Big Lot Store = 7 to 10

Military Base = 5 to 10

Emergency Shelter = 8 to 10

Hospital = 7 to 10 total, or 4 to 6 per floor

AoE Scatter

1d6 for direction:

1-2 = Long

3-4 = Short

5 = Right

6 = Left

2d6' for distance

Falling Damage

1d6 per 10' fallen; add +1 per die if landing on something sharp; if more than 10 damage taken in the fall make a STR mod + Physical test vs. DC 10 to avoid breaking a bone

Microlite20 VERMIN: Tooth and claw in the streets.

"Could you be just a little more quiet, Barkhead," growled Trom, the rat. "It's not like we're begging to get noticed or anything."

Barkhead snickered, "Sure... like there's anything awake in this alley in the middle of the night. Let's just go in, grab the ham and get out. I don't even know why I'm helping you guys. I don't even eat ham."

"Because, you, you, you're our friend," squeaked the little mouse sneak Keiter. "And, and, we smelled pine nuts. Promise."

Barkhead scrambled up the wall unto the windowsill. "Ok... grab this rope and get up here," he said, concentrating for a moment. "..." he appeared to scream. "..." he said, pressing a paw against the glass and concentrating again, until the window shattered in without a sound.

"Looks like we're home free," he said, scrambling down the rope, as he dropped down the other side and out of the zone of silence.

The rat growled as he struggled to climb down the rope. "I can smell it. Roast ham and honey--and a dozen smelly humans, all in this one little tavern. Treat-time." The trio skittered across the floor, hungry and oblivious to the imminent danger in the window.

A brown tabby peered in the broken hole as Trom began to gorge himself. Barkhead greedily chewed up a strawberry as Keiter noticed the cat. "G-g-guys..."

The three turned as the cat put his paw against a shard of glass. "No, no, no, Alex... come 'n," begged the squirrel. "I gave you all the information you wanted just last week--and I got a friend to clean up that nasty case of mange."

Alex grinned. "Sorry, chumps," he hissed, pushing the piece of glass out.

Down...

down..

down... it tumbled, and...

Shattering against the floor with a deafening sound in the near-silence of the room, shards flew everywhere, nearly hitting Keiter in the leg as he leaped away. Clomping footsteps plodded across the upstairs floor, and started down the stairs.

"Funknutty," growled Barkhead.

Introduction

Vermin is a M20 game set in the streets of a dark fantasy city. Unlike most fantasy games, this one's set at dirt level--you play the tiny beasts, the dirty vermin of the city. Players can choose between Rats, Mice, Sparrows, Squirrels, Toads, Roaches, and Lizards.

These vermin are a bit different from the ones you and I know--they have human level intelligence, and tool-making ability. That said, they're smart enough not to let humans (the biggest enemy of all) find out about all this. (Hmm... adventure hook already.)

Vermin was written so that it is a stand-alone game, but can fit into any fantasy city (or modern city, if you can accept that animals have secret mystical powers). It might actually be interesting to run it and not specify, seeing how long it takes your characters to see the difference between Lankhmar and New York City from the ground level. It can be used for a stand-alone campaign, or an interesting diversion for players to get a new perspective on your existing campaign.

It uses the basic and expert Microlite20 rules. I hope you enjoy it--and find out exactly high dirt gets in the street when you're only two inches tall.

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Skills

There are just 5 skills : Physical, Subterfuge, Knowledge, Communication and Survival. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Races

Lizard	+2 Dex, -2 Mind
Mouse	+2 Mind, -2 Str
Rat	+3 Str, -1 Comm
Roach	+2 all skill rolls
Sparrow	+2 Comm, -2 Str
Squirrel	+2 Know, -2 Mind
Toad	+2 Str, -2 Dex

Lizards

More alien than any other vermin, lizards are the sole reptiles not reviled by the rest of the vermin. Still, their reptile heritage puts them at a disadvantage when trying to relate to their warm-blooded associates.

Personality: Lizards' slick reptile brains put them at a disadvantage comparing smarts to mammals. Still, they have a long racial memory, and know their way around the cities. While wary

of others, they are loyal to a fault to the few friends they make, and are usually regarded as good, if dense, creatures.

Relations: Lizards get along with most anyone, although they tend to be a bit standoffish at first. Their long memories do not let them forget rat abuses, though, and they usually take a while to warm up to the large rodents. Lizards, like their tremendous brethren, the dragons, usually build a small lair that they let few into, where they hoard their possessions. (This lair also gives them a place to rest during the cold night hours.)

Names: Lizards take alien names with many consonants. K'kyrra, Monomonomo, and Ssssh are all good lizard names.

LIZARD RACIAL TRAITS

- +2 Dex, -2 Mind
- Base speed of 40 inches. Lizards are some fast-moving folk during the day.
- Cold-blooded: In any chilly situation, including most nights, lizards become lethargic, garnering a -2 to all actions, including combat, and slowly to a base speed of 20 inches. Lizards may make a burst of speed, eliminating all negative modifiers and moving at full speed, for one round by making a Fortitude save vs a DC of 15 (or higher for very cold environments). This can only be done (level) number of times per day.
- Regenerating tail: Whenever a lizard is caught by the tail, he can let his tail break, allowing him to escape. This causes only one point of damage to the lizard, and his tail will grow back over the span of a week.
- Natural weapons: Bite--1d4 damage, claws--1d3/1d3 damage.

Mice

Tiny, quick, and everywhere, mice have the advantage of numbers. Their strong little hearts and a huge number of ancestors gives them spiritual strength and the ability to persevere anywhere.

Personality: Mice are friendly little vermin,

although a bit high-strung and worrisome. They avoid danger, and cling to each other in numbers for protection. Mice judge another mice by inner strength, which is often shown by unusual physical features--an all-white or all-black coat, albinism, a withered limb, or unusually colored eyes. They can trace back their huge ancestry easily, and tend to associate a mouse with the ancestors he physically resembles.

Relations: Mice get along with almost anybody, although they cling to their larger brethren, the rats, for protection. They judge vermin by their individual traits, as opposed making generalities based on racial characteristics.

Names: Mice have a myriad of names, which change all over the world, often being a variation on local human names. They tend to name themselves after ancestors they resemble, and are usually thought of as the embodiment of that person, a concept hard for other vermin to understand. Examples: Pred, Nob, Yohn, Macques, Naylor.

MOUSE RACIAL TRAITS

- +2 Mind, -2 Str
- Small: +1 to attack, +1 to AC, +4 to Hide. However, they can only use Small weapons, and can only carry 2/3 of what a normal-sized vermin can carry.
- Base speed of 20 inches.
- Racial skills: At character creation, choose 1 point to put into one skill, this is in addition to the bonus for the mouse's class. This skill is inherited from an ancestor.
- Natural weapons: Bite--1d3 damage, Claws--1d2/1d2 damage.

Rats

Big, nasty, and pervasive, rats are the born rulers of the vermin kingdom. Known for their brawn and bite more than for their charm, rats stalk the night, taking what they want from human pantries, garbage heaps, and bedrooms.

Personality: Rats tend to be short-tempered and mean. Gluttonous, they take the spoils of any find and gorge themselves on rubbish. Still,

individual rats take on a group of vermin they protect as "their gang." (Whether or not the rat actually is the leader of the gang is irrelevant--they think they do.) Rats tend to be bullies, and although they often have a kinder side, they are loathe to show it, and get snappish with anyone who would point it out.

Relations: Rats get along well with their smaller kin, mice, living in a symbiotic relationship with them--mice are good scouts and good diplomats, while rats can give them protection. They often hold the flighty sparrows in disdain, especially for their closeness with men. Rats that try to get along with other vermin often make a display of their greatness or of their wealth, trying to ply friends with gifts or protection.

Names: Rats take guttural names, often with a suffix to denote one of their attributes.

Examples: Rukk the Wide, Tuk the Tricky, Koff the Infectious.

RAT RACIAL TRAITS

- +3 Strength, -2 Comm
- Base speed is 30 inches.
- Darkvision: Rats' red eyes let them see in the dark up to 60 inches. They can function well with no light.
- Infectious bite: Rats' bite usually carries virulent strains of nastiness. Anyone bitten by a rat must make a Fortitude check of 5 + the level of the rat + points of damage caused by the bite. If this check is failed, the wound will become inflamed, and cannot be healed normally, or through standard magical healing. *Remove disease or heal* must be cast in order to stop the disease. Each day the wound persists, the victim must make another Fortitude check--if failed, the victim loses one point of Strength and Constitution. If either of these scores reaches zero, the victim dies. (Three successful checks in a row means that the infection has been defeated by the victim's immune system. Strength and Constitution are regained at the rate of one point per day.)
- Natural weapons: Bite--1d6 damage,

Claws--1d4/1d4 damage, Tail--1d3 subdual damage.

- Skill bonus: Rats receive a +4 to Intimidation checks.

Roaches

Roaches, the ultimate survivors, have an even bigger advantage in numbers than mice. Unlike mice, though, who derive strength from their ancestry, the clannish nature of roaches make them virtual copies of each other. The roach that breaks away from his brothers to become an individual is rare, and generally thought poorly of by other roaches.

Personality: Roaches are generally insular around other vermin, and follow strict social guidelines, doing nothing that all other roaches will not do with them. That said--some roaches strike out for an individual life, but are reviled by their brethren. Roaches do not have a hierachal social structure, though--their short lifespans do not allow for it. All roaches within a caste are equal, and consider themselves brothers, subordinate only to their queen.

Relations: As above, roaches do not get along particularly well with any other vermin--but they don't get along particularly poorly, either. They are indifferent, except toward the sparrows, who they have a bit of a problem with (something about dinner once.) The vermin roaches most dislike are individual roaches.

Names: Roaches do not have names. They have their own names for the different roles they play, which all roaches in that caste are called by: Brute/Protector-- *Thrak*, Sneak-- *Waka*, Mystic-- *Boko*, Storyteller-- *Taka*, and Trickster (which are rare among roaches)-- *Hele*. Roaches that strike it out on their own often take the names of other vermin, or get nicknames such as Shellback, Rocky, or Bobo.

ROACH RACIAL TRAITS

- Base speed is 20 inches.
- Small: +1 to attack, +1 to AC, +4 to Hide. However, they can only use Small weapons.
- Roaches have the unusual ability to carry

twice the amount as a normal vermin on their shell.

- Antennae vision: While roaches can see normally with their eyes, they also are very sensitive to vibration, and can move around and fight with no penalty in the dark or against invisible creatures.. This vision extends out 30 inches, so they can still be surprised by something leaping from a distance.
- Shell: Roaches' tough exo-skeleton give them a +2 to their Armor Class.
- Skill bonus: +3 to Climb checks.
- Save bonus: +2 to resist poisons.
- Save penalty: Because of roaches' general lack of identity, they have a hard time keeping a strong self-image. Whenever a roach has to save against in order to keep his self-identity, or has to save versus an Trick or Mystic power affecting the mind, he has a -2. This should be enhanced in role-play as well.
- Natural weapons: 1d3 bite.

Sparrows

The flighty sparrows are the only vermin that can take to the skies of the city, giving them a perspective not from the feet of men, but from far above their heads, where they look no more like giants, but like insects. Sparrows see everything through this same sort of vision: they see nothing as of much importance on its own, but see the stories that things weave as a whole. This makes other vermin think of them as simple and flighty. They are flighty, interrupting conversations, ignoring complaints, and generally--well, flying around, but simple they aren't.

Personality: The most important thing to sparrows is that the world is much smaller than it looks to the vermin on the ground. Anything that seems really important probably isn't, and anything that seems like a huge danger is nothing to worry about. Even humans--the biggest danger of all--look small from above, and, plus, you can poop on them.

Relations: Sparrows get along with anyone,

although roaches and rats sometimes don't reciprocate those feelings. They enjoy a good joke that flies over lizards' heads, and are best friends with mice, whose tendency to worry amuses the sparrows. They respect squirrels greatly, the only vermin that ever manage to get a trick over on them.

Names: Sparrows usually take nature-based names, such as Needle-beak, Grey-feather, and Sky-leaf. The fiercest sparrow of all time was known as Roach-scourge, and the roaches still have a hard time with this.

SPARROW RACIAL TRAITS

- +2 Comm, -2 Str. Sparrows' hollow bones break quite easily.
- Base speed on the ground is only 15 inches, but sparrows can fly faster than a man can walk (very fast.) Sparrows are awkward walking.
- No hands: Sparrows have no front paws. Therefore, they cannot do many of the things other vermin can, especially use weapons (although they can get pretty inventive with their beak and claws, dropping things, and carrying a sharp stick while flying to poke things with.)
- Natural weapons: 1d4 damage beak, 1d3 damage claws.
- Natural weapon: wings. Wings can be used to buffet a foe, flapping them all around his head. This does only 1 point of subdual damage, but if the victim is successfully "hit" with this attack, he must save vs. a DC of $10 + 1d6 + \text{Strength bonus}$ or be stunned for the next round.

Squirrels

Squirrels, pranksters and clowns all, live more in the treetops and parks of the city than in the streets. Although they disdain the practice of trash-diving for food (they prefer acorns and fallen scraps in the park), they get along well with their fellow vermin--as long as they're playing pranks.

Personality: Squirrels are jokers. They jump

from tree to tree, carefree of danger, throw acorns at serious rats, steal bread from lazy-eyed humans, and get in elaborate high-flying punching matches with each other. They're the swashbucklers of the vermin, and a bit loopy. Danger never fazes a squirrel--at least not that he'd let on.

Relations: Squirrels think they get along with everyone, although it's not always the case. They're regarded as not just a bit unreliable, prankish, and prone to theft. Still--they can make loyal friends, and only a vermin who takes himself too seriously (like most rats) has a real problem with them--although they usually keep an eye open when a squirrel's around.

Names: Squirrels take nonsense names, with a little tree-ness thrown in for flavor. Examples include Boboak, Nutkin, Pinehead, Smokey, and Cholono.

SQUIRREL RACIAL TRAITS

- +2 Know, -2 Mind
- Base speed is 40 inches.
- Skill bonus: Squirrels receive a +5 to Climb checks and a +2 to Jump checks.
- Tail: Squirrels also receive a +3 to Balance because of their tail, and can use it to swing from tree limbs.
- Bipedal: While squirrels scurry along on four feet often, they have no problem standing on two feet. Their front paws are prehensile, and they can use weapons without the normal -2 modifier
- Natural weapons: 1d4 damage bite, 1d4 subdual damage punch.

Toads

Making their way in the urban swamp, toads are looked up to by all vermin. Rats respect their size and strength, mice see their numbers, sparrows like the fact that they don't seem to worry, and squirrels think that tongue thing is just funny.

Personality: Steadfast and somewhat slow to answer, toads are the kind uncles of the vermin kingdom. They're not stupid, but quiet and patient. They're not all serious, though--the dry

wit and one-line remarks of a toad humorist can beat all.

Relations: Toads are outsiders, used to a more wet atmosphere than most of the city, and are somewhat out of place among all the mammals. They usually do nothing to cause bad relations, though, and generally get along with all the vermin.

Names: Toad names vary, but usually have some reference to water, ponds, or bugs in them. Bugstick, Scumrod, and Soupeyes are all good examples.

TOAD RACIAL TRAITS

- +2 Str, -2 Dex. Although they have strong legs, toads are not as agile on land as many other vermin.
- Base speed is 30 inches.
- Skill bonuses: +5 to Swim, +5 to Jump checks.

Classes of Vermin

Brute: A vermin who lives on his combat ability and intimidation alone. **Brutes** wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls.

This increases by +1 at 5th level and every five levels on

Mystic: In touch with their spiritual side, mystics are able to use Gifts for healing, protection and divination. **Mystics** can cast divine spells (gifts) and gain +3 bonus to Communication.

Protector: Guardians of other vermin and their camps, these able fighters are also excellent hunters. **Protectors** are +1 to hit and damage with ranged weapons and only incur a -1 to hit penalty when fighting with 2 weapons. They have a +3 bonus to Survival.

Sneak: Sneaks are just what they sound like--vermin who are good at not being seen. They also make excellent scouts. **Sneaks** have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack.

Storyteller: Storytellers keep the history of the vermin kingdom, and can usually get by on the

virtue of their anecdotes alone. **Storytellers** gain a +2 bonus to Communication, Subterfuge, and Knowledge. A storyteller can counter sound-based effects within a 30' radius. A storyteller can use his song to charm person or remove fear up to 3 times (total) per day. Beginning at 6th level, a storyteller casts spells as either a Druid or Illusionist (player's choice, from the M20 expert rules) of 5 levels lower.

Trickster: The trickster uses supernatural Tricks to play jokes, win food, and help/annoy others. **Tricksters** can cast arcane spells, and gain a +3 bonus to Knowledge

Equipment

Truth be told, the majority of creatures in the vermin kingdom use no more equipment than their own claws, and maybe a rock sometimes to bash open something. Quite a few vermin, though, have learned the skills to craft tools.

It is forbidden for a vermin to use a tool or weapon in the sight of a human--if humans were to know they had learned the secrets of tool use, extermination would be quick and devastating. A vermin caught doing this, more often than not, ends up dead, drowned in the river or chewed up in a back alley. The worst sin in the vermin kingdom is to endanger the vermin kingdom, and justice is severe.

Materials

The majority of tools and weapons are made from wood, as it is soft and easy to carve, even with tooth and claw; rock, as it is plentiful and easily sharpened; and bone, as it is hard, yet easy to shape. Metal-working is incredibly rare--only one bellows is rumored to have been ever made in the vermin kingdom. Metal items fetch much in barter, and anyone who owns a metal object made by vermin is a wealthy vermin indeed.

Leather is another oft-used material--vermin let few things go to waste when one of them dies, and bone and leather are plentiful from the recycling of the dead. Leather is used for shelters, and, very rarely, belts, vests, scabbards, and the like. Vermin are loathe to wear such human-esque trappings, as it is unnatural, and increases the danger of being

caught.

Weapons

The most common weapons made are, by far, spears. It is easy to find a solid stick of wood and attach a sliver of bone or rock to it.

Sharpened sticks, much like javelins, are also often made. It is much more rare to ever see a dagger or sword, and even rarer to see a metal-crafted one. A few bows have been seen in the hands of the fiercest warriors, but the bipedal nature of most vermin makes these difficult to use.

Weapons use the same statistics as they have in the M20 weapon list. However, bone weapons in general and rock piercing weapons take a -1 to damage (minimum 1 point.) All-wood weapons are -2 to damage (minimum 1 point.)

Monsters of Vermin

Choose an appropriate (scale) monster from the M20 monster list to fit the situation and add any applicable special attacks and abilities. For example:

dog = M20 wyvern with no sting attack.

Adventure ideas

I have purposefully done two things in *Vermin* to (possibly) help you out: left the setting very sketchy, and dropped plot hints all over the place. Here's what comes to mind for me, but I suggest, and hope, you come up with your own unique adventures:

- The Vermin King (or possibly the Vermin Boss for your block) has fallen ill. An old sparrow storyteller swears that it's human poison and that he knows a dusty old building where an antidote could be found--but it's inhabited by an old warlock and his cat--can you make it in and out, and figure out what in the world it is that you need?
- It's war in the streets as the Roaches finally split into two factions. They both want your favor, but the vermin are split among turf and racial lines. How will your (race-mixed) party fall?

- A legendary Toad assassin has gotten possession of twin metal curved swords, rumored to be magical, and is taking down vermin for the highest bidder. Unfortunately, the highest bidder's a giant water moccasin snake, and on top of that, word on the streets is that he was sighted by a human.

- A member of your party was stealing trash outside a window the other night when he heard cries. Climbing up onto a windowsill, he saw a wicked, wicked man beating a smaller man, probably one of his brood. It's human business--but it's wrong. What will you do? How can you stop a huge man, you worthless nothings? The main thing to remember is that the crap gets awfully high real quick when you're 4 inches tall. Keep your players busy and keep them digging their way out. Have fun, and feel free to send any comments!

AFTERWORD

This setting is not mine, I just converted it from the original documents at:

<http://files.crngames.com/cc/vermin/vermin.html>

I couldn't find any names on the site to credit, but I didn't want to take more credit than was my due.

HAVE FUN!!!

---copycat042

Where No Man Has Gone Before 2.0

by Mike Berkey (michael.berkey@gmail.com), Copyright 2009. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

“Space, the final frontier. These are the voyages of the starship Enterprise, her five-year mission to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no man has gone before.”

This is a game about a five year mission, a world where special effects never progressed beyond painted Styrofoam blocks and cheap double-exposures. The 70's were still The Future and Klingons had smooth foreheads. The idea of a Star Trek movie was a laughable proposition and nobody thought twice about planets full of Nazis and space hippies.

Adventures take place in Episodes, over the course of a Season. If you're comfortable with the Shatnerian school of acting, can spontaneously hum snippets of the original soundtrack during appropriate scenes and have no problem with outrageous accents, this is the place for you.

The goal of this game is to create something relatively quick and dirty, simple to set up and fast to run, using the Microlite20 system for accessibility and to allow access to the vast amount of pregenerated d20 content.

Hopefully, it strikes a balance between camp and grit: while much of this game is pretty silly, much of it isn't. This is, after all, a television show that brought us both “The City On The Edge Of Forever” and “Spock's Brain.”

Thanks to a post by Gorillacus on Rpg.net for the idea that sparked this conversion—until that point not only was I stuck on how to handle character types in an intuitive way that remained true to the spirit of the show, I also had no idea I even wanted to do a d20 conversion of this sort in the first place.

For sources, I've poured over Franz Josef's original Starfleet Technical Manual, the Daystrom Institute of Technology (diti.org), Okuda's Star Trek Encyclopedia and Memory Alpha for information. I've even spent time mining the Klingon Academy instruction manual for ship combat ideas.

In the end, though, this game is based largely on my mostly hazy (but fond) memories of watching the show as a kid. If I can briefly, if only for a second, catch the spirit of those thrilling Sunday afternoons, then this game will have been a success.

Special thanks goes out to Avram Grumer for giving me much needed feedback and editing. I'm becoming convinced that errors, typos and ambiguously worded entries are every bit as threatening as those pesky Romulans.

Most importantly, remember that this game is your sandbox: there is no right or wrong way to play it, only what's fun.

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- 2. Combat, Action Points And The Rest Of The Core Rules**
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- 4. Equipment**
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Characters

Stats

Where No Man Has Gone Before uses four stats: **Strength**, **Dexterity**, **Intelligence**, and **Charisma**.

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down**.

Species

The Federation is made up of many member species, but most can be treated as variants of human beings—albeit human beings with odd makeup effects such as prosthetic foreheads and ears.

Andorians are a tough-minded species of blue-skinned humanoids from a frigid planet. Their antennae give them enhanced senses and their harsh homeworld makes them tougher than the norm.

- **Cold Adapted:** +2 bonus on all arctic survival-type rolls. Their tolerance for cold also allows them to handle temperatures up to 40 Centigrade degrees colder than humans with relative comfort.
- **Durable:** Andorians gain +1 HP/level.
- **Sharp Senses:** Their range of hearing is far superior to humans, both low and high frequencies are detectable. As such, they gain a +2 bonus to any skill rolls affected by their keen hearing.
- **Stern:** Andorians tend to come across as rather proud and humorless to other species. -2 Cha.

Humans are the “default” species of Star Trek. They are known for their remarkable flexibility and drive to explore.

- **Drive:** One extra Action Point per episode.
- **Flexibility:** One bonus Talent at first level.

Tellarites are a porcine species of humanoids renowned for irascibility and their prowess with engineering.

- **Argumentative:** Tellarites have a grasp of social etiquette that...differs...from that widely held by other species. -2 Cha.
- **Culture of Engineering:** +2 bonus on all skill rolls involving engineering (including rolls not involving the actual Engineering skill).

- **Fur Coat/Thick Hide:** +2 natural armor.

- **Strong:** +2 Str. Tellarites are very solidly built.

Vulcans are a species of pointy-eared humanoids who pursue logic and reason as a means to raise themselves above their savage past.

- **Alien Strength:** The Vulcan homeworld has a substantially higher gravity than normal—skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Arrogant:** -2 Cha.
- **Desert Adapted:** Vulcans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Lack of Emotion:** Vulcans have difficulty in dealing with emotions—in any situation where emotion plays a factor, a Vulcan will take a -2 penalty (bluffing, negotiations, persuasion, fathoming motives, etc.).
- **Highly-evolved Brain:** +2 Int.
- **Psychically Endowed:** The Vulcan species has an unusually high number of individuals with psychic abilities. All characters start out with the Psychic talent as a bonus.

Other Species

Oddly shaped ears or strange skin colorations notwithstanding, most other alien species in Star Trek tend not to vary too far from the human norm. Most can be treated as identical to human beings, with all the usual bonuses and limitations.

Quite a few of them vary enough, though, that it sometimes pays off to make a new racial template. If there is a need to stat a new alien species, use the following guidelines, which will produce a species of about the same level of capability as the four “main” species:

Each species can have 2 special abilities. If you want your species to have more, then you have to take a penalty of some kind to balance it out.

Special abilities should all be on the same level of usefulness, equivalent to a +2 stat bonus or a free Talent. If an ability is on the weak side, it's okay to "bundle" another lesser ability with it (as is the case with the Andorians' cold adaptations).

All members of your new species will now have these base abilities. The only real limitation is that the species has to have some role-playing hook and the group must agree to it (it's their world, too, after all).

Example: One of the players really wants to play a Deltan similar to Ilia from Star Trek: The Motion Picture. The GM and the other players are okay with that, so the player creates a new species template.

Deltans are a highly charismatic species but slight of build, with innate psychic abilities and the ability to influence others through the use of pheromones.

In game terms, they gain +2 Cha, and the Psychically Endowed ability (as Vulcans) to reflect the Deltans' inherent telepathic powers. They also gain a new special ability called Pheromones, which will give the character the ability to subliminally influence other humanoid beings.

Since these add up to 3 separate special abilities, the player adds one penalty: Deltans take a -2 Str penalty to reflect their slight build.

Classes

There are three classes—**Blue Shirt, Red Shirt and Yellow Shirt**. Characters begin at whatever level the GM sets the campaign at.

1st or 2nd level characters would be cadets, still attending Star Fleet Academy. 3rd level characters would be equivalent to new Star Fleet officers just embarking on their career.

A typical campaign centering on a Star Fleet bridge crew would usually involve more experienced characters in the 5-7th level range.

Each character can choose one skill from the next section as their initial Trained Skill: Communication, Engineering, Knowledge, Medicine, Physical, or Subterfuge.

Characters start with (Str+1d6) hit points, 2 Talents and their racial abilities. They also gain one additional Talent for every 2 levels past the first (3, 5, 7, 9, etc.).

Blue Shirts are the brains of Starfleet and are in the business of knowing things. Whether it's the intricacies of star formation in a globular cluster or the inner workings of the human heart, they are the best at what

they do.

There are two primary branches: Medical and Science.

Examples: Spock, McCoy.

Red Shirts are the heart of a Federation vessel—they are the engineers that keep the ship running and the security guards that keep peace on board ship. They are stalwart and dependable when needed, the backbone of Starfleet.

Red Shirt has two separate career paths, treated as completely different occupations: Engineering and Security.

Examples: Scotty, Uhura, the endless stream of disposable muscle in each episode.

Yellow Shirts are a varied lot. Commanders, pilots, and diplomats make up the bulk of this class and are therefore the most visible branch of Star Fleet. They tend to be fast on their feet, mentally and physically.

Examples: Kirk, Chekov.

Skills

There are six skills: **Communication, Engineering, Knowledge, Medicine, Physical and Subterfuge**.

Communication skill covers interaction with other people. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Engineering. There's a bit of overlap between this skill and Knowledge—where Knowledge is about knowing things, Engineering is about actually doing them. Knowledge will teach you the mathematical reasons why a warp drive works. Engineering will let you build one. This skill covers such things as gadgetry, inventing, tuning star ships, repairing items and so on.

Knowledge is your grasp of the academic arts. It covers everything from languages to archeology, code-breaking to zoology. Knowledge is always relative to your character's background and interests—if the GM knows something is in your field of expertise, he can give you a bonus to your roll. The reverse is also true.

Medicine. Just as Engineering is the ability to fix machines, Medicine is the ability to heal the body. It also covers a fair amount of chemistry and other related disciplines.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, piloting a ship, climbing and so on.

Subterfuge. The dark side of the skill sheet. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your “**Trained Skill**”). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one $(\text{Level}/2)+1$.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is either Subterfuge + DEX bonus or Science + INT, depending on the nature of the trap.

Note that there are no “saving throws” in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can “take 10”. Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can “take 20”. Instead of rolling d20 for the skill roll, treat the result as a 20—this does not count for regaining Action Points.

Talents

You get 2 Talents at first level and an extra one every 2 levels thereafter. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description.

General Talents can be taken by any class. Each class also has access to its own Talent list.

General

1. Catch Phrase
2. Cool Under Pressure
3. Enlightened
4. Ethnic Pride
5. Heroic
6. Life of Riley
7. Manly Chest/Long Legs, Short Skirt
8. Mind Meld
9. Psychic
10. Psychic Ability
11. Ripped Shirt
12. Specialist
13. Trained Skill
14. Vulcan Nerve Pinch

Catch Phrase. The character has one catch phrase (“Dammit, Jim. I’m an x, not a y!”) that he can utter once an episode. Doing so will allow the character to gain one Action Point, so long as the catch phrase can reasonably be used in context and refers to the situation in which the Action Point was spent.

A character can't have more than one catch phrase except with GM permission. Optionally, the GM can allow the character to change his catch phrase throughout the season, although care should be taken to not allow catch phrases to be changed often. After all, a catch phrase that is changed every episode is not a catch phrase—it's dialogue.

Cool Under Pressure. Choose one non-combat task that you're especially good at (e.g. sneaking, first aid, baking cookies, etc). From now on, whenever you attempt that task, you can take 10 on the roll, no matter how stressful the circumstances. This Talent can be taken multiple times—each time applies to a different task.

Enlightened. You have outgrown one limitation of your species, if your species has any. Perhaps you're the Vulcan that has become in touch with his emotions, or the Tellarite that has learned diplomacy (and thus lost the -2 Charisma penalty). Some limitations, particularly physical ones can't be grown out of—they're innate. The GM is the final judge of which ones qualify.

Ethnic Pride. Not all people of a given ethnic group have this Talent, but those that do can harness their ethnic pride, gaining +2 to an ability score of their choice if that bonus can be justified within their ethnic stereotype. Possessing this Talent almost always requires bad accents and tacky set furnishings for the character's living quarters. This Talent can only be taken at character creation.

Heroic. You start each adventure with 1 more Action Point than usual. Each time you take this Talent, you gain another Action Point.

Life of Riley. You live a charmed life. Once per episode, if you fail a roll by rolling a 1, you can instead treat that roll as a natural 20. This is not considered a natural 20 for purposes of regaining an Action Point.

In addition to this, you gain a +1 on all saves and rolls that may be influenced by blind luck—this is up to the GM's discretion, but should be used somewhat sparingly. Taking this Talent multiple times allows more than one use per day—the +1 luck bonus never increases.

Manly Chest (Long Legs, Short Skirt). If the "Being On Every Planet" optional rule from the Appendix is being used, members of the appropriate sex will be at +5 DC penalty to save against your charms. If the "Being On Every Planet" optional rule is NOT being used, it applies to your character (but without the DC bonus).

Mind Meld. This Talent requires the Psychic Talent and is usually restricted to Vulcans. Given a minute of uninterrupted time with a willing target and a successful Int + Know check vs DC 15, you can perform a Mind Meld, reading surface thoughts and conveying your own thoughts to the subject. During consecutive minutes, you can perform additional actions with a skill check vs DC 20. Each minute that passes beyond that—due to failed rolls or multiple actions—adds 5 to the DC.

Possible actions include reading deep thoughts (either subconscious or repressed memories), implanting or editing a memory, transferring your katra to a friendly target, or other actions as considered appropriate by the GM.

If the target is fighting the mind meld, the DC is increased by the target's Intelligence bonus and any bonuses from the Psychic Talent.

Drastically failed skill rolls can potentially harm the target or the character performing the mind meld.

Psychic. The character can open himself to psychic impressions. In practice, this amounts to the GM informing the character of psychic impressions from the environment or as part of a plot point. It also gives the character a +1 bonus to resist psionic attack and manipulation. This bonus increases by +1 for every 5 levels.

Psychic Ability. This requires the Psychic Talent. Each time you take this Talent, your character gains one ability. The effect of such an ability will usually be similar to one or more spells from the SRD and must be

a) approved by the GM and b) have an appropriately Star Trek feel to it. The GM might make adjustments to fit the feel of the show.

For example, Fireball would never be appropriate, but a Cure Wounds ability would, particularly if the character took 1 point of damage for every 2 points healed. If the ability is more powerful than a 6th level spell effect, then an Int + Know check should be required for successful use; the DC would depend on how powerful and dramatic the effect.

Ripped Shirt. Once per fight, and no more than once per episode for every 5 levels (round up), the character can either deliberately rip a revealing article of clothing or take advantage of a revealing rip in an article of their clothing and gain +1 to hit and damage and an extra 5 hit points. The hit and damage bonuses increase by +1 for every 5 character levels. Temporary hit points and other bonuses disappear at the end of combat.

Specialist. Describe one task that you're especially good at. From now on, you get a +2 on all skill checks or combat to-hit rolls dealing with that task.

Examples: Sneaky, Languages, Starship Piloting, Dirty Fighting, Force Field Technology. Specialties should be fairly narrow. Taking this Talent multiple times gives you different specialties—the effects never stack.

Trained Skill. When this Talent is taken, one skill of the player's choice is now considered to be Trained. Every time this Talent is taken, it applies to another skill.

Vulcan Nerve Pinch. This Talent is usually restricted to Vulcans. If your opponent is caught unaware or is otherwise defenseless and you are behind them, you can force them to make a Str + Phys save vs a DC equal to 10 + your Str + Know. Failing the roll results in loss of consciousness for a few hours.

Blue Shirt

1. Bedside Manner
2. Behavioral Analysis
3. Breakthrough
4. Empathy
5. Exploit Weakness
6. Field Medic
7. "He's Dead, Jim."
8. Plan
9. Pure Logic
10. Recollection

Bedside Manner. Your bedside manner has earned you a deserved reputation for good advice. Once per Episode, if you have a few moments to speak alone with someone you may grant them a bonus to an upcoming action of their choice equal to your Int bonus or +1, whichever is greater. If they do not use this bonus by the end of the Episode, it is lost. Every 5 levels in Blue Shirt increases this bonus by +1.

Behavioral Analysis. This requires the Empathy Talent. Your keen insight into psychology allows you to make an Int + Know roll to predict the likely future behavior or delve into the personality traits of any given individual. The target DC will be 15 + the target's Int bonus. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Breakthrough. You receive credit for a scientific breakthrough that earns you the recognition of your peers. It can be in any field of study that fits the background of your character. When dealing with others with a reasonable amount of familiarity with that field, you gain a +2 bonus on social rolls due to your reputation.

When dealing with any situation pertaining to that field of knowledge, you may spend an Action Point to give the usual +5 skill bonus to anyone who is capable of listening to and following your advice, including yourself. This bonus disappears once used and is **in addition** to any Action Points spent by other players (or yourself) to boost their own skill rolls.

This talent may be chosen more than once, each time applying to a different field or subfield.

Example: S'Vek has made a life study of Warp Field Theory, a subfield of Physical Sciences. When at a convention of Star Fleet sciences personnel, it's likely that anyone with any knowledge of Physical Sciences will seek him out for discussion.

Later on in the campaign, the U.S.S. Bridger is caught in a field of destabilized space. The ship's warp drive itself is causing the fabric of reality to unravel. S'Vek and the ship's engineer are in the Jeffries' tube attempting a last ditch effort to recalibrate the warp coils to let them escape. S'Vek, a noted expert in Warp Field theory, spends 1 Action Point to activate Breakthrough. He gives the +5 bonus to the engineer for the repair roll.

"Commander Tavek, if you integrate the space-time curvature of this region with the energy signature of the warp baffles, I believe..."

Empathy. You have an uncanny ability to see into the hearts of others. This talent provides a +2 bonus on checks involving any interaction skills (such as diplomacy, intimidation, perform, sensing motives, persuasion and so on), provided you spend at least 1 minute observing your target prior to making the skill check. Every 5 levels in Blue Shirt increases this bonus by +1.

Exploit Weakness. Your intellect and eye for detail allows you to identify key weaknesses in a specific opponent, provided you take a round to study it first. Make a Sub+Int check (DC 15). If the check succeeds, for the rest of the combat you can use your Int bonus instead of your Str or Dex bonuses on attack rolls or AC as you try to out-think your opponent. You can only use your Int bonus for one or the other, never both at the same time.

Field Medic. You can now use your Action Points to heal other characters in emergency situations, given a reasonable amount of equipment and a few undisturbed minutes. The amount healed is equal to half the character's lost hit points.

"He's Dead, Jim." This Talent requires the Field Medic Talent. When using the Field Medic Talent, make an Int + Medicine skill vs DC 25. If successful, you get the Action Point back.

Pure Logic. Choose an area of study. Whenever the GM would allow you to take 10 on a skill check in that area of study, substitute your Int score instead for the d20 roll. Whenever you are allowed to take 20, your die roll is automatically your Int +10. Taking this talent multiple times gives additional specialties.

Plan. If you have time to prepare a plan prior to a dramatic situation, you can grant a bonus on all skill checks and attack rolls made by you and your allies. Make a skill check vs DC 10, using Int plus whatever skill is appropriate to the situation (usually Knowledge).

If successful, the bonus will be +1, plus another +1 for every 10 points the roll was over the DC (i.e., whatever you rolled divided by 10, rounded down). This bonus lasts for the first 3 rounds of the situation and then goes down by 1 every following round (minimum 0) as entropy slowly unravels your plans.

Recollection. You have read a vast amount of material on every subject conceivable. Once per Episode, on any skill roll involved with or aided by remembering scientific or academic information, you can roll twice, taking the better of the two rolls.

Red Shirt

1. Brawler
2. Breakthrough
3. Durable
4. Flurry
5. Intuition
6. Judo
7. Jury Rig
8. Miracle Worker
9. Power Attack
10. Pride of the Fleet
11. Red Shirt
12. Starfleet Commendation
13. Stiff Upper Lip
14. Worried Engineer

Brawler. Your unarmed attacks are upgraded from 1d4 to 1d6 damage. You can take this one more time to upgrade your unarmed damage to 1d8.

Breakthrough. As per Blue Shirt.

Durable. You are a damage sponge. +1 hp per level, can be taken multiple times. Changes in hit points are retroactive.

Flurry. Choose one type of attack: melee or ranged. With those types of attack, you can perform a flurry. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Taking this Talent again lets you perform a flurry with the other type of attack (melee vs ranged).

Intuition. You have an innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful, you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

Judo. If you successfully grab an opponent, you can perform your next grapple action immediately instead of waiting for the next round.

Jury Rig. A Red Shirt with this Talent gains a +2 bonus on skill checks made to attempt temporary or jury-rigged repairs. Every 5 levels in Engineering Red Shirt increases this bonus by +1.

Miracle Worker. Spend an Action Point and a repair takes half the time it normally would. Take this

Talent twice, and you can spend 2 Action Points to take a quarter of the time. If this reduction in repair time would reduce repair time to less than 1 round, then the Red Shirt can repair the damage in a single action.

Power Attack. You can take a penalty to your attack roll and add the same amount to your damage roll, assuming you hit. Up to one-half your total attack bonus can be transferred this way. This Talent represents a predilection for risky maneuvers in combat and covers such things as drop kicks, dirty tricks, haymakers, trick shots and so on.

Pride of the Fleet. This Talent requires Worried Engineer or Miracle Worker. Any ship that you've been in charge of for more than a few weeks increases in capability. Choose one specific benefit of your tweaking, such as strong shields, phaser tuning, faster engines, whatever.

If SR or WR are improved, they are increased by +2 or 10%, whichever is greater.

Highly-tuned warp engines can be pushed harder than untuned warp engines—when engaged in high warp pursuit, the rolls for pushing past maximum warp increment at .2 instead of .1.

Any other increased systems will grant a +2 with appropriate rolls or add an additional 10% capability, whichever makes more sense.

These benefits are lost after a few weeks if you leave. This benefit is also temporarily lost if the ship is seriously damaged. Every time this Talent is selected again, choose another benefit. These benefits can all be active at the same time.

Red Shirt. If your character is killed by alien monsters or heroic sacrifice, he will be replaced in the next appropriate scene by a character with exactly the same stats, skills, talents, equipment and experience but with different physical features and name.

Essentially, if your character is eaten by that Mugato, you can pencil out his name and description on your character sheet and continue on in the next scene that a replacement could reasonably be beamed or shipped in as if nothing happened. For accounting purposes (e.g. accumulated experience for a session), both PC's can be considered to be the same character.

If you run out of ideas for your next Red Shirt, consult the table on the following page.

Starfleet Commendation. Your acts of bravery under fire have earned you recognition and you serve as an example to others. Choose an event in which you demonstrated your skill—it need not be something that

actually occurred in the campaign. You can “retcon” events that occurred before the Series began. Describe the event briefly for future reference.

You now have a +1 bonus to any skill rolls that may benefit from having a heroic reputation or a reputation for the type of skill you demonstrated.

During any situation resembling the events that earned you your commendation—the GM will be the final judge as to what qualifies—you will gain one temporary level during that scene. Any Talents, hit points and other bonuses resulting from the temporary level disappear at the end of the scene.

This Talent may be taken more than once, but each additional event must be notably different than any previous Commendations.

Stiff Upper Lip. Once per Episode, any single damage roll inflicted on your character can be rerolled, taking the lower of the two rolls.

Worried Engineer. You can spend 1 Action Point and reroll any damage roll to your ship, including weapons damage taken, critical hits, system damage, pushing the ship's systems beyond spec and shield damage. You must, however, accept the second roll.

The Random Red Shirt Table

When you find yourself at a loss for Red Shirt details...

Roll d10 for each column	First Name	Last Name	Skin	Hair	Major Personality Trait	Hobby
1	John	Smith	Pale	Red	Resigned	Guns
2	Jane	Johnson	Pale	Red	Stern	Chess
3	Jim	Williams	Tanned	Blond	Aggressive	Music
4	Sally	Jones	Tanned	Blond	Boisterous	Drinking
5	Tom	O'Connell	Olive	Brown	Intellectual	Sports
6	Nancy	Brown	Olive	Brown	Innocent	Hiking
7	Gene	Davis	Light Brown	Brown	Paranoid	Fencing
8	Mary	Miller	Light Brown	Black	Melancholy	Gambling
9	Michael	Wilson	Dark Brown	Black	Braggart	Travel
10	Alice	Moore	Dark Brown	Black	Cheerful	Knitting

Yellow Shirt

1. Agile
2. Bluff
3. Brawler
4. Command
5. Defensive Roll
6. Flurry
7. Inspirational Speech
8. Judo
9. Measure of a Man
10. Plan
11. Power Attack
12. Space Jockey
13. Starfleet Commendation
14. Unorthodox Maneuver

Agile. You are excellent at dodging attacks. +1 AC, can be taken multiple times.

Bluff. You have a knack for fighting dirty. If you can communicate with an opponent, you can attempt a Cha+Comm roll vs the opponent's resisting skill roll. If successful, you can use your Charisma bonus as either a bonus to hit, damage or AC for one attack. How this looks can vary from cheap shots all the way up to out and out trickery.

Brawler. As per Red Shirt.

Command. Once per day, you can give an order to someone. Should they choose to follow your command, they get a +1 bonus to achieve that action. At every level evenly divisible by 4, this bonus goes up +1 and an additional order per day can be given.

Defensive Roll. This requires the Agile Talent. If you are in a position to dodge out of the way of an attack but it hits you anyway, you can spend 1 Action Point and completely avoid damage.

Flurry. As per Red Shirt.

Inspirational Speech. Once per Episode, you can make an Inspirational Speech about a single topic (“Let’s kick these alien bastards back across the Neutral Zone!”, etc.).

The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 bonus on one skill check, save or attack roll of their choice. If not used by the end of the Episode, this bonus will be lost. For every 5 levels of Yellow Shirt, the number of times this bonus may be used per audience member increases by +1 additional use.

Judo. As per Red Shirt.

Measure of a Man. You are an accurate judge of character. Once per Episode, you may study one individual. This process takes several minutes. After that point, at any time during that Episode that you must make a skill or attack roll versus that individual, you gain a +2 bonus.

You may also make an Int + Know roll once per scene to read their intentions and general capabilities. The target DC will be 15 + the target's Int bonus. The GM may modify this number up or down depending on circumstances. For example, if the target is behaving unusually erratically due to outside influence, the GM might assess an additional +2 to the DC.

Succeeding on this roll will allow you to ask the GM one question for every 5 points you succeeded by. The answer will only be given in a yes/no/undecided format.

Plan. As per Blue Shirt.

Power Attack. As per Red Shirt.

Space Jockey. This Talent gives you the ability—once per Episode—to roll one ship piloting skill check twice, taking the better of the two rolls. Taking this Talent multiple times gives you additional uses of this ability.

Starfleet Commendation. As per Red Shirt.

Unorthodox Maneuver. The things you do in ship-to-ship combat situations tend to become named after you and taught in Starfleet Academy.

Assuming you have time to prepare an unorthodox plan of action, you may spend an Action Point and make an Int + Know skill vs skill roll against your opponent. If successful, you automatically gain a surprise round on your enemy. For every additional 5 points you beat your opponent's roll by, you gain an additional +2 bonus on your first action against that opponent.

Example: Jefferson Gomez, captain of the U.S.S. Abu Bekr, has been harried by the Romulans for the last two days. Cornered in a dense asteroid field, he devises a desperate plan: he modifies the warp signature of a photon torpedo to resemble that of his ship. His plan is to fire the torpedo out of the asteroid field in such a way that it resembles his ship fleeing to safety. When the Romulan vessel attempts to ambush the “ship”, Gomez will turn the tables, blindsiding them.

He gains GM approval and spends 1 Action Point. His Int + Know roll comes up 23. The Romulan rolls 16. Now when combat begins, the Abu Bekr will swoop in, seemingly from nowhere, and gain a surprise round on the Romulans. Since he rolled 7 points over his opponent on the Tactics roll, the crew gains a +2 bonus on the ship's first action against the Romulans, in this case, a barrage of phaser fire.

This Talent may only be used once per Episode and the trick used will usually only work once, ever, against a given opponent.

This is not to say that that unorthodox plans require this Talent to work—it's just that characters with this Talent have a knack for unconventional strategy.

The GM has final say in whether or not a new Unorthodox Maneuver is crazy enough to actually work. In any case, you get to name the maneuver.

Combat, Action Points And The Rest Of The Core Rules

Hit Points = STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order.

Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, operate a vehicle, etc.

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = $10 + \text{one-half your level, rounded down} + \text{DEX bonus}$.

Add attack bonus to d20 roll. If equal to or higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical, doing maximum damage.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Ranged Combat. Shooting a ranged weapon into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Maneuvers

Maneuvers are things you can do in combat in lieu of a normal attack.

Aim. Taking a full round to aim with a ranged weapon will add +2 to hit, but while doing so your AC will be at 10 because you can't move around.

Autofire. Allows you to make iterative attacks with an automatic or energy-based weapon. In other words, if your total bonus is +6 or more, a second attack can be

made with a -5 penalty. If the total bonus is +11 or more, a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made when autofiring at $+12/+7/+2$. All of these attacks occur simultaneously and can be split amongst multiple targets, if desired.

Projectile weapons burn a number of rounds equal to twice the attacks you make, if such details as ammunition are being tracked. Energy weapons will burn a number of charges equal to the number of attacks made.

If you are not high enough level to have iterative attacks, then you merely gain one extra attack at -5 while burning 4 rounds (or 2 for energy weapons).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Sneak attack. If you successfully sneak up on someone, or otherwise catch them unawares, the first hit adds your ranks in Subterfuge as bonus damage.

Take Cover. If you duck behind an object, you can gain +2 to +10 to your AC depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Throw an explosive. These weapons (usually grenades) require the attacker to make a Missile Attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast

radius (see the explosives details in the SRD) can make a Dexterity Check (DC is listed with the explosive) and only take half damage.

Two weapons. You can wield two light weapons and attack with both in a round if you take a -2 penalty on both attack rolls. It's up to the GM what counts as a light weapon.

Action Points

Characters begin each session with 2 Action Points (more if they have the Heroic Talent or are Human). Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to AC for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- **Moral High Ground:** Whenever a character or group of characters make a difficult moral decision or behave in risky ways consistent with Starfleet behavior they will regain 1 Action Point.

For example, allowing an enemy the first strike in starship combat to fully ascertain their intentions, following the Prime Directive even though it would be a lot easier to circumvent it, refraining from taking life needlessly, even if it is an enemy.

The GM decides when to award Moral High Ground, but it should be a situation where taking the high road causes the group a great deal of inconvenience.

- **Railroad Bonuses:** This is another reward for genre emulation, in the same vein as the "Moral High Ground" rule above. The GM can bribe players with Action Points to go along with events that further the plot.

For example, a Klingon is holding you hostage at disruptor point. Even though both you and the GM know quite well that your character isn't really in much danger from a single disruptor blast (disruptors only do 3d8 damage, after all—not much of a threat for even a mid-level character), the GM might award the "hostage" an Action Point in exchange for treating the threat seriously.

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard your Action Points—they're meant to be used!

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 STR+Phys save for half (round down). Damage is potentially much higher in very hard radiation (1d6, 1d8, etc). STR recovers at a point per day if properly treated. A radiation suit reduces damage by 2 points (minimum 0).

Level Advancement

Every time a player character completes an Episode in which they did something noteworthy or heroic, give them one XP. If something exceptional was involved, such as heroic sacrifice, saving the galaxy or the Federation, give them another one or two XP on top of that.

Every time this total equals twice the character's current level, they can advance one level, gaining the level-based benefits or potential promotions listed below.

After advancing, reset the character's XP total to 0.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to your Trained Skill(s)
- +1/2 to all other skills
- +1/2 to AC

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Talent is gained at levels 3, 5, 7, 9, 11, 13, etc.

Rank

To simplify matters, rank is loosely related to experience level. If you need to know the stats for a lieutenant, then you can assume—unless there's a good reason not to—that they're level 6. A random ensign crew member will most likely be either 3rd or 4th level.

These level ranges are mostly a suggestion, however—actual characters may vary 1 or 2 levels either way. For example, a captain's level usually ranges from 6-10th level (or even 5th!), depending on the type of vessel he's assigned to.

It's a good idea to keep the PC's at the same experience level. If one player wants to be the captain, while the rest are bridge crew, simply assign the captain the higher rank regardless of his or her actual level.

Promotions. Generally speaking, if you advance to a new level and have a good performance record, and you desire the promotion, you will earn the next higher rank.

Ship Combat

Ship to ship combat operates much like normal combat—everybody who's “on screen” rolls initiative to determine order, with high rolls going first. Rounds last approximately six seconds, but may vary in length if the GM feels it to be dramatically appropriate.

Opponents who have the advantage of surprise automatically get a free round to act.

Each player may choose one action on their turn (a list of typical actions is included later in this section). Actions may be held until the end of the round.

A character will generally only perform actions appropriate to their personal abilities and their roles on the bridge: Commanders, for example, usually give orders or man empty stations as necessary. The helmsman maneuvers the ship, nervously states shield damage and fires weapons. Engineers perform repairs

Starfleet can and will occasionally railroad high-level characters up to a higher rank, simply on seniority or as a political move. It is also not uncommon in Starfleet for an officer to turn down promotion to remain on a particular ship.

Level	Rank
1	Green Cadet
2	Cadet
3	Green Ensign
4	Ensign
5	Lieutenant Junior Grade
6	Lieutenant
7	Lieutenant Commander
8	Commander
9	Captain
10	Commodore*
11	Rear Admiral*
12	Vice Admiral*
13	Admiral*
14	Fleet Admiral*

** Accepting a rank higher than Captain usually involves moving the character to a desk job and out of the series. A character can opt to simply remain a Captain when advancing beyond 9th level.*

and jury rig systems. The ship's doctor treats injuries and so on.

Crews on other ships are abstracted since they are usually “off screen”, so to speak. You can often get by with just rolling initiative for the enemy's helmsman if it's not an important fight. For major fights, you may wish to stat out an entire enemy bridge crew.

A note on range. Ranges are handwaved in this game. Rather than note down exact distances in kilometers, imagine how the enemy ship would appear on the view screen. Does it fill the entire screen? Then it's at point blank or short range. Is it a mere dot in the center of the ship's screen? Then we're talking long range.

Moving between ranges takes only an action or two on the part of the helmsman. If the other ship's helmsman doesn't want this to happen, then make a skill vs skill roll between the two helmsmen.

Typical Actions

Actions are usually played out as orders given by the captain and carried out by the member of the bridge crew controlling the appropriate station. For example, the U.S.S. Bridger is fired upon by Romulans. The captain yells "Evasive maneuvers!", but it's the helmsman who has to make the pilot check to avoid the incoming plasma torpedoes.

Aid Another Character. Your character helps another character in some way. The Captain gives tactical advice or a particularly insightful command. The science officer scans an enemy vessel for weaknesses. The engineer boosts energy to phasers or routes energy to the warp drive. And so on.

Basically, make a skill roll. If successful, another character's next action gets a +2 bonus. If it makes sense, this bonus can be "saved" until later in the encounter. The only limitation is that you can't perform the same Aid twice in the same encounter.

"Beam over a landing party!" If the enemy ship's shields go down, the order can be given to the chief engineer to send over a boarding party. A boarding party typically consists of a number of Red Shirts or PC bridge crew.

A typical transporter bay has 6 pads and it requires one round to send a party through it. If more than 6 people need to be sent, it will take consecutive rounds to send them all; should the ship's shields go back up during that time, only a partial boarding party will be sent.

Beyond that point, the boarding party will either be handled "off-screen" as considered appropriate by the GM, or will be handled as a typical adventure location.

"Evasive maneuvers!" The helmsman can make a pilot check (Dex + Phys) to take evasive maneuvers, potentially avoiding an incoming attack. The result of the pilot's check replaces the DC of the attack roll. The first time this maneuver is used in an Episode, roll 1d6: on a 1, the ship takes damage. Every additional time this maneuver is taken, this chance goes up 1 in 1d6, up to a maximum of 3 on d6.

Example: Lieutenant Commander Avira Kael, the helmsman of the U.S.S. Bridger, is dodging a volley of photon torpedoes from a Klingon D-7. In order to hit the Bridger at medium range, the D-7's helmsman has to equal or beat a DC of 26 (Medium range = 20, +4 from Avira's Dexterity, and another +2 because

the Bridger is a Hermes class starship and highly maneuverable).

The Klingon helmsman has a +12 skill total and he rolls 14 on d20 for a total of 26. This would normally be enough for one torpedo to hit. However, the photon torpedo was fired on initiative count 11, giving Avira until count 8 to react. Luckily, Avira was holding an action.

Avira performs Evasive Maneuvers. Her skill bonus is +16 (Dex + Phys, and another +2 due to skill specialization). Her total is 32. 32 is greater than the Klingon's 26, so both torpedoes miss.

Now, let's rewind a bit. Let's say the Klingon rolled a 20 on his attack roll, for a total of 32 and Avira had rolled poorly, say a 5 (for a total of 21). 32-21 is equal to 11—both torpedoes would have hit, since Avira's evasive maneuvers caused her to jink the ship into their path.

Unfortunately, Avira's evasive maneuvers caused the ship's communications relay to temporarily go out of alignment—she rolled a 1 on d6 to see if any damage had been done and the damage roll came up 12: Communications. Until it is repaired, the ship's communications will only be at 50% efficiency.

"Fire phasers!" Firing phasers is a skill roll performed by the helmsman—Dex + Phys vs DC 15-25, depending on the ship's range: 15 for Short, 20 for Medium range, 25 for Long and so on for farther ranges (GM's call).

The opposing ship gets their helmsman's Dex bonus as a modifier to the DC and another +2 if the ship is particularly maneuverable. If the ship is not very maneuverable or is very large compared to the attacker, reduce the DC by -2 or more. The GM may also decide that ships at long range or farther can't be hit by phasers—in that case, you can either close the distance or use photon torpedoes.

Phasers can not be used at warp speeds—to attack during warp flight, use photon torpedoes.

"Fire photon torpedoes!" This is resolved almost exactly as firing phasers. If the helmsman's attack roll is successful, one torpedo hits, plus one extra for every 5 points the DC was exceeded by, up to the ship's number of torpedo banks. The torpedoes take 3 initiative counts to hit—if the helmsman has an action that takes place in that time (he can hold an action), evasive maneuvers can be attempted.

Most photon torpedoes have a WR of 25. Total each torpedo's WR that hits before calculating damage.

"Go to warp!" Going to warp is an action with an initiative count of 2, dropping out of warp doesn't take any appreciable amount of time.

"Open a hailing frequency!"

"Raise shields!" A ship's shields are usually down unless the ship is on Red or Yellow Alert.

"Reinforce Fore/Aft Shields!" Choose which part of the ship's shields to reinforce—the shields will deflect attacks from that direction at either +2 rating or +10%, whichever is greater. Attacks from any other direction, however, will be defended at -2 or -10%, whichever is greater.

"Run away!" / "Follow them!" There are actually two separate systems to deal with pursuit situations.

At **impulse speeds**, the pursuit is resolved by a test of skills between the helmsman of every ship involved with the chase.

There are 10 points of Lead. The ship being chased is called the Prey; the ship that is pursuing is the Hunter. If the Lead increases to 10 or higher, the Prey gets away. If the Lead reaches 0, the Hunter catches up, gets a free attack and combat resumes as normal.

The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.

Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage.

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

A "round" in either type of chase is defined as a "dramatically appropriate length of time"—for some types of chases, a round could be a matter of seconds, in long-distance warp pursuits, hours.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll (crashing into an asteroid, damaging the ship's engines, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Applicable Bonuses:

A significant speed advantage (e.g. .75c capable Impulse vs .5c) gives a +5 bonus to pilot rolls.

A crushing speed advantage (.75c capable Impulse vs .25c, for example), gives a +10 bonus.

A warp-capable ship racing against a sublight-only vessel will always have a crushing speed advantage.

The second chase situation is when two or more vessels are racing at warp speeds. Instead of a contest between pilots, it becomes a test of nerves and of the ships' capabilities—who can go to the highest warp speed for the longest time without burning out their ship's drive systems.

The ship being pursued has to gain a Lead of 10 to evade the pursuers; the chase starts with the Lead at 5. Every round the pursued ship is running at a warp faster than its pursuers adds 1 to the Lead. Every round where the pursuers are faster reduces the Lead by 1. If the lead drops to 0, the pursuers are within weapons range (short distance) and may fire. If the lead hits 10, the pursued starship may escape.

If a ship stays at maximum warp, there is a 1 in 10 chance per round that the ship's warp engines take damage. Every .1 increment past maximum warp increases the odds by 1 in 10. So, if a ship capable of Warp 8 is holding 8.2, then there is a 3 in 10 chance per round that the engines take damage and drop the ship out of warp—1 in 10 for maximum warp, plus an extra 2 in 10 for the .2 over maximum warp.

Other actions. For the most part, just give a +2 or -2 to an appropriate roll if a plan sounds good. Resolve other situations with common sense. It's more important to keep the action going.

Taking Damage

A ship will typically have a force field protecting it. Shields start at 100 shield points, a number which degrades as the ship takes damage. After a solid minute where no damage is being taken, shields regenerate 10 shield points per minute up to their normal maximum of 100.

For purposes of description, you can refer to these shield points as a percentage, but that's flavor only—the system is set up to make it easy for players to blurt out things like "Captain, the shields are down to 34%!"

When a ship runs out of shields it begins to take hull damage. Hull damage is more serious than shield damage, because it must be repaired and is usually accompanied by system damage—it does not automatically regenerate.

When a ship takes damage, compare the Weapon Rating (WR) of the attack to the target ship's Shield Rating (SR) on the following table:

Table 1: WR vs SR

If the WR is...	...Damage taken is...
1/2 SR	1d6
Less than SR	1d10
Roughly the same*	2d10
Greater than SR	4d10
x2 SR	6d10
x3 SR	8d10
x4 SR	10d10
x5 SR	12d10
x6 SR	14d10

* Give or take 10-20%. No need to break out a calculator—just eyeball it. If the comparison goes way off the table in either direction (x7, x8, etc), feel free to keep increasing the damage bonuses.

If the dice total gets really high (e.g. 18d10), then group the dice in multiples to make it more manageable (18d10 = 9d10x2, for example).

So, if a photon torpedo (WR 25) hits a Federation class dreadnought's shields (SR 23), then the blast would do 2d10 damage, since they're roughly the same. The same torpedo (again, WR 25) hitting a Hermes class scout's shields (WR 5) would do 12d10 damage since it's more than five times the ship's Shield Rating.

Note: shield points will always be at a maximum of 100, no matter what the ship. The SR determines how tough the ship's shields are. A Federation class dreadnought may have the same 100 shield points as a Hermes class scout, but the difference between the two ship's SR scores make a world of difference when it comes to determining how fast those shield points will disappear in a fight. It helps if you think of SR as a Armor Class and shield points as hit points.

Some of the attacks in the Ship Weaponry or Enemies and Allies section do not follow this guideline—see the individual entries there for further details.

If the shields are up, subtract the indicated damage from the current shield point total.

If shield damage is greater than 15, the ship is Shaken. Everybody on board who happens to be “on screen” and standing must make a Dex+Phys roll vs DC 20 or fall down and take 1d6 damage.

If they're already seated, the DC is only 15 to avoid being thrown from their chair and taking damage. If the ship takes a LOT of damage per hit (say, greater than 40), the DC increases to 25 and 20, respectively.

Any character that fails their roll and is Shaken will take a -2 on their next action, if appropriate.

If damage is greater than 30, not only is the ship Shaken, it takes damage—one roll on Table 3 for every 10 points over 30. This is called a Shield Pierce—the damage of the attack is so great that some of it gets through.

Critical Hits. Critical hits in Ship-to-ship combat do maximum damage and always cause at least one Section Damage roll.

If the shields are reduced to 0 points or below, the remaining damage is applied as Section Damage. For every 10 points rolled on the damage dice (rounding up, using Table 2), roll once on the following table to see what happens:

Table 2: Section Damage Rolls

d20	Station	Console?	System
1 – 2	Helm	Yes	d6: 1-2 Warp*, 3-4 Impulse*, 5-6 Maneuvering thrusters
3 – 4	Navigation	Yes	d6: 1-2 Computer, 3-4 Sensors, 5-6 Hull Damage (as below)
5 – 8	Weapons	Yes	d6: 1-2 Phaser bank damage, 3-4 Photon torpedoes, 5-6 Shield Generators
9 – 10	Science	Yes	d6: 1-2 Computer, 3 Sensors, 4 Life Support, 5-6 Hull Damage (as below)
11 – 12	Communications	Yes	
13 – 16	Engineering	Yes	d6: 1-2 Warp*, 3 Impulse*, 4 Tractor Beam, 5 Transporters, 6 Life Support
17	Environmental	Yes	Life Support
18 – 20	Hull Damage	No	Pick a random deck from the ship and report casualties or injuries as appropriate to the amount of damage. Higher damage hits may cause hull breeches, block corridors or completely remove sections of the ship.

* Possible radiation leak. This chance is 25% for a level 2 hit and 50% for a level 3 hit. Characters in the vicinity take radiation damage as noted under “Other Hazards” at the end of Chapter 2.

Each system has a damage level attached to it. The first time it's hit, it goes to level 1 damage. The second time it's hit before being repaired, it goes to level 2. The final time, it goes to level 3 and is completely destroyed.

Think of it as a 3 strikes policy. If a system comes up two or more times on a section damage roll, go immediately to a higher level of damage without stopping at lower damage levels.

A system at level 1 is at 50% effectiveness until it is repaired or jury-rigged. Fumbling or failing a roll with a system at level 1 could, at the GM's option, move it to damage level 2.

A system at level 2 immediately causes the console attached to it to explode for 1d10 damage, stunning anybody sitting at that console for a round and causing them to fall down. A Phys+Dex roll vs DC 20 is required to avoid these effects. The system itself is rendered mostly useless until repaired or jury-rigged.

A system that goes to level 3 is completely obliterated and will require extensive repairs outside of combat to be operational. It may not even be repairable without docking at repair facilities. The console attached to that system will also explode, this time causing 2d10 damage, with a roll vs DC 25 to avoid effects.

It's up to the GM as to what effects a partially damaged system will have. Weapon systems might be at half damage or fail to activate half the time.

Shields might operate at half SR or only give coverage to parts of the ship. Damaged life support might vent noxious gases into the living areas. Damaged transporters might fail to operate 50% of the time or scramble the patterns of anything beamed through them. Just go with whatever sounds fun or interesting.

Massive damage. After a certain point—and there is no hard and fast rule for this—a ship can be considered completely disabled. Usually this happens after it's no longer capable of firing weapons, defending itself or moving. If the ship continues taking damage beyond that point, roll a couple of dice and rule that it explodes or crumbles into debris after that many minutes.

Fights in the the original Star Trek series only rarely get to this point—ship combat usually only goes until negotiation becomes a viable option, either because one side surrenders or shields drop, allowing boarding parties to beam over.

General System Failures. In the event that a system fails by some method other than collision, explosion or enemy attack, then simply take it to the appropriate damage level without the pyrotechnics and personnel damage. In any other respect, it is treated exactly the same with regards to repair and game effects. This is mostly likely to come into play due to plot devices, such as when aliens are tinkering with the various systems.

Repairs

Any system at **damage level 1** can be fixed in one of two ways:

Jury-rigging: With an Engineering roll at DC 20, it can be jury-rigged in 1d6 combat rounds. The jury-rigging will last until the end of the scene and then it must be fixed fully at the normal time rate. Any jury-rigged system that is hit again will immediately move to damage level 3 instead of 2. There is a 50% chance that it can be implemented from the bridge without having to go to the section in question.

Full Repair: A system at damage level 1 can be repaired fully in 3d6 minutes, at DC 15. For a full repair, access to the bridge station and the area of the ship housing the system is required.

Systems at **damage level 2** can also be fixed by Jury-rigging or Full Repair.

Jury-rigging a damage level 2 system will restore the system to half functionality until the end of the scene, after which it will require full repair. A damage level 2 Jury-rigged system that is hit again will immediately go to damage level 3 and then cause another 1d3 damage rolls on the table above.

Ships and Ship Technology

Cloaking Devices. Engaging or disengaging a cloaking device takes two initiative counts and immediately disables the ship's shields and weapon systems.

Detecting the presence of a cloaked vessel requires a DC 20 roll with sensor equipment—however, this sensor roll must specifically be made, it is not automatic.

Getting a precise enough reading to enable an attack roll is far more difficult—DC 30 or higher. At that point, an attack roll can be made with a +5 DC penalty.

The GM can also declare that a blind fire into an area of space that **may** contain a cloaked vessel has a small chance of hitting, say 1 in 10 or 1 in 20.

Plasma Torpedo, Heavy. A plasma torpedo is a Romulan invention, a blast of shaped plasma capable of locking on to and tracking a moving target. While powerful at close ranges, it rapidly dissipates after launch. The force required to launch a plasma torpedo requires that the launching ship drop out of warp and disengage its cloaking device.

Jury-rigging a damage level 2 system requires an Engineering roll vs DC 25 and 4d6 combat rounds once the affected system is reached. Jury-rigging a damage level 2 system will always require going to the source of the damage and may involve navigating some serious obstacles, such as radiation-flooded Jefferies Tubes or crossing the exposed hull of the ship...oftentimes during pitched combat. This maneuver at this level is not for the faint of heart.

Full Repair of a damage level 2 system requires a DC 20 Engineering roll and 2d6 hours of time to restore it to damage level 1. At the GM's option, even then it might not be possible to repair it to full functionality without a trip to a star dock or for supplies.

A **damage level 3 system** cannot be jury-rigged and even full repair might be impossible—the system is simply obliterated. The more vital ship functions such as Life Support can be repaired in 3d6 hours. Other functions such as warp might only be repairable at a suitably-equipped star dock.

Only one plasma torpedo may be launched at a time and it is not effective at long ranges. Once launched, it behaves like a photon torpedo in terms of travel speed, initiative counts and targeting capabilities. However, the attack roll will always be at +5 to hit due to its ability to lock on to its target.

If the Helmsman of the targeted vessel has a held action or his normal action falls during the travel time of the plasma torpedo, he may attempt evasive maneuvers.

Evasive maneuvers are treated as a Dex + Phys skill check with normal maneuver bonuses vs the Romulan's unmodified attack roll (that is, the +5 to hit bonus from the plasma torpedo is disregarded).

If successful, the plasma torpedo's WR is reduced by 5 for every point the evading vessel beats that roll. If not successful, the plasma torpedo hits for full damage. A successful evasion attempt will take up one full round. An unsuccessful attempt will take up the same amount of time, only with a really big explosion at the end.

A heavy plasma torpedo is 60 WR at point blank range, 50 WR at short range and 40 WR at medium range, with the GM deciding how far away the attack is coming from.

Example: The USS Cygnus is on patrol along the Neutral Zone when a Warbird decloaks at short range and fires. The Warbird's initiative count is 7. The plasma torpedo has an initiative count of 3 and since the Romulan vessel is at short range, it will hit at 50 WR.

If the Helmsman can act on count 4, 5, 6 or 7 or has a held action, he can attempt to take evasive maneuvers. In this case, he had a held action ready.

The Navigator of the Warbird rolled a 26. With the +5 bonus for being a plasma torpedo, this is modified to a 31 hit roll, meaning it could easily hit the Saladin class ship. The Cygnus' Helmsman rolls his own pilot roll, using his ship's maneuverability bonus of +2. He rolls a 33, 7 points over the Romulan's attack roll (26—the 5 point bonus is disregarded for purposes of evasive maneuvers) and enough to reduce the damage by 35, bringing the torpedo's WR down to 15.

Tholian Web. The amount of time required to weave a Tholian web depends on the number of Tholian ships. For every Tholian ship working on the web, add 1 to a running total at the end every round. The web is completely woven when this total reaches 20.

If the target ship attempts to leave before the web is woven, roll a d20. If the result is less than or equal to the points accumulated, the ship takes 5d10x4 damage

Ship Write-ups

Size: Brief information about the ship's dimensions and number of decks.

Typical Crew: Typical crew loadouts and levels.

Cruise Speed: The maximum level of warp that can be sustained without strain to the ship's systems.

Emergency Warp: Refer to the pursuit rules in Ship Combat to see the effects of holding at maximum warp.

Impulse: Maximum sub-light speed.

Shield Rating: The ship's SR.

Armament: The ship's weapons loadout, along with WR's and ammo capacity listed, if necessary.

Note: Other details about the ship. If the ship's note mentions a quality, then a +2 or -2 might apply to appropriate checks, or some similar level of bonus. For example, a ship class noted for maneuverability would grant a +2 to piloting checks relating to maneuverability. A ship that's notorious for durability might grant a 50% change to ignore the first serious Section Damage roll in a combat, or perhaps give a +2 to repair rolls. Another class of ship may handle like a garbage scow, imposing a -2 on all piloting checks. Otherwise, assume a ship is average in any respects not mentioned above.

(no WR necessary, just roll and subtract), but is free.

If the web is fully woven, this number increases to 5d10x8.

At the GM's option, a small ship can attempt to leave the web by flying between its strands. This would take a maneuvering DC of 30, with damage resulting as above if the roll is failed.

Once the web is woven, the ship is completely immobilized and can be towed wherever the Tholians desire at any speed the Tholian ship is capable of. At the Tholians' option, the web can also be contracted doing damage as above every round until the ship is destroyed.

The web itself can be considered to have an SR of 40. When the shields are reduced below 0%, the web disperses. Using photon torpedoes on a Tholian Web will damage the captive ship. The captive ship can easily be fired upon from outside. To fire from inside out, the defenses of the web must be overcome.

Tractor Beams. Tractor beams are primarily used to haul inert objects of up to, say, double the mass of your ship from point to point at impulse speeds.

Federation Ships

Constitution Class

Size: 600 kilotons, 289m long, 127.1m wide, 72.6m high, 21 decks.
Typical Crew: 430 total, 9th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 18
Armament: 6x Type VI phaser banks (WR 20), 2 Photon Torpedo Banks (WR 25 per torpedo, 120 torpedoes carried).

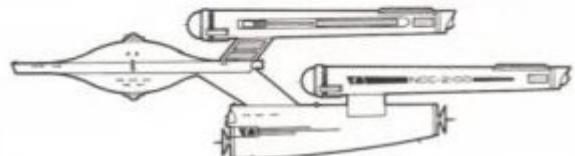
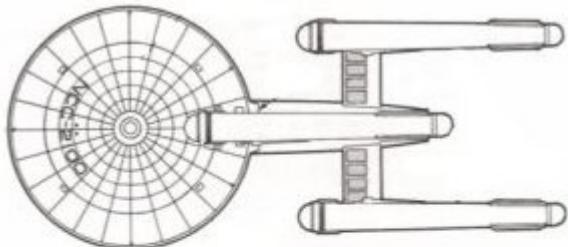
Note: The Constitution class ship has a reputation for durability.



Federation Class Dreadnought

Size: 900 kilotons, 320m long, 140m wide, 87m high, 16 decks.
Typical Crew: 500 total, 10th level Yellow Shirt Captain, bridge crew 6-9th level, bulk of crew 4-5th level.
Cruise Speed: Warp 8
Emergency Warp: Warp 10
Impulse: .5c maximum impulse (900,000 km/round)
Shield Rating: 23
Armament: 10x Type VII phaser banks (WR 35), 4 Photon Torpedo Banks (WR 25 per torpedo, 190 torpedoes carried).

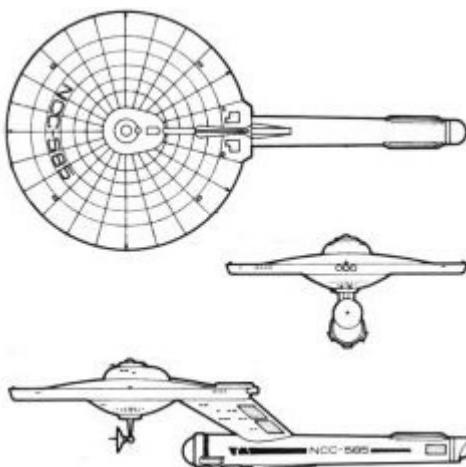
Note: Like the Constitution class, Federation class dreadnoughts also have a reputation for extreme durability.



Hermes Class Scout

Size: 295 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.
Typical Crew: 195 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level
Cruise Speed: Warp 6
Emergency Warp: Warp 8
Impulse: .65c maximum impulse (1.17m km/round)
Shield Rating: 5
Armament: 2x Type VI phaser banks (WR 5).

Note: Highly maneuverable, but since it's not a combat vessel, somewhat fragile. Enhanced Sensor Array—+2 to all sensor rolls. With an hour of persistent work, sensors can be optimized for a specific situation. The bonus to sensor rolls increases to +5, but all other types of rolls receive no bonus until the optimizations are removed.



Miranda Class Medium Cruiser

Size: 520 kilotons, 230m long, 127.1m wide, 51m high, 8 decks.

Typical Crew: 220 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 5

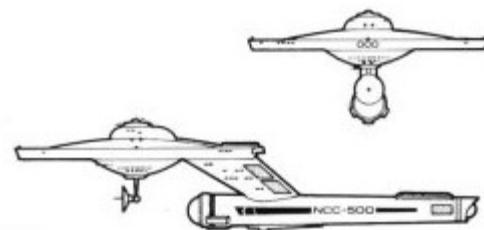
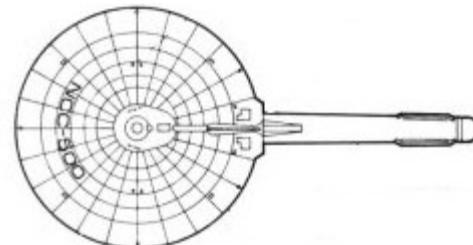
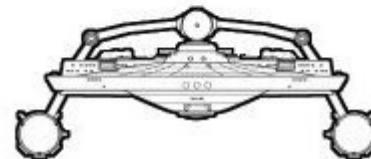
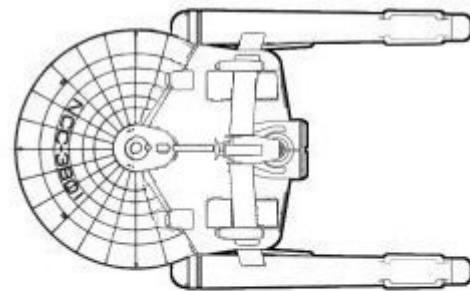
Emergency Warp: Warp 7

Impulse: .55c maximum impulse (990,000 km/round)

Shield Rating: 14

Armament: 6x Type VII phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 40 torpedoes carried).

Note: Almost as maneuverable as the Hermes class, but of only average durability.



Saladin Class Destroyer

Size: 300 kilotons, 242.5m long, 127.1m wide, 60m high, 16 decks.

Typical Crew: 200 total, 8th level Yellow Shirt Captain, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

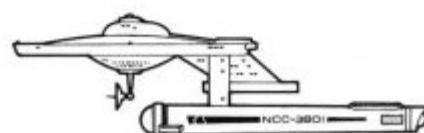
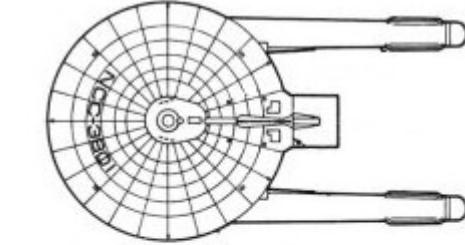
Emergency Warp: Warp 8

Impulse: .60c maximum impulse (1,080,000 km/round)

Shield Rating: 10

Armament: 6x Type VI phaser banks (WR 15), 2 Photon Torpedo Banks (WR 25 per torpedo, 30 torpedoes carried).

Note: Just as maneuverable as the Hermes class ship, but much more heavily armed.



Ptolemy Class Transport/Tug

Size: 274 kilotons, 222m long, 127.1m wide, 66m high, 12 decks.

Typical Crew: 220 total, 7th level Yellow Shirt Captain, bridge crew 5-6th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

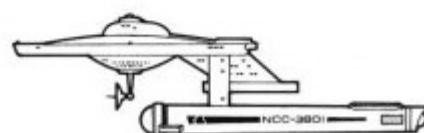
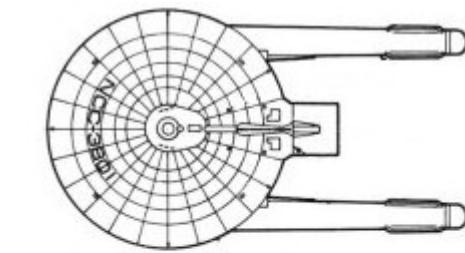
Emergency Warp: Warp 6.5

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 5

Armament: 4x Type VI phaser banks (WR 10)

Note: Containers tend to weigh an additional 10-200 kilotons each and add additional crew depending on type. A Tug typically can carry only one or two at a time (multiples are chained together, end to end). For purposes of tractoring, consider this ship to have 3 times its mass. Tugs are also rather slow and not very maneuverable.



Gorn

Gorn Destroyer

Size: 350 kilotons, 168m long, 102m wide, 54m high, 6 decks.

Typical Crew: 75 total, Seasoned Gorn Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .60c maximum impulse (1,080,000 km/round)

Shield Rating: 12

Armament: 8x Type VI phaser banks (WR 15). May have 2 banks of photon torpedoes (WR 25 per torpedo) or the equivalent of a Heavy Plasma Torpedo.

Note: If you look very, very closely in the picture to the right, you can see the Gorn ship's appearance in "Arena". Gorn ships are highly durable and heavily armored, if a bit ungainly when maneuvering.



Klingon

D7 Class Cruiser

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

Typical Crew: 430 total, Seasoned Klingon Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 10

Armament: 10x Mark 7 disruptor cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

Note: May have cloaking device, depending on how early in the series it appears.



Orion

Scout Ship

Size: 280 kilotons, 178m long, 112m wide, 112m high, 6 decks.

Typical Crew: Unknown total, Seasoned Orion Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 10

Impulse: .65c maximum impulse (1.17m km/round)

Shield Rating: 10

Armament: 4x Type VI phaser banks (WR 15).

Note: Unique spinning propulsion systems gives this ship great speed and maneuverability. Hull is composed of high density tri-tritanium, making it nearly impossible to penetrate with sensors (add +20 to any DC's involving scanning the ship).



Romulan

“Bird of Prey” Class Cruiser

Size: 200 kilotons, 192m long, 180m wide, 51m high, 5 decks.

Typical Crew: 75 total, Seasoned Romulan Commander, bridge crew 5-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 3.6

Emergency Warp: Warp 4

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 5

Armament: No beam weapons, 1 heavy plasma torpedo launcher .

Note: Has cloaking device. Highly maneuverable. The improvised nuke used in the episode “Balance of Terror” would do roughly WR 25. Real nuclear bombs do a lot more damage (roughly WR 400 or higher for a “typical” one and WR 2400 for the biggest hydrogen bombs).



Romulan Warbird (D-7)

Size: 307 kilotons, 228m long, 160m wide, 60m high, 18 decks.

Typical Crew: 430 total, Seasoned Romulan Commander, bridge crew 6-8th level, bulk of crew 3-5th level.

Cruise Speed: Warp 6

Emergency Warp: Warp 8

Impulse: .50c maximum impulse (900,000 km/round)

Shield Rating: 10

Armament: 10x Mark 7 disrupter cannons (WR 30), 2 Photon Torpedo Banks (WR 25 per torpedo, 260 torpedoes carried).

Note: Has a cloaking device and may optionally be armed with a heavy plasma torpedo launcher instead of photon torpedoes.



Tholian

Tholian Ship

Size: 25 kilotons, 42m long, 16m wide, 12m high, 1 deck.

Typical Crew: 3 total, Unexceptional Tholian Commander, remaining crew 6-8th level.

Cruise Speed: Warp 5

Emergency Warp: Warp 7

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 5

Armament: 6x Type V Tholian phasers (WR 5), Tholian Web.

Note: Behold the terrifying Tholian shuttlecraft. Rather fragile, but highly maneuverable.



Miscellaneous

Generic Civilian Ship

Size: 74 kilotons, 80m long, 22m wide, 39m high, 7 decks.

Typical Crew: 25 total, Unexceptional Commander, bridge crew 4-5th level, bulk of crew 2-4th level.

Cruise Speed: Warp 4

Emergency Warp: Warp 5

Impulse: .40c maximum impulse (720,000 km/round)

Shield Rating: 4

Armament: Usually none. Depending on function of ship may have a bank of outdated phasers (WR 5) or other such weapons.

Notes: Tend to be rather fragile and in dubious mechanical condition.



Federation Space Station (K-7)

Size: 451 kilotons, 815m diameter, 200m high, 50 decks.

Typical Crew: 800-1000, Commanding officer is a Captain rank Yellow Shirt, commanding crew 5-8th level, bulk of crew 3-5th level.

Shield Rating: 6

Armament: 4x Type VI phaser banks (WR 25)

Note: This is a small, relatively lightly armed outpost. Other stations can be quite heavily armed and armored. Space stations do not move, but tend to be rather durable.



Ship Quirks

d10	Ship Reputation	Features	Crew Culture
1	Cursed	AI Bugs	By-the-book
2	Infamous	Custom Paint Job	Gung Ho
3	New ship	Haunted	Innovative
4	Notorious	None	Laid Back
5	Similar name to a much more famous vessel	Mysterious Squeak	Normal
6	Steadfast	Optimized for alien crew	Normal
7	Unremarkable	Prototype System	Odd ship-board traditions
8	Unremarkable	Unusual Feature	One step up from pirates
9	Unusual history	Weird Internal Layout	Rowdy
10	Roll Twice	Roll Twice	Shifty

Roll d10 for each column. If there is no entry below for a given result, then assume it does what it says on the tin.

AI Bugs. The ship's computer is quirky and sometimes difficult to deal with. Roll on the "Major Personality Trait" column of the Random Red Shirt table for the computer's personality and overplay it a bit.

Cursed. This ship has had a remarkably unlucky past. The few veteran crew members who remain on board have some rather hair-raising stories about the number of disasters the ship has (barely) survived, ranging from freak energy storms, surprise plasma breeches, plagues, rifts in the time-space continuum and what have you. Whether undeserved or not, the universe seems to hate this vessel.

Custom Paint Job. Perhaps there's one ship in Star Fleet that paints its kills on its hull. Perhaps a previous captain was so proud of his crew that he had the unit logo painted on the hull. In any case, your ship stands out in a crowd due to its unique look.

Haunted. Something about the ship is oddly disconcerting. The lights are a bit darker and flicker at odd moments. The engine noise has a bit of a wail to it in the wee hours of the morning. Whether or not it's an unintended design feature or actual ghosts is up to the GM.

Infamous. Under previous commands, the ship has been engaged in either some spectacular failure(s) or breaches of Starfleet protocol. Whatever the cause, the ship and sometimes the crew who has served on it has a black mark in the public eye.

Innovative. The crew has a reputation for creative solutions, but probably is not as disciplined as other ships.

New ship. Fresh out of the docks, this ship hasn't even been broken in properly. Whenever a new system is used for the first time, **roll d10**—on a result of 1, the affected system goes to damage level 1. On a result of 2, it goes to damage level 2 (exploding consoles optional). On a 3 or better, it works fine. On the other hand, if a result of 10 turns up, the system is a prototype—give all rolls dealing with it a +2, 10% or whatever other slight upgrade may be appropriate.

Notorious. This is a famous ship and its previous captain (or captains) was a commander of some note.

Odd Shipboard Traditions. Whether it's because the crew incorporates a lot of alien culture or simply because the ship's crew has elaborate and hair-raising

initiation rituals for every occasion, there's always a bit of culture shock when signing up for this commission.

Optimized for alien crew. The ship's facilities and default environment are optimized for a Federation race other than humans. **Roll d6:** 1-2 Andorian, 3-4 Tellarite, 5-6 Vulcan.

Prototype System. The ship has one upgraded system. Roll on the Section Damage Table for specifics. Give all rolls dealing with that system a +2, 10% or whatever other minor upgrade may be appropriate.

Shifty. The crew has a large percentage of surprisingly dodgy characters, probably including a thriving black market and Starfleet's biggest still in the Engineering department. For lateral thinking and sheer inventiveness however, this crew is unrivaled.

Similar name to a much more famous vessel.
"What? We were named after Admiral Samantha Entleprise. Yeah, we get that a lot."

Steadfast. The ship has developed a well-deserved reputation for durability over the years. All repair rolls involving the ship are at +2.

Unidentifiable Squeak. There's a difficult to track down squeak in one or more random areas of the ship.

Unusual Feature. Roll d8: 1 Larger than usual botany labs, 2 Outdated System—as per Prototype System, except the affected system takes a -2, 10% penalty or some other quirkiness that seems appropriate, 3 Bridge located in odd location, 4 The galleys are far better than the usual ship galleys, 5 Unusually nice rec room, 6 Ship outfitted with mysterious alien technology, 7 Ship specialized for a specific type of mission, such as atmospheric work or work in a star's corona, 8 Unusually helpful computer on board.

Unusual History. Roll d8: 1 Previous crew just disappeared during a previous mission without a trace, 2 Refit of an earlier vessel, 3 Site of a breakthrough scientific discovery, 4 Famous pivotal role in a battle, 5-6 Famous crew member (**Roll d6:** Noted for 1 Military, 2 Scientific, 3 Artistic, 4 Civilian, 5 Political, 6 Diplomatic achievements), 7 The ship is something of a weirdness magnet—if anything strange is going on in the sector, it will most likely happen here, 8 Roll Twice.

Weird Internal Layout. For the first d6 rolls involving repair or just finding your way around, a new person on board takes a -2 penalty. After that, they adjust, and most likely grow somewhat fond of the odd design decisions.

Equipment

For the most part, Trek isn't really about gadgets. It pays to know at least the basic details of any technology used in an Episode, but when it comes down to it, it isn't terribly important whether a tricorder can sense life at 30 meters or at 31.5 meters. What is important is that you know that a tricorder has interesting knobs and dials, a readout, makes a sound when used and the sorts of information it gives.

Read up on the devices that characters will be using but handwave the details. As long as you get the general idea correct it's okay. In the end, it's the story that counts.

Here follows a very brief list of devices common to the series and notes on how to handle them:

Communicators. A true marvel of future technology. A small hand-held device that allows one to communicate with an orbiting space ship or one's fellow shipmates. It can be easily jammed or confiscated.

Disruptors. Disruptors are primarily used by villainous alien types such as Klingons or Romulans. They mostly work exactly like Phaser mark II's, except they look more sinister. While they do have stun settings, they generally aren't set for stun.

Medical Devices. Federation doctors have a wide array of medical gadgets such as hyposprays, anabolic protoplasers, hand-held medical scanners and a variety of laser scalpels and miracle drugs.

For the most part, you can assume that a doctor will have the appropriate tools with them when they are performing their duties, even in the field. If they aren't, then they won't be able to use the full range of their abilities, or will, at the least, take a skill penalty.

With a fully stocked medical bay, most characters can be fully healed between episodes—in a matter of days, or at most a week for all but the most serious injuries.

Medical Devices, Hyposprays. Hyposprays can inject all sorts of useful drugs even through clothing and light armor. Powerful sedatives, tranquilizers and antidotes are all possible payloads.

Phasers. Phasers have two primary settings. They can be set to stun or to kill.

If set on **stun**, a successful hit forces the target to make a Str + Phys check vs (DC 15 + rolled damage) or go unconscious for a significant length of time (whatever works for the story, minutes to hours). The attack itself

does no damage although the character may suffer a lingering hangover after they wake up.

If desired, a character can burn an Action Point to resist the effects of a stun—the character grits their teeth and fights unconsciousness, or perhaps dodges away at the last moment.

If set on **kill**, a phaser hit will immediately disintegrate unimportant NPC's. Everyone else takes the listed damage and dodges out of the way. If this damage would take them below -10 hit points, then and only then are they disintegrated.

Phasers can also be used as a welding device, to heat rocks and can be set to overload and explode as a grenade (6d6 damage, 30 ft radius, DC 20 Dex + Phys save for half). At their most minimum setting, they produce a sharp jolt, sufficient enough to break up fights without causing lasting harm.

For the most part, it's safe to ignore ammo capacity on phasers, unless you really enjoy exercises in accounting. When that sort of thing comes into play, it's more useful to just think of it as a plot device. For example, you're stranded on a deserted planet with only 10 shots in your phaser left and must survive until the ion storm ends and your ship can return...

Side note: Ship phasers can also be set on stun. A salvo from a ship can render an entire city block unconscious almost instantly.

Phaser, Mark I. Mark I phasers do 2d8 damage plus as above, hold around 50 charges and weigh only 1 lb. They are small, palm-sized devices strongly reminiscent of electric shavers.

Phaser, Mark II. Mark II phasers do 3d8 damage plus as above, hold around 100 charges and weigh around 3 lbs. They look more or less like small pistols.

Phaser Rifles. Phaser rifles do 4d8 damage plus as above, hold around 150 charges and weigh roughly 10 lbs. They have a better range than Mark I or II phasers but aren't terribly conspicuous.

Phaser Cannon. A less-powerful and mobile version of the ship's phaser banks. No damage or statistics are listed—this is primarily a siege weapon and usually only has one of two effects: it either makes a hole in something that you're trying to enter or has no effect at all, in order to show how superior alien technology is. If one somehow comes into play during ship-to-ship combat, treat it as a phaser bank with a very short

range and only WR 3 damage.

Transporter Beams. Allows one to move up to six characters and cargo from one place to another nearly instantly. It requires one round to dematerialize at the source and rematerialize at the destination end. A Federation transporter has a maximum range of 25,000 kilometers or so, can not be used at warp speed and is easily blocked by force fields.

Certain other environmental characteristics can also seriously reduce a transporter's effectiveness at the GM's option, extending the time of the transport over several rounds and several skill rolls.

Tricorders. Allows the user to perform sensor scans at a local level. It can also store a massive amount of information, whether from a scan or uploaded from the ship's computer banks.

There are several different varieties of tricorders, each optimized for its specific field of study: medical, psychology and science.

If a tricorder could reasonably be useful to the task it's applied to, then give a +2 to the skill roll. Some tasks might actually be impossible without an appropriate tricorder.

For example, if you're attempting to determine cause of death when examining Ensign Jackson's corpse, a medical tricorder would give you a bonus...and probably return more complete information than a physical examination with no equipment at all would. It might, for example, point out that the Ensign died from heart failure caused by Mugato poison.

A science tricorder might pick up the chemical compounds in the Ensign's body, but it would draw no conclusions about whether or not such compounds actually belong there.

Universal Translators. A shiny metal baton only hauled out when questions arise of just how, exactly, one is managing to communicate with an alien species. At the GM's option, certain languages may be difficult to translate accurately, or at all. The full Universal Translator does not require to be preprogrammed—it can adapt to any form of new language using Star Fleet's vast experience with alien civilizations.

A limited form of Universal Translator, which can be programmed to translate only a handful of languages at a time, can also be implanted subcutaneously.

Or better yet, you can simply handwave any questions of language as unimportant to the plot.

Mysterious Alien Devices

Occasionally devices surface that boggle the mind. Enigmatic remnants of long extinct alien species, they follow scientific principles centuries beyond anything Starfleet is capable of reproducing. They are often the seeds of great adventures; their very alienness producing a unique window into the psyche of your ship's crew.

Of course, you can also make them up completely at random if you're stuck for ideas or just need something interesting for next week's session.

Roll d10 for each column:

D10	How big is it?	What is it shaped like?	What is it doing?
1	Ring-sized	Blocky/pillar/cube	Nothing
2	Hand-held	Amorphous	Surrounded by sparkles
3	Loaf of bread	Spherical	Hovering
4	Toaster	Ring-shaped	Playing Random Images
5	Television	Blocky with a window or door	Transparent
6	Refrigerator	A Ray Gun/Cannon	Making Noises
7	Car	A Vehicle	Emitting A Low Hum
8	House	A Pyramid	Blinking Lights
9	Mansion	A Door	Emitting heat
10	Skyscraper	A Pit	Roll Twice

1d20 What does it do when turned on?

- 1 Nothing
- 2 Goes "ping"
- 3 Creates a force field
- 4 Allows time travel
- 5 It's an alien computer, probably quite intelligent
- 6 Transmogrification (changes things into other things):

Roll 1d6: It transmogrifies...1-2 People, 3-4 Objects, 5-6 Energy.

Roll 1d6 again: 1-3 Just one type of transformation (and back), 4-6 Many types.

- 7 It's a beacon
- 8 Weapon system designed to hunt down intruding life forms
- 9 Controls the aging process
- 10 Can send or retrieve people from the Mirror Universe
- 11 It eats things.
- 12 Emits smoke and loud noises.
- 13 It melts (Roll 1d6: 1-3 itself, 4-6 other things)
- 14 Can upgrade or repair machinery
- 15 Creates androids
- 16 Controls the speed of time
- 17 Warps the fabric of space
- 18 Modifies the mind:

Roll 1d8: 1-2 mind control, 3-4 possession by alien identity, 5-6 switches peoples' minds, 7-8 inserts alien knowledge

Roll 1d6: 1-3 permanently until specifically reversed, 4-6 for an hour.

- 19 Replicates itself
- 20 Roll Twice

...and is this a good thing or a bad thing?**1d6 Well, is it?**

- 1-3 Yeah, great.
- 4-6 Good lord, no.

Sample item:

The various d10 rolls come up (4) Size of a toaster, (2) amorphous, (8) covered in blinking lights (6), has powers of transmogrification, (5) can transform energy (5) into many different types of energy. Good thing or bad thing? (3) Good thing.

The away team is investigating an odd energy pattern on the surface of Cestus XII. Buried beneath the rubble of an ancient temple, it finds a depression filled with a strange fluid, covered in drifting red lights. Attempting to discern the material's composition, they hit it with a very light phaser beam. The alien device transforms the energy of the phaser beam into a pleasant tone and a cascade of warm light.

Later, on board the ship, they discover that touching the various drifting lights allows the transformation of any type of energy into any other type of energy, almost without loss.

Second example:

The various d10 rolls produce... (3) Size of a loaf of bread, (1) blocky, (10, then 8) covered in blinking lights, (and 4) plays random images. (10) Can send or retrieve people from the Mirror Universe. Good thing? (5) Not good.

The ship is shaken by an unknown force when traveling past a time-space anomaly. With a flash of light, an object appears on the floor of the bridge. It's roughly the size of a loaf of bread, composed of a strange metal and is covered with blinking lights and buttons. A screen near one end plays random images, scenes of conquest and war.

When disturbed, it randomly sends 1d6 nearby people to the Mirror Universe. Will they come back? Who knows.

Enemies and Allies: Templates, Species and Supporting Cast

Android

Androids are relatively common in Star Trek. In the original series they tend to be fairly sinister—machines are meant to serve, but often things go horribly wrong.

- **Stat Adjustments:** +8 Str, +2 Dex, -4 Cha.
 - **Construct:** Since they are machines, Androids gain 10 bonus hit points. Since they have a machine-based metabolism, certain things such as poisons, diseases or fatigue don't affect them as much (if at all).
- They are also subject to all effects that computers are subject to in this setting (such as electricity or being damaged by logic puzzles if the "This Does Not Compute" optional rule is being used).

Androids do not need to eat or breathe, but may require recharging. Androids can not swim unless specifically designed to do so. They can not heal naturally; they must be repaired.

- **Alien Strength 2:** Since Androids are machines, they are substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Computerized Brain:** +2 racial bonus on Knowledge and Engineering skills. Androids also have eidetic memory—they do not forget things once experienced. In cases when a specific piece of information is essential to a skill check, Androids gain a +2 bonus.
- **Naive:** Androids show a woeful lack of understanding about human beings and what drives them. This can be a minor flaw to crippling, depending on the situation.

Augments

Survivors of the Eugenics War, these are genetically modified humans, bred to be the ultimate warriors—stronger, faster, smarter, tougher than even the best humanity has to offer. A flaw in their DNA makes them naturally aggressive and violent.

For these reasons, genetic engineering has been banned for several centuries.

- **Stat Adjustments:** +4 Str, +2 Dex, +2 Int, +2 Cha.
- **Acute Senses:** +2 to most sensory rolls due to keen senses of smell, hearing and sight.
- **Aggressive and short-tempered:** This can be a very minor flaw to extremely crippling, depending on how much the GM wants to play this up.
- **Arrogant:** -4 to social rolls where arrogance would be a negative factor.
- **Great Fortitude:** Due to their vastly improved constitution, Augments gain a +2 to saves against diseases, poisons, fatigue and stunning.

At the GM's option, it might be possible to genetically engineer a partial Augment, with a few boosted statistics, but none of the dangerous down-sides of Khan's people.

A partial Augment may have a +2 racial bonus to one ability score, one special ability of their choice (similar in power to the above) and one free Talent. In exchange, they have the social stigma of being an Augment—in this time period people are still rightfully edgy about the genetically engineered.

Gorn

Gorns are a reptilian species of humanoids. Not much is known about them other than that they are strongly territorial and have technology on par with the Federation.

- **Stat Adjustments:** +4 Str, -4 Dex, -2 Cha.
- **Alien Strength 2:** The Gorn physiology is substantially stronger than most other humanoids—skill rolls involving strength are increased by +4 and the character can lift five times as much as a normal character—enough to easily toss a rock the size of a refrigerator twenty or thirty feet.
- **Armor:** Gorns have thick hide (+4 natural armor).
- **Slow:** Gorns move at roughly half the speed as most other humanoids.

Highly-Evolved

This isn't any specific species—it instead represents any number of frail, usually egg-headed, aliens of advanced intellect and technology.

- **Stat Adjustments:** -4 Str, +6 Int.
- **Bonus Talents:** Psychic, plus one additional Psychic Ability.
- **Frail:** Not only do they take a -1 HP per level penalty, HE's also can never have Physical as a trained skill.
- **Superior Technology:** HE's usually have access to technology far in advance of Starfleet. In addition to this superior technology they also have a +2 bonus on all science and technology-related rolls.
- **Complete inability to fathom humanity's motives.**

Orion

Once a great civilization with advanced technology, the Orions have fallen into decadence. Orions are widely known for three things: piracy, slavery and the savage charms of their women.

Orions have green or blue skin, with dark hair. The men are bald and tend to be rather large and burly. The women are beautiful, great dancers and masters of seduction.

Orion, Female

- **Stat Adjustments:** -2 Str, +2 Dex, +2 Cha.
- **Pheromones:** Makes men of most species (but not Vulcans) susceptible to suggestion and more aggressive. Gives a +5 to any skill check an Orion female may make to persuade men to do something, within reason. It may take multiple rolls and suggestions to "nudge" the target into action.

Since they must be inhaled, the effect takes some time to kick in. Gives women of most species a roaring headache.

Orion, Male

- **Stat Adjustments:** +2 Str, -2 Cha.
- **Durable:** +1 hp/level.
- **Decadent:** +2 to skill rolls involving swindling, haggling and defrauding others.

Klingon

The classic villain species of science fiction. Aggressive, unprincipled and dangerous—these are the smooth foreheaded villains from the original series and not the bumpy-foreheaded warrior-philosophers of the later Star Trek series. If you want to use the later iteration, see the notes at the end of this entry.

- **Stat Adjustments:** None.
- **Aggressive:** Klingons have +2 to all initiative rolls.
- **Durable:** +1 hp/level.
- **Skill Penalty:** -1 Knowledge. Klingon culture doesn't encourage non-martial pursuits.
- **Violent Culture:** Bonus Talent—either Brawler or Specialty with melee weapons.
- **Note:** These are for smooth-foreheaded TOS Klingons. If you insist on having TMP-era or later Klingons, then add +2 Str and -2 Cha to the stat adjustments and replace the Aggressive special ability with **Brak'lul** (Vital Organ Redundancy). A character with Brak'lul is considered to have an extra 5 points of Strength when reduced to 0 hit points, but only for the purpose of determining point of death.

Prehistoric

This template devolves the species in question into a caveman state. They get bigger, bumpier and more ill-tempered.

- **Stat Adjustments:** +6 Str, -4 Int, -2 Cha.
- **Alien Strength:** Skill rolls involving strength are increased by +2 and the character can lift twice as much as a normal character.
- **Choose one: Claws/Fangs** which give a natural attack of 1d6 (plus Str bonus), or **Gregarious** (once per encounter, a group of these can call in an additional 2d6 tribe members—these tribe members will not have the Gregarious ability available for that encounter).
- **Skill Bonuses:** +2 Bonus on climbing, jumping and survival rolls.
- **Tough Hide:** +2 natural armor.

Romulan

A mysterious off-shoot of the Vulcan species, from the savage times before the Vulcans devoted themselves to the pursuit of logic.

- **Stat Adjustments:** None.
- **Desert Adapted:** Romulans gain a +2 bonus on desert survival-type rolls and a general immunity to the effects of blinding light.
- **Duplicitous:** +2 on skill checks where a natural proclivity towards deceit and trickery could come into play, such as most subterfuge rolls.
- **Hierarchical Society:** Romulan society is highly stratified—any Romulan gains a +2 to all rolls when attempting to give an order to a Romulan of lower standing. In addition, any use of the Command or Inspirational Speech Talents on a Romulan will be at +1.
- **Xenophobic:** Due to their xenophobic nature, Romulans take a -2 penalty on most social rolls with other species and most social rolls dealing with Romulans will be at -2. This penalty does not necessarily apply to all situations—for example, some social situations such as intimidation or bluffing might not be affected by xenophobia.

Tholian

Tholians are medium sized humanoids, but possessing a truly alien physique—they are based on a mineral composition, existing at very high temperatures (177 Celsius or 350 Fahrenheit). If exposed to low temperatures for too long, they take damage and their carapace cracks.

Exposure to temperatures around the boiling point of water or below has the same effects as freezing temperatures on humans.

Tholians have six legs and communicate through radiation emissions instead of vocal chords. Their ability to communicate through these methods allow them to communicate over long distances as if via communicators.

- **Stat Adjustments:** +2 Dex, -2 Str.
- **Alien Physiology:** The unique Tholian physiology conveys the following benefits: Resistance 10 (Fire), Resistance 5 (Energy) and immunity to temperatures up to 700 to 800 Celsius.
- **Darkvision** up to 60'.
- **Hard Carapace:** +4 natural armor.

- **Xenophobic, Alien Mindset:** Tholians are known for three cultural traits: punctuality, xenophobia and inscrutability. All social rolls with other species are at -2. All social rolls dealing with Tholians will be at -2.

Supporting Cast

The following NPC's are designed to be as generic as possible, in order to speed game preparation. Need a Klingon Thug? Take the Low Rent Goon, apply the Klingon racial template and off you go. You've wandered into Andorian space and need an Andorian starship captain? Take the Commander and apply Andorian stats. Attacked by a bunch of 1950's style claw-fingered metal robots? Take a Run-of-the-Mill Goon, apply the Android and Prehistoric templates and off you go. Simple.

Another good source of aliens would be the various Monster Manuals. Just because the original Star Trek didn't have the budget to have a fifty foot long plasma-breathing lizard doesn't mean your game can't have one. And if you change enough surface details your players will never know. Sure, you know the Kalendian Vaprak is a displacer beast, but your players never will, seeing that it's a seven foot long amoeba with spider legs and a single eye on the end of a tentacle...

Ordinaries vs. Heroes

When building supporting cast members, at least of the humanoid variety, there are two types of NPC's: **Ordinaries** and **Heroes**.

For simplicity's sake, rather than assigning them a specific class, choose a level and then list their class either Ordinary or Hero.

Ordinaries are important enough to have stats, but not important enough to have any significant screen time. They have 1d6 (average 3.5) hit points per level, adjusted by their Str bonus (or penalty). They do NOT usually gain Talents or Action Points.

If you're in a rush, use average stats except for whichever stat the Ordinary uses most, which will get a 12-14. Use level 1 for the lowest rung in their professions. If you need a more seasoned Ordinary, add levels. 2-4 would be appropriate for more experienced types.

In some cases, it may be appropriate to give Talents to Ordinaries, but don't go overboard with it. Ordinaries have as many Trained skills as necessary to perform their tasks.

Some sample Ordinaries are given in the **Face in the Crowd**, **Generic Crew Member** or **Goon** sections.

Heroic NPC's are built almost exactly the same way as player characters. They get Talents and may or may not get an Action Point or two, depending on how important they are to the plot. Heroics will have one Trained skill at 1st level, just like player character classes and start out with Str hit points +1d6 per level.

Talents may be chosen from any of the Talent lists, regardless of class as long as it's appropriate to the character.

A heroic NPC is important enough to get significant screen time, so they should have at least one "hook" to them. For example, "Shakespeare-quoting Klingon Admiral" or "Weaselly travelling salesman with an addiction to dubious money-making schemes."

Stock Characters

Alien, Generic

Need some color to fill out a crowd or to flesh out a new civilization when the details aren't particularly important? Roll away.

"Generic Alien" is mostly meant to provide ideas for new alien species—for actual stats, use one of the other stock character types such as Faces, Goons, etc.

Roll d10 for each column	Makeup Effects	Wardrobe	Cultural Traits
1	Funny shaped ears	Togas/Silk Robes	Warlike and Aggressive
2	Odd skin color	Starfleet Type Uniforms	Pacifist
3	Antennae or Horns	Hooded Robes	Epicurean
4	Scales or Thick Fur	Tribal	Paranoid
5	Feathers	Leather	Logical
6	Funky hair	Chain mail and tunics	Friendly and Outgoing
7	Tail	Furs	Weaselly
8	Extra limb(s)	Conservative business suits	Arrogant
9	Bumpy forehead	Middle-eastern	Aristocratic
10	Roll Twice	Silver/Metallic jumpsuits	Inquisitive

Cloud Monster

"Cloud Monster" is short hand for any number of mysterious aliens that tend to show up in Star Trek episodes. It doesn't represent just the traditional semi-intelligent cloud of energy (such as the "Companion" from "Metamorphosis"). It can also represent mysterious alien devices such as Nomad, tribble-like creatures, giant alien probes with a hump-back whale obsession or what have you.

Both Ordinaries and Heroes get a stat point every 4 levels if the issue of level advancement ever comes up.

For example:

Starfleet Bureaucrat, High Level. Ordinary-7. Str 8 (-1), Dex 10 (+0), Int 14 (+2), Cha 10 (+0). HP 18. AC 13. **Trained Skills:** Communications, Knowledge.

Klingon Fleet Commander. Hero-12. Str 16 (+3), Dex 14 (+2), Int 10 (+0), Cha 14 (+2). HP 82. AC 18.

Trained Skills: Physical, Subterfuge. **Talents:** Aggressive, Brawler, Command, Durable, Ethnic Pride (Klingon), Inspirational Speech, Skill Penalty (-1 Knowledge rolls), Specialist (Underhanded Tactics), Stiff Upper Lip, Trained Skill (Subterfuge).

Cloud Monsters tend to be more plot devices than anything else. For the most part, assume that standard attacks do nothing to them. They're either immune to normal weapons (such as your typical Star Trek cloud monster) or killing them won't make a difference to the plot (e.g. Tribbles breed too fast). They'll have one or more additional powers related to their nature and an Achilles' heel which must be discovered and exploited if they're ever to be stopped.

A properly designed Cloud Monster, however, does more than just menace—it points out human foibles. Whether it allows the plot to address Melville-esque obsession, explore the folly of prejudice and hatred or perhaps questions the role of humanity in the universe, a Cloud Monster is more than just a block of numbers to overcome during the course of an adventure.

Of course, you could always just roll one up randomly instead.

Example: *The GM needs a mysterious alien creature for the next episode. Running through the dice rolls on the table on the following page, we get 7 (Indigenous Creature), 2 (Man-sized), 6 (Devours All Before It), 14 (Can Summon Help) and 3 (Human level intelligence).*

The result of “Can Summon Help” reminds the GM of ants or bees—perhaps the creature is part of a hive. The GM names it an “Altaran Hive Worker.”

Oh my God, what the hell is this thing?! (Roll d10)

- 1 Crystallized hatred
- 2 The soul of an ancient criminal
- 3 Naive alien
- 4 Robot
- 5 Computer
- 6 Space-Time Anomaly
- 7 Indigenous Creature
- 8 Strange visitor from another galaxy
- 9 The vanguard of an invasion force
- 10 The psychically-fueled figment of a random cast member's subconscious mind

Sweet Jesus, It's... (Roll d6)

- 1 Tiny
- 2-3 Man-sized
- 4 Enormous (bigger than man-sized, but smaller than...)
- 5 Colossal (starship scale)
- 6 Beyond Description (can change size as needed)

What in the world is it doing here? (Roll d10)

- 1 It feeds on emotion
- 2 Protecting something or someone
- 3 Searching for someone
- 4 On a quest for knowledge
- 5 Settling a score
- 6 Devours all before it
- 7 Survival/Procreation of the species
- 8 Looking for its mate
- 9 Obeying the last command of its creator
- 10 **Roll Twice**—the first motive is a red herring. The second roll is the Cloud Monster's true motive.

Running with the Hunger and Indigenous Creature results, he decides it's an insect-like animal roughly the size of a man that can metabolize anything—it eats everything it finds and excretes either a web-like substance that hardens into hive material if inorganic or a honey-like substance if it eats something organic.

It is now only one of many insectoids that have run amok on the Altaran colonies of Denebius VII. As a collective, the hive workers have a human level intellect and are motivated by species survival. To stop them, the players will either have to destroy the entire hive at once or negotiate with it—destroying any individual worker will have no real effect on the situation.

It has amazing powers of...(Roll d20)

- 1 Emotion control
- 2 Read and Control Minds
- 3 Feeds on energy
- 4 Can cause illusions
- 5 Shape-changing
- 6 Assimilation (can absorb a random substance)
- 7 Possession
- 8 Telekinesis
- 9 Warping space
- 10 Warping time
- 11 Control/Modify Machinery
- 12 Can Destroy Anything It Can Swallow
- 13 Death Ray
- 14 Can Summon Help
- 15 Advanced Scientific Knowledge
- 16 Hitting Things Really Hard
- 17 Can create evil clones of crew members
- 18 Can shift target into an out-of-phase state which disables them for a period of time
- 19 Cuteness
- 20 Roll Twice

Is it intelligent? (Roll d6)

- 1 Nope
- 2 Slow-witted
- 3-4 Human level
- 5 Yes
- 6 Extremely

Commander

He's the commander of his vessel, a leader of men (or aliens), a diplomat and a warrior. Unless noted otherwise, like other minor NPC's, Commanders are Ordinaries.

There are two basic varieties of commanders: "aggressive" and "talker". An aggressive commander is usually action-oriented. Talkers are more diplomatic.

The purpose of a vessel has a great influence on what sort of commander is in charge. The captain of a ship dedicated to medical research is going to have a very different knowledge base than the captain of a Klingon battlecruiser, even if both are "aggressive" commanders.

Commander, Unexceptional. These are the most commonly encountered commanders—they fulfill the qualifications of commanding a ship, no more, no less.

- **Aggressive.** Ordinary-7. Str 12 (+1), Dex 14 (+2), Int 13 (+1), Cha 10 (+0). HP 32. AC 15. **Trained Skills:** Physical, Knowledge.
- **Talker.** Ordinary-7. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 13 (+1). HP 25. AC 14. **Trained Skills:** Communications, Knowledge.

Commander, Seasoned. Seasoned commanders typically have years of experience, perhaps even seen some serious action. They are highly competent at what they do.

- **Aggressive.** Ordinary-10. Str 12 (+1), Dex 14 (+2), Int 14 (+2), Cha 12 (+1). HP 45. AC 17.

The Random Face Table

d10	Occupation	Trained Skills
1	Scientist	Knowledge
2	Diplomat	Communications
3	Criminal	Subterfuge
4	Entertainer	Roll 1d6: 1-2 Communications, 3-4 Knowledge or 5-6 Physical (depending on type of entertainer)
5	Merchant	Communications, Knowledge
6	Lawyer	Communications, Knowledge
7	Administrator	Communications
8	Medic	Medicine
9	Paper-shuffler	Roll 1d6: 1-3 Communications, 4-5 Knowledge, 6 Both
10	Laborer	Roll 1d6: 1-2 Physical, 3-4 Engineering, 5-6 Both

Trained Skills: Physical, Knowledge.

- **Talker.** Ordinary-10. Str 10 (+0), Dex 12 (+1), Int 14 (+2), Cha 14 (+2). HP 35. AC 16. **Trained Skills:** Communications, Knowledge.

Commander, Grizzled. Grizzled commanders are quite rare—they are as competent as you can get without moving into the Heroic category. Typically, they have had decades of experience.

- **Aggressive.** Ordinary-13. Str 12 (+1), Dex 12 (+1), Int 14 (+2), Cha 14 (+1). HP 59. AC 17. **Trained Skills:** Physical, Knowledge.
- **Talker.** Ordinary-13. Str 10 (+0), Dex 12 (+1), Int 16 (+3), Cha 16 (+3). HP 46. AC 13. **Trained Skills:** Communications, Knowledge.

Face In The Crowd

The Face In The Crowd. It might be a civilian, a random bystander or a noncombatant. It's a catch-all term for any number of non-heroic types. When you need a bunch of civilians and you need them fast, this is where you go.

Faces will typically be 2-3rd level, with average hit points (7-10). Ability scores will be 8, 10, 10, 12, arranged in any order that seems appropriate.

If you don't have any set occupation in mind, roll on the table on the next page. Otherwise, just choose whatever Trained Skills will be necessary for that character to perform their job.

Generic Crew Member

Choose an appropriate rank in the proper class (Blue Shirt, Red Shirt, Yellow Shirt or Ordinary). Assume average hit points and arrange the following stats in any order that makes sense for that character: 8, 10, 12, 12. If the character is relatively high level (over fifth level level), use 8, 10, 12, 14 for their stats.

Generic Crew Members are always Ordinaries and will never have Action Points. They only have Talents when necessary and will be Trained in any skills they may require to perform their job.

Example: Captain Smith and his bridge crew have beamed down to Tau Ceti V's smaller moon to investigate the unexplained loss of power at a scientific research station. Ensign Rho from Security is accompanying them. Since ensigns are typically 4th level according to the rank table, Rho is a 4th level Security Red Shirt. She has average hit points (14 + 4 for the Str bonus = 18 hp) and the following statistics: Str 12, Dex 13, Int 10, Cha 8 (+1 point for being 4th level).

She is Trained in Physical, which she probably won't have time to use much before the cloud monster eats her in scene one.

God

Any alien entity sufficiently advanced can be indistinguishable from a god. Some have followers, some are merely enigmatic beings roaming the galaxy seeking knowledge.

For the most part, Gods can be built in two steps: Determine what the God appears as and stat that out, then layer on additional powers and abilities as appropriate from the "Godly Powers" table.

For example, a child with the ability to wish anything away may be statted up as a typical 1st level child with attributes of 6-10 all the way across. Appropriate powers might be Innocuous, Alter Set and Mind Control.

Another God might be a giant glowing pyramid that speaks in a thunderous voice. It's too large to stat out as a PC, so the GM might write it up as a starship with mental attributes (and tough enough to challenge or overwhelm the PCs' ship), adding in the Zap, Teleport Self/Others and I Know Things Beyond Mortal Ken abilities.

God, Almighty

Typically appears as a giant megalomaniac floating head. As long as it stays in that form, stat it out as a starship with better stats than the PC's ship.

If it manifests in human form or interacts with the player characters in any way where stats would be important, then use the following:

Hero-15. Str 18 (+4), Dex 14 (+2), Int 30 (+15), Cha 30 (+15). HP 86. AC 19. **Trained Skills:**

Communications, Engineering, Knowledge, Medicine.

Talents: Command, Cool Under Pressure (Pontificating), Durable, Psychic, Specialist (Pontificating), Specialist (Philosophizing), Trained Skill (Communications), Trained Skill (Engineering), Trained Skill (Medicine)

Has the following Powers: Cunning (already factored in), I Know Things Beyond Mortal Ken, Impressive Soliloquy, Mind Control, Teleport Self or Others and Zap.

Almighty Gods typically have hubris as a weak spot and are surprisingly easy to trick.

God, Irritant

One of a large class of advanced beings that enjoys plaguing starship captains with conundrums and puzzles. Vulnerable enough to outwitting that it's surprising there's not a class on how to do it in Starfleet Academy.

Powers may include Alter Set/Prop, Invulnerable, Parlor Tricks, Shapechange, and Teleport Self or Others. They typically appear as a nondescript man of between 5-10th level with average physical stats, low charisma and genius to superhuman intelligence.

God, Metal

For some reason, alien civilizations often build their own gods. Invariably, when their civilizations collapse, their metal gods remain behind to guide and control. They usually appear as a stationary physical construct with 20 or more Hit Dice and a notable lack of insight into the human motivations. Powers may include Cunning, Followers, Drones, I Know Things Beyond Mortal Ken and Zap, with the occasional display of Mind Control or Invulnerability.

God, Petty

The classic God, loud-mouthed, wears togas and demands worship. Usually 10-15 Heroic levels with impressive physical statistics and high Charisma. Powers usually include Grow, Mighty, Impressive Soliloquy, Parlor Tricks, Teleport Self or Others and Zap.

Goon

Security guards, Klingon muscle, mafia thugs, goose-stepping Nazis, hired alien mercenaries or barbarian warriors—a Goon is all these things and more. When you need muscle, and you need it now, and you need a lot of it, the Goon's your man.

Godly Powers

Alter Set. As a standard action, the God can change the set from anything to anything. If you were in a cave, you're now in a castle. If you were on the bridge of your starship, you're now in a jungle. Note that this does not necessarily mean that your location has changed, only the scenery.

Alter Prop. As a standard action, the God can transmute an object into something else. A phaser becomes a poisonous viper, a Starfleet uniform becomes a lovely silk gown, you name it.

Cunning. The God is a trickster. Add 30 points to the God's Intelligence or Charisma in any combination desired.

Followers. The God has followers: for the most part, they amount to 2d6x10 Faces and Goons (roll randomly for occupations, if necessary).

Grow. The God can enlarge itself. Every standard action increases the God's size by another multiple—x2, x3, x4, x5, etc. For every increase in size, add +4 to the God's Strength (and hp) and +2 to any rolls to intimidate or awe others. Only the GM's sense of drama limits the God's ability to grow.

Drones. Basically, the same as normal followers, except they can't be reasoned with, are completely mindless and have some sort of gimmick. For example, robots, demons, clones, brainwashed followers, zombies, whatever.

Invulnerable. Whether it's due to a force field surrounding the God, armored skin, insubstantiality or something even stranger, this God cannot be killed by hit point damage, only by plot considerations. Nuking this guy from orbit will only make him laugh now—the PC's will have to be subtle.

I Know Things Beyond Mortal Ken. The God has technology so advanced, it's nearly magical. A warp drive the size of a walnut, the ability to create a force field strong enough to hold off an attacking fleet without letting even the slightest bit of radiation go through, moving planets across entire galaxies—if it's impressive, the God knows how to do it.

Impressive Soliloquy. The God can fascinate audiences with their incredible speechifying skills. The skill roll used is Int + Comm, DC is the targets' Intelligence + Know or Comm skills

- **Goon, Low Rent.** Ordinary-2. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 11 AC 12.

Trained Skills: Physical. **Talents:** None.

- **Goon, Run-of-the-Mill.** Ordinary-4. Str 14 (+2), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 22 AC 13.

Trained Skills: Physical. **Talents:** Brawler.

- **Goon, Burly.** Ordinary-6. Str 16 (+3), Dex 12 (+1), Int 10 (+0), Cha 8 (-1). HP 39 AC 14.

Trained Skills: Physical. **Talents:** Brawler, Specialist (primary weapon attack).

(whichever is higher). Failing a roll means the characters can't do anything but listen for a few minutes while the God continues to speak at which point they may attempt another roll.

Innocuous. For some reason, nobody considers this God a physical threat—perhaps the God is a child, a beautiful woman, or a harmless old man. Whenever someone attempts to attack the God in physical combat, they must overcome a DC 30 Int+Know check or they can't bring themselves to do it.

Mighty. The God is truly a titan. Strength is increased by 20 points and the God has an additional 3 points of DR.

Mind Control. The God can dominate or control minds as appropriate to the plot. He is also usually (but not necessarily) fully telepathic, being able to read and send thoughts. Important characters can resist by rolling Int + Know + any bonuses from psychic abilities as appropriate.

Parlor Tricks. Miscellaneous abilities, usually duplicating spells from the d20 SRD as needed. They can be true magic, abilities granted by super-science or psionic in nature as appropriate.

Shapechange. The God can be anything or anyone it wants, changing itself as a standard action. Its hit points, defenses and vulnerabilities remain unchanged, but it gains new abilities as appropriate to the form it is in. Depending on the nature of the God and the necessity of the plot, a detailed sensor scan may or may not detect the transformation.

Teleport Self or Others. The God can, as a standard action, transport itself or any others within line of sight (including vessels) anywhere as required by the plot.

Zap. If it can be seen, it can be smitten with furious anger. 5d6 damage, ranged attack. Range is line of sight. If the target is a ship, then count it as a phaser attack with an appropriately huge WR (say, WR 40 for a Constitution-class vessel, WR 30 versus a Hermes-class scout, etc). The special effects can be pretty much anything: a giant hand shaking the ship, a lightning bolt, a death ray, whatever.

Nemeses

This is the Khan to your Kirk, an opponent worthy of your crew. He's always a little (or a lot) better than you but has an Achilles' heel that will prove to be his downfall.

- **A Nemesis will always be a PC grade Heroic character with Action Points and Talents.** He will often have followers, a mixture of tough Goons and Faces, all built with higher than usual stats (often using special templates, such as "Augment", "Android" or "Klingon").
- **Level:** The Nemesis' level is always 2 higher than the highest leveled character.
- **Fatal Flaw:** choose a fatal flaw for this character. arrogance, two-dimensional thinking, greed, whatever. Whenever a skill check or attack roll comes up related to this flaw, treat the dice roll as the worst possible result. This will only work 1d6 times during an episode, so don't take it for granted.

Appendices

Not all ideas are created equal. Here's a grab bag of optional rules that might or might not be fun to include in play. Warning: even though the base game assumes a certain base-line of camp, these additions will nudge the game into parody if overdone.

A Being On Every Planet

Whenever a relatively friendly group of NPC's is encountered in an episode,* the most appropriate member of that group with the highest Charisma must make an Int+Know roll or fall madly in love with the first male or female player character they meet.

The DC is equal to 10 + the character's Charisma modifier plus level. If that save is made, go round-robin around the bridge crew (as appropriate) until they fall for that character or resist all party members. There may be more than one appropriate NPC per group, so be sure to roll checks for them as well.

* Or, for that matter, whenever the GM feels like it would be amusing to apply this rule. This can hinder the mission just as often as it can help the player characters (if not more).

TV Ratings: Fun With The Nielsens

After every episode, roll a die to find out how the show did in the ratings war, or simply assign one based on a snap value judgment or show of hands:

- **Ability Scores:** Each of the Nemesis' ability scores will be equal to the highest score possessed by any of the PC's. One score is linked to the Nemesis' Fatal Flaw—that score will be equal to the lowest of the PC's scores. So, if there are 4 PC's, the Nemesis has a Fatal Flaw of "arrogance" (linked to Charisma) and the PC's have the following statistics:

- 8 Str, 10 Dex, 16 Int, 9 Cha
- 10 Str, 14 Dex, 13 Int, 9 Cha
- 11 Str, 15 Dex, 8 Int, 11 Cha
- 14 Str, 12 Dex, 14 Int, 15 Cha

...their Nemesis will have 14 Str, 15 Dex, 16 Int, and 9 Cha and he will be two levels higher than the highest leveled character.

These scores are before any modifications due to templates, species or level.

On 1d6:

1	Terrible (-4)
2	Poorly (-2)
3 – 4	Average
5	Successful (+2)
6	Smashing Success (+4)

Then roll again with a d20 on the next page to find out if the Network Executives plan to do something about it, adding in the bonuses given in parentheses.

If the roll is greater than 19 or less than 2, roll on the table (d20) below to see what dreadful changes are wrought. If the ratings were good, the players have veto power on the first roll (but must accept the second result).

Example: After a particularly demanding adventure where the crew is forced by a species of Greek gods to fight lizard men alongside a group of Klingons, the GM rolls d6 to determine ratings.

The result is a 1: terrible ratings (-4). He rolls a d20 with a -4 modifier and the roll is -3. The Network Executives have spoken. The GM rolls an additional d20 and the result is 1. Ensign Bubbles, the new monkey crew member, starts next episode and everybody had better act happy about it, at least until they can arrange an "accident."

This Does Not Compute

Computers are easily destroyed by simple word puzzles. Every time a successful word puzzle involving a logical contradiction is role played, any computer, robot or android within earshot takes 3d6 electrical damage each round until they shut down or steps are taken to resolve the logical conflict.

Technobabble

If a technological device or solution is needed to resolve an issue, then any reasonably technologically-skilled character can Spout Technobabble and gain a bonus to their next relevant skill check. Every significant detail of their description will give a +1 to bonus to the roll, up to +3.

TV Ratings Result Table

1d20 Result

- 1 Monkey sidekick.
- 2 Crew member fired and replaced by (**roll d6:** 1-2 member of opposite sex, 3-4 member of different ethnic group, 5-6 new species). New crew member will be as nearly identical to original character as possible, save for the different species/sex/ethnic group.
- 3 Costume changes.
- 4 Kid sidekick.
- 5 Laugh track added/removed.
- 6 Show needs more cowboys.
- 7 New love interest for random character.
- 8 Show too confusing—narrator added.
- 9 Budget cuts—scripts now recycled from old Shakespeare plays and “I Love Lucy” episodes for the next 1d6 episodes
- 10 More budget cuts—for the next d6 episodes, sets will be recycled from (**roll randomly each episode, 1d6:** 1 Roman set, 2 cowboys and Indians, 3 war movies, 4 “modern” 60’s era set, 5 gangster movie, 6 H. R. Pufnstuf).
- 11 Show not sexy enough—short skirts and bulging chests for everyone.
- 12 Show too sexy. Tone it down or face the consequences.
- 13 Networks demand that every episode have an explicit moral.
- 14 Hot shot actor/actress makes cameo. Choose one at random. Bonus points for bad caricatures and impressions.
- 15 Show not British enough
- 16 Show too British, make it more French.
- 17 Show needs to be more educational
- 18 Show not religious enough, Jesus added as new character.
- 19 Annoying robot sidekick added.
- 20 Roll twice.

Example: “Captain, if we realign the photon matrix (+1) then we might just conceivably slow the anomaly’s rate of decay (+2) long enough to open a recursive time-space loop (+3) and escape!” Three major details, +3 bonus to skill check.

While this is mostly a Next Generation cliche, some people expect all their Trek to have it.

Theme Music

If a significant number of players spontaneously burst into the appropriate bit of Alexander Courage background music at the right time, all friendlies get a +2 bonus to whatever they are currently doing.

The Random Episode Generator

Stuck for an idea? Roll away. Bonus points if you can frame the resulting plot seed as a metaphor for a social issue. **Warning: actual plots generated via this method not guaranteed to make any sense.**

What happened (d100)? (Plot seed).

01 - 05	Crew member's body switched*
06 - 15	Space/time anomaly**
16 - 25	Federation outpost/colony attacked
26 - 35	Ship hijacked/captured
36 - 45	Ship attacked
46 - 55	While transporting an important individual somewhere... ***
56 - 62	New civilization discovered
63 - 72	Responding to distress call
73 - 77	Potentially fatal plague with unpleasant side effects.****
78 - 82	Monster loose on ship
83	Crew member's brain stolen
84 - 87	Crew finds a Mysterious Alien Device (see Equipment section)
88 - 98	While on shore leave... (Roll again to see what happens)
99 - 00	Roll twice

* **Roll d6:** 1-2 Transporter malfunction switches brains, 3-4 Mirror universe selves, 5-6 Androids.

** **Roll d6:** 1 Ship trapped, 2 Transports the ship into the past, 3 Across the galaxy, 4 Alternate universe, 5 Alien artifact, 6 Warps reality in strange and surprising ways.

*** **Purpose:** Roll d6: 1-2 Negotiate peace treaty, 3 Attending a conference, 4 Transporting to new post, 5-6 Protection. Roll on "By Who" table to find out what this important individual is, rerolling insane results. **Roll again** on table above to see what happens while transporting the important individual.

**** **Roll d8:** 1-2 Rapid aging, 3-4 Drunken, evil behavior, 5-6 Reverse evolution, 7-8 Random hallucinations.

By who? (d100) (Actors).

Skip this step if it wouldn't make sense, otherwise keep rolling until you have enough actors to make things fun. Entries don't have to be taken literally either—a "Space Hippie" can just as easily represent a member of a pacifist environmentally-aware advanced alien species as it can represent a thinly-veiled group of 1960's counterculture stereotypes. A "Space Viking" would represent a war-like alien species with a love of plunder and loot.

01 - 03	Space Amazons
04 - 06	Space Hippies
07 - 09	Space Nazis
10 - 12	Space Romans
13 - 15	Space Vikings
16 - 18	Gods
19 - 23	Gorns
24 - 33	Klingons
34 - 43	Romulans
44 - 48	Tholians
49 - 58	Cloud Monster
59 - 68	Robots or Computers
69 - 78	Relative/Old Acquaintance Of A Random PC*
79 - 83	Member of Starfleet
84 - 95	Mysterious Advanced Species
96 - 100	Unscrupulous Merchant

- * **Roll d8:** 1 Parent, 2 Sibling, 3 Mentor, 4 Classmate, 5 Clone, 6 Ex-significant Other, 7 Old Drinking Buddy, 8 Roll Twice (multiple individuals). **Roll d8 again** for gender, if desired: even = male, odds female.

Plot Twist (d20):

1-14	No plot twist—everything is as it seems.
15-16	Good guys are bad.
17-18	Bad guys are good.
19	Bad guys are in league with another group of bad guys.*
20	Bad guys are actually another type of bad guy in disguise.*

* **Roll again** on the “By Who?” table to find out who.

Actor Motivations (Optional, d20):

You can skip this if you already have an idea why an actor is in an episode or if the reason they are there is fairly obvious (or unnecessary to the plot).

1-2	Seeking revenge*
3-4	Seeking payment*
5-6	Seeking information*
7-8	Protecting something*
9-10	Protecting someone* and ** to determine who.
11	Irrational motivations
12-13	Fulfilling a mission
14-15	Meeting someone**
16-17	Hiding from someone or something*
18-19	Seeking treasure, loot or other resource
20	Roll twice

* **Roll d8:** 1-2 From the PC's, 3-4 From another existing actor, 5-6 From a new group of actors (roll above), 7-8 From a set of actors from a previous episode/or acquaintance of the PC's.

** **Roll d6:** 1-3 Similar to the actor themselves (i.e if Klingons, then protecting a Klingon), 4-6 another actor (roll above). **Roll d6 again for details:** 1 Child/Young, 2 Royalty, 3 Important Scientist, 4 Diplomat, 5 Political Refugee, 6 Military importance.

Example: The GM rolls 51 on the Plot Seed table: transporting an important individual somewhere. A subsequent roll of d6 comes up 6, indicating that the ship's crew is protecting that individual from something. A second roll on the Plot Seed table shows that the ship is attacked while transporting this individual to its destination.

Two rolls are then made on the “By Who” table, one for the important individual and one for the enemies of the episode: the rolls are 11 and 41, respectively. The ship is attacked by Romulans. In this case, a “space roman” would most likely be a snobbish, arrogant diplomat from a betogaed civilization with a penchant for classical architecture and gladiatorial fights.

A roll on the Plot Twist table comes up 15, the good guys are bad. In this case, the “Roman”, who we've been led to believe is a distinguished diplomat, has a

hidden record of war atrocities which will come to light during the episode. That's enough to go on.

Another Example: The GM, stuck for Episode ideas, rolls on the Plot Seed table. The d100 comes up 61: the crew discovers a new civilization. He could stop here, but continues rolling to see if something interesting comes up. The next roll, on the “By Who” table comes up 53...huh. Cloud Monster.

He flips back to the Enemies and Allies section and generates a random Cloud Monster. It's apparently the vanguard of an invasion force, with a size beyond description, protecting something. For powers, it can shift targets into an out of phase state and uses death rays. It has human level intelligence.

The Cloud Monster is there, protecting...something...which is important to an invading alien species.

Running with the phase power, the GM decides the invading alien force is from another dimension. The cloud, which he now arbitrarily names Vor-Shak, is protecting the interdimensional gateway they will arrive through.

The alien civilization on the planet is now caught between the invading alien force and whatever the Federation starship must do to protect the sector. Will destroying the portal destroy the planet, as well as its millions of inhabitants?

At this point, the GM decides the plot is complex enough and doesn't require a roll on the Plot Twist table.

And there we have it. The science fiction RPG nerd's I-Ching.

Random Planets And Locations

Sometimes you need a detailed planet, something more than the usual “It's mountainous and there's a factory in the distance.”

This is not intended to be a realistic planet generator. It's designed to produce interesting backdrops and sets for the initial beam-in of the landing party and a jumping point for the adventure. Since it's randomized, planets generated are not guaranteed to be plausible or make much sense for the adventure in question. This is solely here to jog your imagination.

So feel free to fudge the results.

Anything Interesting In the neighborhood?

If the subject comes up, you can assume the planetary system has 1d4-1 gas giants of varying size and 1d8-1 rocky worlds which may or may not have atmospheres. For the most part, you can skip detailing them unless it's absolutely necessary.

In addition, roll once on the following table:

d20 Interesting Things

1-9	Nothing
10	A nebula
11-14	1d2 other habitable worlds
15-18	1d2 asteroid belts
19	Space anomaly
20	Roll twice

Okay, that takes care of the neighborhood...now, on to the fun stuff:

What does it look like From orbit?

Step 1. The Sun

Roll 1d6 Sun

1-2	Sol-sized
3	Giant
4	Dwarf
5	Double System (roll again, twice, ignoring double/triple system results)
6	Triple System (roll again, 3 times, ignoring double/triple system results).

Roll again for color, 1d6 for each star: 1-2 Red, 3-4 Yellow, 5 Blue, 6 White.

Step 2. The Planet's Basic Details

Roll 1d10 for each column on the following table for Overall Color, Size, Number of Moons, Rings, and Cloud Cover of the planet.

1d10	The Sky's Color	Size	Moons*	Rings	Clouds
1	Black	Moon-sized	0	No	None
2	Indigo	Mars (50% Earth)	0	No	Scarce
3	Blue	Mars (50% Earth)	1	No	Thin
4	Blue	Earth-sized	1	No	25%
5	Light Blue	Earth-sized	2	No	25%
6	Green	Earth-sized	2	No	50% (Earth-like)
7	Yellow	Larger than Earth (+25%)	3	Yes, very faint	50% (Earth-like)
8	Light Red	Larger than Earth (+25%)	4	Yes, thin	75%
9	Red	Very large (x2 Earth)	5	Saturn-like	Full coverage
10	Dark Red	Very large (x2 Earth)	6	Double, intersecting	Thick/soupy

* Roll 1d6 for the size of each moon: 1 Speck, 2 Tiny, 3 Small, 4 Moderate, 5 Large (Earth's moon), 6 Huge

Step 3. Terrain

Roll 1d6 for the total number of different types of terrain on the planet.

Roll on the following Terrain table for each one, keeping duplicates:

Roll 1d6	Terrain
1	Rocky/barren
2	Earth-like
3	Water
4	Desert
5	Frozen
6	Volcanic

Then roll another 1d6:

On a 1-4, one of the terrain types is dominant—choose one at random. 3/4 of the planet's surface is composed of that terrain. The rest of the terrain types are split evenly amongst the rest of the surface.

On a 5 or 6, the terrain types make up the planet's surface in even proportions.

First beam-in location: Flesh Out The Backdrop

Now that you know what the planet looks like from orbit, you can determine what the characters see when they first beam in.

4. What time is it? Roll 1d6: 1-2 Day, 3-4 Dawn/Dusk, 5-6 Night.

5. What does the sky look like?

Think of this step as determining the matte painting in the background of the initial shot of the planet's surface. Use the overall color rolled in the previous step as the base color of the backdrop's sky. When describing the sky, be sure to include the moons, clouds and rings, if any were rolled. Obviously, full cloud cover will obscure any

rings or moons the planet may have.

6. What's the weather like? Roll 1d6: 1-4 Fine, 5 Windy, 6 Wind storm. If it's cloudy, then assume a 50% chance of rain in more temperate terrains, snow or sand storms in others.

7. What does the terrain look like?

If the previous steps determined the matte painting in the background, this one determines what's nearest to the screen, the things the characters will actually interact with.

If there is no dominant terrain type, roll randomly for one—that's in the background. Otherwise, choose the most interesting one or roll randomly.

If there are different types of terrain on the planet, then there's a 2 in 6 chance of details of some of the other terrains being present (roll separately for each one).

Roll 1d3 times for other interesting details in the backdrop.

If there are other types of terrain in the background, roll once on the following table for each.

1d10 None

1 - 3	Nothing
4 - 5	Terrain Feature*
6	Cityscape** #
7	Building** #
8	Enormous Statue or Statues
9	Energy Discharges
10	Sinister Cloud or Clouds

* Here's a list of some possibilities:

Predominant Terrain Type

Rocky/barren: **Roll 1d6:** 1 jagged mountains, 2 chasms nearby, 3 a cave entrance, 4 enormous boulders dotting the landscape, 5 towering cliff in the distance, 6 roll twice.

Earth-like: **Roll 1d6:** 1 a mist-shrouded mountain, 2 forested hills, 3 forest, 4 enormous trees, 5 a rainbow, 6 a distant storm, 7 a majestic waterfall, 8 roll twice.

Water: **Roll 1d10:** 1 water spout, 2 storm, 3-6 tropical island(s), 7-10 cloud-wrapped mountain in the distance.

Desert: **Roll 1d10:** 1 dunes, 2 rugged mountain, 3 hill of rubble, 4 mesas, 5 oasis, 6 dust storm, 7 dust devil, 9 boulders dotting the landscape to the horizon, 10 landscape is cracked in oddly geometric patterns by the unrelenting heat of the sun.

Frozen: **Roll 1d4:** 1 glacier, 2 icy mountain in the far distance, 3 boulders dotting the frozen landscape to the horizon, 4 strange and enigmatic ice formations.

Volcanic: **Roll 1d8:** 1 jagged mountains, 2 chasm, rocked with occasional tremors and rumbling, 3 lava flows, 4 erupting volcano, 5 towering cliffs, 6 waterfall of lava, 7-8 roll twice.

** Ruined if the planet is uninhabited. If the planet is inhabited, though, there's only a 1 in 6 chance the city is ruined.

Roll for type:

1d12 Type of Buildings

- 1 Domed
- 2 Medieval
- 3 Spires and minarets
- 4 Distinctly alien (1d6: 1-2 hive-like, 3-4 organic/plant-like, 5-6 formed from solid energy)
- 5 Cyclopean
- 6 Anachronistic Modern Earth (19th or 20th century)
- 7 Looks like a Buddhist monastery
- 8 Pyramids
- 9 Faux-Roman
- 10-12 Futuristic, like something out of a 1960's World Fair brochure.

8. Where are the characters?

Roll 1d6 The Characters Appear...

- 1-2 Just outside an important building (if you rolled under footnote # above, then stick with that style, otherwise roll under that footnote)
- 3-4 Indoors (roll under the Random Interior Set Generator)
- 5-6 Underground (roll under the Random Cave Generator)

Interior chambers will always have at least one exit, unless it's useful to the plot to have none.

Random Interior Set Generator

1d10 Size of Room

Style of Decorations

Window?

1	Cramped	Medieval	None
2	Small	Tribal (furs, spears, leather, etc)	None
3	Medium	Faux-Greek/Roman	None
4	Medium	Faux-Greek/Roman	None
5	Medium	Anachronistic Earth (19th or 20th century)	Yes, small
6	Large (dance hall)	Futuristic (curves and circular architecture)	Yes, several small
7	Large (auditorium)	Futuristic (curves and circular architecture)	One large
8	Large (auditorium)	1950's Science Fiction	One huge
9	Large (football stadium)	Middle-eastern*	Several huge
10	Vast (extends far into the distance)	Sparsely decorated, almost empty.	Wide open along one wall to the outdoors

* Naturally, this will be the 1960's American concept of the Middle East—lots of silk hangings and cushions.

Random Cave Generator

1d10	Size of Cave	Features
1	Cramped	None
2	Small	Chasm
3	Medium	Massive Stalagmites/Stalactites
4	Medium	Strewn with rubble
5	Medium	Immediate exit to outdoors
6	Large (dance hall)	Odd Crystalline Formations*
7	Large (auditorium)	Flames and Smoke**
8	Large (auditorium)	Machinery***
9	Large (football stadium)	Building inside the cave#
10	Vast (extends far into the distance)	Building inside the cave#

* **Roll 1d6:** 1-2 Walls, 2 Floors, 3 Ceilings, 4 Floating in mid-air, 5-6 Roll Twice.

** **Roll 1d6:** 1-2 Sparse, 3-4 Intermittent but fierce, 5-6 Thick.

*** **Roll 1d6:** 1-2 Crude and mechanical, 3-4 Mysterious pipes running to and from large metal machines, 5-6 Advanced—electrical lattices, signs of heavy computerization.

Either partially or fully depending on the cave's size. Roll under footnote # under Step 7 for type of building.

Putting it all together...

For the first step, we take a look around the neighborhood. The system has 3 gas giants, 6 insignificant rocky planets and...a space anomaly, which may or may not be important later on.

For the next step, we determine what the sun looks like: (5), it's a double system. The two suns are (3, 2) a red giant and (2, 1) a smaller Sol-type red star.

We then roll the planet's details: 8 (light red atmosphere), 2 (Mars-sized, about half the size of Earth), 3 (only 1 moon), 5 (no rings), and 3 (thin cloud cover).

Next is the terrain. We roll 1d6 and get 6 types: desert, water, desert, volcanic, desert and volcanic again. In other words, desert, water and volcanic.

We roll 2 on the next roll, meaning that one type is dominant. Rolling d3 (the closest to the number of different types of terrain for our planet), we get 75% desert, with the remaining land mass an even mix of water and volcanic terrain.

So far, the view from orbit is a fairly forbidding one:

From orbit, the small planet is mostly sand with a few small mountain ranges. It's lit by the hellish amber

glow from its twin red suns. A few small oceans, barely large enough to deserve that designation, are the only thing to break the endless sand dunes.

As the ship swings across the divider between night and day, several spots of fire flare up across the surface—erupting volcanoes.

We continue to the Beam-In Location...

In Step 4, we start building the backdrop. Since we've already determined some of these details, we know what the sky looks like. We roll the local time: a 1 on 1d6. It's day when the party beams down.

The sky is light red, almost salmon. There's only one moon, but it's large and cratered. A single thin cloud stands over the horizon to the north.

Moving on to Step 6 we fill in the ground's details...

The dominant terrain type for our planet is desert. We roll d6 for the other two types, volcanic and water, to see if they're present in the background and get a 4 and a 2. Water isn't, but volcanic terrain is present.

In Step 7, we check for weather—the roll comes up 3, so there's no wind.

And now we roll for details...rolling 1d3, we find 3

significant background details:

6, 3, 5: a cityscape, nothing and a terrain feature.
Rolling on the Cityscape footnote, we get Faux-Roman.
Since there is no life on this planet, it's abandoned, a
ruin.

Referencing the Terrain Feature footnote, we look
under "desert" and roll a 10. The landscape is cracked
in oddly geometric patterns by the unrelenting heat of
the suns.

For the volcanic terrain, we get one roll on the
background detail table and it comes up a 7, a building.
We stick with the Faux-Roman and decide it's a large
statue.

Finally, under step 7 we get a 2—the characters are just
outside an important building. Since we rolled Faux-
Roman before, we'll stick with it.

Should we step inside said building...we roll under the
random building generator and get 9, 4, 1
The building's interior is large, about the size of a
football stadium, still Faux-Greek/Roman and there are
no windows.

Putting it all together...

*You materialize on the planet below. Underneath a
dusty salmon sky, the desert stretches to the horizon.
A single thin cloud stands over the horizon to the
north. To the south, a jagged mountain range stands.
One of the peaks is smoking. At its base stands a
statue of an alien woman, one arm raised high in
greeting.*

*The ground underfoot is cracked, its hard clay broken
into irregular patterns by the unrelenting heat of the
twin suns. Surrounding you on all sides are the ruins
of a massive city, its broken columns and statues
lining once grand streets.*

*The buildings are square and majestic, built of marble
and limestone. Even in their ruined state, they hold a
sad grandeur. Before you is a building that could be a
temple. Steps rise to the massive front gate, which is
now hanging partially open. From where you stand,
you can see a dimly lit room, large and filled with
pieces of statues and urns.*

Of course, this still leaves us that pesky space anomaly.
Could it be the cause of the alien civilization's fall? Or
is it completely unrelated?

FRONTIERLITE

A STAR FRONTIERS
CONVERSION FOR THE
MICROLITE20 SYSTEM.

Note: This is a **conversion**, not a full supplement. For legal reasons, it would be unwise to reprint large sections of copyrighted material. If you want copies of the original rules, They can be easily found on the Internet.

Stats/Skills:

use M20 modern

Classes:

Strong Hero gain +1 to Physical.

Smart Hero gain +1 to Knowledge.

Cunning Hero gain +1 to Subterfuge.

Charismatic Hero gain +1 to

Communication.

Occupation:

Enforcer: +3 phys., +1 all attack and damage rolls. this increases at 5th level and every 5 levels on.

Explorer: +2 phys. , +3 to any roll dealing with survival in a natural environment.

Techex: +2 know, +2 on any roll to figure out, or repair / disable a device.

Scispec: +2 know, +3 for rolls dealing with chosen scientific field (computers, medicine, etc.)

Spacer: +2 sub,no penalties in weightlessness, one additional language

Diplomat: +2 sub, 2 free languages.

Mentalist: -3 phys +2 mind, may use 4x5 "mental abilities"

Races:

Human (+1 all skill rolls)

Dralisite (-2 dex, +2 physical, darkvision)

Vrusk (-1 str, +1 dex, +1 smell)

Yazirian (-1 str, -1 physical, +1 dex, +1 mind, low light vision, rage[+4 str,+6 HP till end of encounter, or unconscious])

NPC Races:

Mechanon

Warrior +2 mind,+3 str, -3 sub,low light vision, built in weapon.

Thinker +3 mind, -2 str, +1 sub, low light vision

Sathar -1 dex, +2 communication, Hypnotism as per suggestion spell DC 18

Weapons and Gear:

See M20 modern and M20 core rules.

Also the original Star Frontiers books have tons of equipment for the intrepid adventurer. To convert the weapons, use the following guidelines:

Weapons

-Unarmed = 1d4

-Light Weapons = 1d6

-Medium Weapons = 1d8

-Heavy Weapons = 1d10

-Light Ranged = 1d6, 10ft.

-Medium Ranged = 1d8, 20ft.

-Heavy Ranged = 1d10, 30ft.

Armor

-Light = +2 AC

-Medium = +4 AC

-Heavy = +6 AC

Mental Abilities:

Adapted from: *Four by Five Magic* by greywulf. A variant magic system inspired by *FUDGE Four-by-Five magic* [1], *Ars Magica*, *Harry Potter and the Belgariad*.

Mentalists begin play at 1st level knowing three "Mental Constructs" - either Two Actions and One Realm, or Two Realms and One Action. They learn one new "Mental Construct" every three levels (3,6,9,etc).

The Four Actions

- **Enhance** : Strengthen, Heal, Enlarge, Repair, Sharpen, etc.
- **Diminish** : Weaken, Damage, Injure, Reduce, Break, Dull, Deteriorate, etc.
- **Communicate with** : Sense, Read,

- Seek, Inform, Determine, Understand, etc.
- **Control** : Shape, Hold, Command, Form, Direct, Dictate, etc. Control is difficult to learn, and you may not learn Control spells until you have learned all of the other Actions

The Five Realms

- **Body** : Living body of sentient beings, animals, plants.
- **Mind** : That which normally inhabits and animates a body
- **Spirit** : The essence or soul. Spirit is difficult to learn, and you may not learn Spirit spells until you have learned at least three other Realms and three Actions
- **Energy** : Fire, water, air, electricity, etc. - and, if the GM is willing, time.
- **Matter** : Solid material with no mind - stone, metal, wood, leather, paper, [plastic, etc.]

Powers are used by combining a Realm with an Action and successfully making a Power (Level+MIND) check.

The DC for the check is dependent on the target of the spell.

Target	DC
Self	10
Willing	15
Inanimate organic	20
Unwilling	25
Inanimate inorganic	35

Each spell cast that day increases the DC by +2.

Powers that affect inanimate objects are generally permanent; an enlarged pebble will stay large, a broken belt will stay mended. Mentally created fires, etc, will die down naturally. Living creatures will eventually (Mentalist level+1 rounds) revert back to their normal form, though any healed damage stays healed.

Every 5 (or part) points of success is equal

to 1d8 effect. This can take the form of damage, healing or transformation; to turn one thing into another the total effect rolled must equal the difference between the two hit point totals.

Examples

Adric Cole, a Mentalist -1 knows the Mental Constructs for Enhance, Communicate and Energy. his stats are STR10, DEX12 and MIND16. His Power check is $1 + 3 = +4$. He suspects Poryn Bane, his enemy, is in the next room, so uses Communicate (sense) Energy to detect any energy sources in the area. He rolls a 16, just reaching DC of 20. He senses the burning flare held by his enemy.

Adric slips into the room, concentrating on the flare. He uses the Constructs Enhance and Energy. He rolls a natural 20, getting 24. The DC of the torch 22 (there's a +2 because it's his second power use today), so it explodes for maximum damage (a critical). Bane takes 8 points of damage, staring in surprise at his opponent's sudden arrival.

Starships and space travel:

Faster than light (FTL) travel is always 1 day/Light Year (LY). For travel and combat in space, use the *Microlite20 Spacecraft* rules by greywulf.

M20 STAR WARS

by Nomad4life, edited and made into a PDF by Luís da Silva Piteira

STATS

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MND). Roll 3d6 for each stat. Stat bonus = (Stat - 10)/2 rounded down.

SKILLS

There are five skills: Physical, Subterfuge, Technology, Education & The Force. Skill rank = your level + any bonuses from class or race. Skill check = d20 + skill rank + whatever stat is most applicable against a DC set by the GM. Saving throws are skill checks.

(Example: Slicing a computer system might be a Tech + Mnd bonus against a DC of 15).

CLASSES

There are four classes, and all begin at level 1. Each class provides a class ability and a skill modifier.

SOLDIER: Combat Bonus & +3 Physical

SCOUNDREL: Sneak attack & +3 Subterfuge

EXPERT: +3 to Education OR +3 to Technical & pick an Affinity

JEDI: Lightsaber training & +3 to Force skill

COMBAT BONUS: +1 to all attack and damage rolls. This increases by +1 at level 5 and again at every 5 levels afterwards.

SNEAK ATTACK: Add your rank of subterfuge to the damage against an unsuspecting foe. Usually this requires an opposed DEX + SUB check, and only applies to the first attack.

AFFINITY: Pick a broad area of specialization, such as medical, piloting, starship repair, survival, or nobility. You can re-roll any checks having to do with this area.

LIGHTSABER TRAINING: When using a lightsaber, a Jedi uses the Soldier's Combat Bonus to attack and adds 1/2 character level to AC if unarmored. In any round after being shot at with an energy weapon the Jedi can deflect this attack back at attackers like a regular ranged attack but can take no other actions. (The Jedi still takes damage if hit, however- assume that more than one shot was fired for the purposes of deflecting.)

M20 STAR WARS: Expert Class Affinity Explained in More Detail

Affinities

What is an Affinity? It is a narrow area of focus that your Expert has specialized in. Simply put, the character can choose to re-roll any checks made under these circumstances. (They are the same as racial Affinities except the player gets to pick one.)

Example Expert Affinities might include:

Piloting	(Any technical crafting-like skill)
Medical	Computers
Nobility	Deception
Droids	Stealth
Starship	repairScouting/Survival
Droid	repairEtc. You get the idea

In review:

- The Expert picks a broad area to be good at.
- The Expert can re-roll checks that fall under this area.

What if a player picks an Affinity that their race already provides them with? Let's say a Duros character is also an Expert with the Piloting Affinity. I would, believe it or not, let the effects stack. That's right. I would let that player re-roll twice if they wanted to!

Sound game-breaking? I disagree. Clearly, that player really wanted to be good at piloting. I say: Let 'em play the kind of character they really wanted. Why not? And hey, it's not like those stacked Affinities will be worth much of anything if they get themselves cornered in the back of some scuzzy cantina. Aye?

Alternately, you could simply rule that a character cannot pick an Affinity that is already granted by their race.

RACE

Pick a race for your character. Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity)

OPTIONAL M20 STAR WARS RACES

Racial template formula: Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity, which lets the player re-roll under certain circumstances.)

Unlike most other games with race selection, players of M20SW are STRONGLY ENCOURAGED to play around with the formula themselves to get the feel they want, pending GM approval. Here are some suggestions/guidelines:

Humans: +1 to all skills (except for Force.)

Bothans: +1 Dex & Will Affinity (May re-roll any check involving the willpower of the character.)

Cereans: +2 Mind

Duros: +1 Dex & Pilot Affinity (May re-roll any piloting check once per turn.)

Ewok: +1 Dex & Stealth Affinity (May re-roll any stealth-related check once per turn.)

Gamorreans: +2 Str

Gungans: +2 physical, and Natural Swimmer (Can swim with as much fanfare as other character walk.)

Ithorians: +1 Mind & Nature Affinity (May re-roll a survival check once per turn.)

Kel Dor: +1 Dex, +1 Physical, +1 Force

Mon Calamari: +1 Mind, +2 Education

Quarren: +1 Str & Natural Swimmer (Can swim with as much fanfare as other character walk.)

Rodian: +1 Dex & Tracking Affinity (Can re-roll any check centered around hunting down a specific target.)

Trandoshans: +1 Str & +1 natural AC.

Twi'Lek: +1 Dex & Deceptive Affinity (Can re-roll any check centered around deceiving someone else.)

Wookie: +4 Str; -1 Dex, -1 Mnd (Wookies kind of break the formula a little.)

Zabrak: +1 Dex, +1 Physical, & +1 Technical

DROIDS

Droid models are constructed the same as rules as race creation.

M20 STAR WARS: Optional Droid Rules

Droids have levels like characters, but can only be Soldiers or Experts. Droids do not receive stat increases every three levels like other characters, but in return they are immune to mind-influencing powers and other physiological conditions which living creatures find problematic or fatal (use common sense.) Additionally, droids never age or die as long as they maintain themselves decently. Droids have no Force skill ability.

Most human-sized droids have a flat "10" in all stats. Some droids will have varied stats depending on what they were built for and how expensive/cheap they are.

Some droids have a special programming, such as knowing all languages or star charts of the galaxy. In actual practice, these are little more than superficial ways of moving the plot along and have no additional cost.

NOTE: I'm using the standard NPC D8 to calculate droid hit points. If created as a heroic player character or NPC, a droid use the standard STR + 1d6/level.

Custom droid creation works exactly as race creation, using two Racial Template Points for each model. Some example templates might include:

3P0 Series Protocol Droid: +4 to Education (Yes, this will take the droid to insane levels of educational competence when paired with the Expert class- as it should be.)

B1 Series Battle Droid: +1 Dexterity & +2 to Physical

R2 Series Astomech Droid: +2 Technical & Piloting Affinity

B2 Series Super Battle Droid: +2 AC bonus

Droideka Destroyer Droid: Extra Mount (droid can hold two heavy weapons at once and fire them without penalty) & Alternate Form (roller ball form.)

Sample Stock Droids

Average Protocol Droid: Level 1 Expert (Edu option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 1 E: 8

Affinity: Communication

SPECIAL: Protocol droids are programmed with all known languages of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 3000

Average Astromech Droid: Level 1 Expert (Tech option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 6 E: 1

Affinity: Piloting (from class)

Affinity: Starship repair (from template)

SPECIAL: Astromech droids are programmed with all known start charts of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 4500

Average Battle Droid: Level 1 Soldier

STR: 10 DEX: 11 MND: 10

P: 6 S: 1 T: 1 E: 1

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Blaster Carbine

Combat: AC 10 HP (1d8) AT +2 (2d8 +1)

COST: 1800

Average Super Battle Droid: Level 3 Soldier

STR: 10 DEX: 10 MND: 10

P: 6 S: 3 T: 3 E: 3

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Wrist blaster

Combat: AC 12 HP (3d8) AT +4 (2d8 +1)

COST: 3300

Average Destroyer Droid: Level 6 Soldier

STR: 10 DEX: 11 MND: 10

P: 9 S: 6 T: 6 E: 6

SPECIAL: Short-range communication with all other battle droids in area, roller ball form.

EQUIPMENT: Laser cannons X 2, hardened battle plating (+5 AC)

Combat: AC 15 HP (6d8) AT +8 (2d10 +2) (gets two separate attacks per turn.)

COST: 21,000

Droids and Ion attacks: If attacked with an Ion weapon, the droid must roll a Physical check against the DC or be shut down. To reactivate a droid is an average Tech check. Some droids will automatically reactivate when enough time has passes.

Droids and healing: Forget complicated repair rules- A damaged droid with access to a repair kit or station heals like a normal character. A droid without access to these things simply does not heal. Other characters with a droid repair kit can heal a droid the way medical kits work on living characters.

These are simply my notes for how I plan to run things at my table. Players and GMs are STRONGLY ENCOURAGED to tinker around with the droid template formula and class combinations to create something that feels right for them.

LEVEL ADVANCEMENT

Experience points = hit dice of defeated monsters or situation. Add +1 for each doubling of the number of foes. eg: 1 thug = EL1. 2 thugs = EL2. 4 thugs = EL3, etc. Keep track of your experience points earned and divide this number evenly among the party members at the end of the adventure.

When the total = $10 \times$ your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Remember, Soldiers gain +1 to their attack and damage rolls at levels 5,10,15,etc.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, use the force, etc.

Melee attack bonus = STR bonus + Level (add STR to melee damage)

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + DEX bonus + Armor bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

Natural 20 is automatically a critical doing maximum damage.

Other Hazards

FALLING : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

SPIKES : add +1 point to falling damage per 10' fallen, max +10

POISON : Phys+STR save to avoid or for half, depending on poison type.

EXTREME HEAT & COLD : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

HEALING

Standard Healing: Characters heal their level in HP per hour, or twice this with medical care.

Second Wind: Once per adventure, a character can heal themselves of half their missing HP.

THE FORCE

Although all characters have a Force skill rank, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

-To attack someone with the Force, make an opposed Force check. If you win, you inflict 1d4/Jedi Level damage. Go ahead and narrate how this happened - did you force push them over a cliff? Fry them with lightning? It's all cosmetic, so make it sound cool.

-To take a non-combat action with the Force, tell the GM what it is you want to do. He'll set a DC, and you make a Force check. Want to force jump from one racing landspeeder to another? Sounds like a DC of 20 to me. Now go for it.

M20 STAR WARS: Advanced Force Option

The Force skill

The Force skill measures a character's mastery of the Force. Although all characters have a Force skill rating, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

How many force powers do I get?

The number of Force powers a Jedi gets is really between the apprentice and his master- in other words, a Jedi has whatever powers his master has decided he is ready to learn. Are you playing a reckless Jedi? Don't be surprised if your master won't show you any new tricks. Are you a responsible Jedi who adheres to the Jedi Code? Your master might teach you everything he knows in short order. Additionally, the number of powers a Jedi knows can change dramatically between eras of play.

In short, the number of powers you get is between you and the GM. I would say that all Jedi start with at least one power, and learn a new one every one or two levels after that. You might have a different take on the matter, such as requiring the Jedi to complete certain quests before gaining accesses to some Force powers. This could actually be an ongoing source of adventure ideas.

USING THE FORCE IN COMBAT

Using the force in combat involves a simple opposed skill check. If the Jedi succeeds, the attack works as described. If not, the Jedi lost their concentration, or his opponent resisted, got out of the way, etc. (The Jedi still loses the 4 HP, but his opponent suffers no ill effects.)

Using the Force on multiple targets

Whenever appropriate (all Force powers except Battlemind, Negate, Surge, and Farsee) the Jedi can elect to attack/affect multiple targets at once in one turn. Each extra target after the first imposes a -2 penalty to the Force check, and these penalties stack. So, attacking 5 targets at once with Force Push would incur a -8 penalty on each separate check that turn. In addition, the Jedi exerts 1HP for every target after the first in addition to the 4HP cost upfront. (So attacking those five targets not only incurs a -8 penalty, but also nets 8 points of HP loss.) As you can see, it is better to leave the spectacular displays of destruction to the Jedi Masters.

FORCE POWER LIST

Force Push: (Force vs Physical) Force Push inflicts 1d4/Level damage, and knocks the opponent to the ground. The opponent suffers a -4 to AC until they use a turn getting back on their feet.

Battlemind: (1d20 + Force) For every 10 points rolled on a single Force check, the Jedi gains a +1 to attack, damage, and AC for the remainder of the fight scene. This check cannot be re-rolled for the duration of that scene. (EX: A Jedi with Force 7 who rolls a 12 would get a +1 combat and AC bonus. If she had rolled 13 the bonuses would be +2.)

Negate Energy: (Defensive action) By burning the standard 4HP, the Jedi can negate the damage from one energy source. Unlike other Force powers, the Jedi can Negate as many attacks per round as he has HP to burn without the multiple target penalty. However, he loses his next turn in the process. (In other words, to negate two different blaster bolts would cost 8HP, and the next combat action would be lost!)

NOTE: Negate can be used to resist damage outside of combat as well. For example, a Jedi could burn 4HP and walk through fire, or a radiated control room. Outside of combat, the effect still only lasts one turn. Note that Negate would be no help against bullets or spears and such.

Force Grip: (Force vs Physical) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Force Lightning: (Force vs Force) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Stun Droid: (1d20 + Force) Treat the check result as Ion attack damage which the droid must save against or shut down.

Mind Trick: (Force vs Level + Mind bonus)

Not really a combat power, but it is an opposed check. If successful, the target treats the Jedi's suggestion as though it were amazingly reasonable. (The GM can impose harsher penalties for over-the-top or ridiculous Mind Trick attempts.)

USING THE FORCE OUTSIDE OF COMBAT

Using the Force outside of combat is a simple matter of rolling a Force skill check against a DC set by the GM.

Here are some general guidelines.

DC 5 Easy task

DC 10 Average task

DC 15 Hard task

DC 20 Difficult task

DC 25 Very difficult task

DC 30 Epic task

Remember that what one group considers a "difficult task" another group might think of as a "hard task" depending on their concept of the Jedi. This is fine.

FORCE POWER LIST

Move Object: The Jedi can move an object with the power of his mind.

NOTE: Remember when Luke pulled his X-wing out of the swamp? I would make that a Difficult task check. You might not, and that's okay.

NOTE: If used to inflict damage against a target in combat (say, by picking them up, slamming them about, and dropping them) treat Move Object as a regular opposed Force Push attack, except that the target can be moved in any direction instead of just away from you. That way, damage from falling, hitting walls, etc is already cosmetically covered.

Surge: The Jedi can move at super-human speeds and leap amazing distances.

NOTE: Remember in the battle with Darth Maul how all three characters jump from high platform to platform? I'd make that a hard task check. You might not, and that's okay.

Farseeing: The Jedi can glimpse visions of far away places.

THE DARK SIDE

Every time a Jedi breaks the Jedi Code or does something evil, they gain a Dark Side Point. When the Jedi has DSPs equal to or greater than their Mind attribute, they are lost to the dark side.

NOTE: What is an evil act? Simple. An evil act is whatever the GM says it is. However, the GM must warn you before you are about to commit an action which will result in a DSP. You can't get one on accident.

NOTE: You want to play a dark side character? No problem. Just make sure the GM is on board with this.

NOTE: You want to be redeemed for your past misdeeds? No problem. There is no mechanical system for this, you and the GM just need to work it out through roleplaying. This can actually spawn great future adventure seeds.

DESIGN NOTES: At the bargain price of 4 HP per power use, Jedi characters start weak but slowly become indomitable machines of destruction as they gain levels and become feared and respected throughout the galaxy. I assure you, this was no accident of design- this is exactly how the Jedi are portrayed in Star Wars media. As for game balance, remember that the Jedi class is balanced more through roleplaying than game mechanics (strict Jedi Code, Dark Side Points, attracts more unwanted attention, etc.)

EQUIPMENT

Provided is an optional equipment list for M20SW.

M20 STAR WARS: Gear List

Starting Credits

All characters begin the game with $3d4 \times 250$ credits, with two exceptions:

-Jedi start the game with $3d4 \times 100$ credits.

-An Expert with the Nobility Affinity starts the game with $3d4 \times 400$ credits.

WEAPONS:

Damage :: Cost

Melee Weapons

Knife: 1d4 :: 25

Club: 1d6 :: 15

Spear: 1d8 :: 60

Staff: 1d6 :: 65

Vibrodagger: 2d4 :: 200

Vibroblade: 1d10 :: 250

Force Pike: 2d6 :: 500

Electrostaff: 2d8 :: 3000

Vibro-Axe: 1d10 :: 500

Lightsaber*: 2d8 :: N/A

*Lightsabers work differently in the hands of a trained Jedi.

RANGED:

Slugthrower: 2d4 :: 250

Blaster Pistol: 2d6 :: 500

Ion pistol: DC 15 :: 250

H. Blast Pistol: 2d8 :: 750

Blaster carbine: 2d8 :: 900

Slugthrower Rifle: 2d8 :: 300

Blast Rifle: 2d8 :: 1000

Ion Rifle: DC 20 :: 800

Flamethrower: 3d6 :: 1000

Bowcaster: 2d10 :: 1500

Blast Cannon: 2d10 :: 3000

H. Repeater: 3d10 :: 4000

Missile Launcher: 6d6 :: 1500

E-Web: 3d12 :: 8000

Ion weapons do not deal normal damage. Instead, a droid must roll Physical vs the DC or be shut down. More on this under Droids.

Slugthrower weapons will bounce right off anything in armor heavier than light- no roll needed.

Many weapons in the Star Wars setting can stun instead of kill. To stun, make a normal ranged attack but increase a weapon's number of dice by 1. The target must make a Phys check against this number or be stunned for the number of rounds they missed the roll by. A blaster rifle, for example, could inflict 3d8 stun damage.

GRENADES:

Frag: 3d6 :: 200

Ion: 4d6 (ion) :: 250

Stun: 4d6 (stun) :: 250

GENERAL EQUIPMENT:

Comlink 250
Pocket scrambler 400
Vox-Box 200
Code cylinder 500
Credit chip 100
Datacard 10
Datapad 1000
Holoprojector 1000
Portable Computer 5000
Electrobinoculars 1000
Glow rod 10
Holorecorder 100
Sensor pack 1500
Aquata breather 350
Breath mask 200
Space suit 2000
Bacta tank 100,000
Medkit 600
Medpac 100
Surgery kit 1000
All-temp cloak 100
Field kit 1000
Jet pack 300
Energy cell 10
Power generator 750
Security kit 750
Tool kit 250
Utility belt 500

NOTE: As a general rule, having equipment simply allows a character to do things they normally would not be able to do. Some gear will grant a +2 circumstance bonus instead. I am not going to outline hard rules about what item has what exact effect, because this seems against the spirit of Microlite20.

ARMOR

Light Blast helmet & Vest: +2 AC (\$500)
Flight Suit: +3 AC (\$2000)
Combat jumpsuit: +4 AC (\$1500)
MediumGeneric Combat Armor: +5 AC (\$4000)
Stormtrooper Armor: +6 AC (\$ N/A)
Heavy Corellian Powersuit: +7 AC (\$8000)
Powered Battlesuit: +8 AC (\$10000)
Assault*Armored Spacesuit: +9 AC (\$12000)
Heavy Assault Armor: +10 AC (\$20000)

*Soldiers do not get their attack bonuses while wearing armor this heavy.

NOTES:

Soldiers can wear any armor, but lose their combat bonus in Assault-class armor.

Scoundrels, Experts, and Jedi can also wear any armor they wish. HOWEVER, these characters cannot use their class abilities while wearing anything other than light armor.

In other words!

-A Scoundrel wearing combat armor cannot make a sneak attack, because it is a medium armor.

-A Jedi wearing a Corellian Powersuit does not have access to the force, because it is a heavy armor.

-An expert wearing a flight suit can still use her Affinity, because it is a light armor. However, she could not use her Affinity while wearing Stormtrooper armor.

-A Soldier wearing Heavy Assault Armor does not get his combat bonuses, because the armor is too damn bulky. But really, if a hero needs frackin' Heavy Assult Armor to get through an adventure, it may be time to have a word with the GM anyway.

Oh, yeah, ignore all the who-can-wear-what stuff if it slows down the game.

STARSHIPS

Provided are optional rules for starships and starship construction. [LSP's note: I added Darth Cestual's rules until Nomad can put his in.]

Ship stats do NOT directly translate to character stats. Should it be needed, such as strafing a battlefield of infantry troops, or an orbital bombardment, roll the effects as normal, then multiply by 10.

A ship has 3 stats and 4 systems.

Stats:

Hull = the strength of a ships structural integrity

Thrust = the ships speed and maneuverability performance

Network = the efficiency of the various systems to keep a ship running

Systems:

Computer = the information resource on board as well as the processing power in investigating new phenomenon.

Sensors = the means the ship uses to examine the area around it as well as being able to avoid other sensory systems.

Armaments = a ships offensive and defensive capabilities.

Command = the efficiency of a ships captain and crew to maintain a ships systems as well as its ability to communicate with other representatives beyond the ships crew.

Ships come in 4 basic classes and are outfitted to meet whatever configuration they need to fill. Each ship has a number of slots per ship type to allocate special systems such as Weapons, Defensive Systems, etc.

Classes:

Raven- small 1-2 person craft, examples are: stunt fighter, spy ship, advanced recon, personal transport. Ravens are capable of maneuvering through an atmosphere and landing planetside. Ravens gain +2 Thrust, 6 slots, 1 Power Core

Falcon- 3-10 person crew, examples are: assault craft, cargo smuggler, supply shuttle, diplomatic transport. Falcons are capable of maneuvering through an atmosphere and landing planetside. Falcons gain +2 Hull, 10 slots, 2 Power Cores standard

Albatross- 10-20 person crew, examples are: battleship, freighter, research vessel, refugee transport,

passenger liner. An Albatross is capable of maneuvering through an atmosphere and landing planetside. Albatross gains +2 Network, 20 slots, 3 Power Cores standard

Phoenix- up to 50+ crew compliment, examples are: Capital ships, carriers, heavy freighters, deep space exploratory vessels. A Phoenix is a space only craft and requires a shuttle or other means of transport planetside. Phoenix gains +1 all Systems, 50 slots, 4 Power Cores standard

Space Stations- if it's necessary for your game to stat up a Space Station, I'd suggest taking the stats for a Phoenix class ship and doubling/tripling/or quadrupling as appropriate.

Configurations:

Warship- gains +3 Armaments, military vessels designed for combat

Privateer- gains +3 Sensors, used by independent contractors, pirates, smugglers, and space gypsies.

Science Vessel- gains +3 Computer, for explorers, researchers, and medical ships

Transport- gains +3 Command, noted for cargo haulers, public/private charters, and supply ships

Power Core- Every ship draws energy from its Power Core which enables its weapons, defenses, drive systems, etc. Every ship must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a ship's Power Core reaches zero points, it is dead in space. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The crew will have 1d20+5 rounds to escape via Escape Pods or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 1 kilometer radius per Power Core. Additional Cores can be installed beyond the ship standard, take up 2 slots, Ships with multiple Power Cores may sacrifice the available power for 2 more slots, but must maintain at least 1 Power Core and power usage remains the same. For example a Phoenix class cargo vessel may opt to drop its 3 of its Cores for more storage space, but would not be able to jump to Hyperspace as it requires 100 points of power for a ship of that size to do so.

Weapons:

Weapon Mount- 2 slots

Lasers- low power beams of coherent light 1d4 damage, 1pt/shot

Rail Guns- magnetically accelerated slugs 1d6 damage, 2pts/shot

Torpedo Bay- 3 slots, 3pts/shot

Torpedoes- low yield, but very maneuverable rockets that can track a target 1d8 damage, +2 Armaments on attack

Photonic Torpedoes - high yield rockets that can track a target 2d8 damage, +1 Armaments on attack

Missile Launcher- 4 slots, 3pts/launch

Missiles- high yield rockets that can be outfitted with various warheads 2d10

Heavy Weapon Mounts- 4 slots, 4pts/shot

Particle Beams- pulsed beams of sub-atomic particles, 3d6 damage

Disruptors- energy beams that disrupt energy shields and power to systems for 1d4 rounds

Lances - high power energy beams, 1d20+5 damage, 5 slots, 5pts/shot

Defensive Systems

Armor- adds bonus to AC, 1 slot = +1 AC

Cloaking Device- avoids Sensor detection, (+20 Sensors) 1pt/round while active.

Energy Shields- absorbs damage, Shield Generator 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pods- allows up to 4 people per pod to escape a doomed ship. 2 slots

Evasive Maneuvers- pushing a ships maneuverability to it's limit, +1 Thrust/per point

Other Systems

Additional Power Core- +50 power points, 2 slots

Advanced Sensor Array- intense active multispectrum scan and analysis, adds +10 Sensors, 1 slot, 1 point/round while in use. Back Up Systems, help prevent a Core Breach, 1 slot

Cargo Bay- 4 slots, 1 ton of cargo/slot

Hyperdrive- allows interstellar travel, 2 slots, spinning up the hyperdrive requires $\frac{1}{2}$ the standard power supply for a ship of its size, Raven 25 points, Falcon 50 points, Albatross 75 points, Phoenix 100 points

Matter Transporter- teleports people or cargo ship to ship or to and from planetside, 3 slots, 1 point/100 lbs transported.

Rec Room- 3 slots, be it a lounge, mess hall, or holodeck, a rested crew functions better, +1 Command

Research Lab- +5 Computer, 3 slots

Reserve Power Supply- holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Probes- automatic or remote guided sensor arrays that can be sent into hostile or unknown areas with little risk to the crew, +5 Sensors, may be used in place of Missile or Photonic Torpedo warheads, 1 slot

Robot- a non-sentient construct that can perform tasks and duties too dangerous for the crew, 1 slot, (A robotic PC may take this spot as part of the crew, freeing up the slot)

Robotic Arm; Cargo- 1 slots, used for moving cargo, debris, or docking with other ships

Robotic Arm; Combat- 2 slots, can be equipped with ranged or melee style weapons for ship to ship combat

Shuttle- Larger craft may hold smaller craft within their cargo bays, Ravens taking 4 slots and Falcons taking 8 slots, or they can attach to the mother ship on the outside for $\frac{1}{2}$ their cost.

Storage Unit- 2 slots, 1 ton of cargo/slot

Tractor Beam- 3 slots, a projected EM field that can hold or move an object in space. 3 points to activate

Combat

Hit Points = Hull Stat + ship class, Raven= 10, Falcon= 20, Albatross= 30, Phoenix= 40

If HP reaches zero, the ship is destroyed and a Core Explosion occurs, see above.

Roll d20 + Thrust bonus for initiative order

Each ship can do one thing each turn; move, attack, beam down the away team...etc.

Diplomacy bonus = Network bonus + Command

Weapon attack bonus = Network bonus + Armaments

M20 STAR WARS: ANTAGONISTS OF THE GALAXY

Antagonists for M20SW are created in the usual M20 way:

1. Assign hit dice (1d8 for most things.)
2. Attack bonus & skill level = number of hit dice.
3. Modify for attributes
4. Modify for gear

An antagonist is worth its hit dice in experience points. Special attacks/abilities increase this by leveling up per ability.

NOTE: I do not play Microlite with reiterative attacks, to keep things smooth and simple. To add them back in, just go by the regular reiterative attack rules.

FORMAT

Name

Armor class (Hit Dice) +Attack Bonus (Damage)

Stormtrooper (all types)

16 (2d8) +2 (blast rifle 2d8)

Imperial Officer

10 (4d8) +4 (blaster 2d6)

Rebel Trooper

12 (1d8) +1 (blaster 2d6)

Clone Trooper

16 (3d8) +3 (blast rifle 2d8)

ARC Trooper

16 (5d8) +5 (blast rifle 2d8)

Generic thug

11 (1d8 + 1) +2(Slugthrower 2d4)

Bounty Hunter

16 (6d8 +6) +7(Blast Cannon 2d10)

Assassin

13 (6d8) +6(Vibroblade 1d10 +2)

*Can make sneak attacks like a scoundrel)

Jedi/Sith

14 (4d8 +4) +5 (Lightsaber 2d8 +2)

*Lightsaber training bonus to attack & AC

*Force skill at +4: has any powers GM picks

Jedi/Sith Master

17 (10d8 + 10) +15 (Lightsaber 2d8 +5)

*Lightsaber training bonus to attack & AC

*Force skill at +10: has any powers GM picks

Rancor

20 (12d12 + 72) +18 (2d6 + 6)

*The Rancor can make two attacks without penalty per round

NOTE: Why the weak Stormtroopers?

One of the most definitive and unbreakable laws of Star Wars is that Stormtroopers always go down in one hit in the movies, and can't hit a damn thing with their blasters. Not some of the time. All the time. Yet, very few Star Wars games seem to take this into consideration. I hate that. My philosophy is that Stormtroopers are feared throughout the Galaxy for their numbers, gear, training, and devotion rather than their individual strength.

Don't like it? Change it. That's what Microlight 20 is all about!

Sample M20SW Characters

Just for demo. I didn't bother calculating funds, etc.

Dread Lord Pirate Kirgan: Human Scoundrel 1

STR: 10 DEX: 11 MND: 12 (+1) HP: 15

P-2 S-5 T-2 E-2 F-1

GEAR: Blaster (2d6)

Cutlass (1d6)

All-temperature cloak

Combat: AC: 10 (HP: 15) AT:+1 (2d6)

Waxer: Human Expert (Tech) 1

STR: 13 (+1) DEX: 15 (+2) MND: 8 (-1) HP: 17

P-2 S-2 T-5 E-2 F-1

Affinity: Pilot

GEAR: Blaster carbine: 2d8

Comlink

Combat: AC: 12 (HP: 17) AT: +3 (2d8)

Rawthagor: Wookie Soldier 1

STR: 17 (+3) DEX: 13 (+1) MND: 7 (-2) HP: 21

P-4 S-1 T-1 E-1 F-1

GEAR: Wookie Bowcaster: 2d10

Combat Armor: +5 AC

Medic Pack

Combat: AC: 16 (HP: 21) AT: +3 (2d10 +1)

Jar-Jar, Dark

Scourge of The Stars: Gungan Sith 1

STR: 13 (+1) DEX: 14 (+2) MND: 10 HP: 15

P-3 S-1 T-1 E-1 F-4

Natural Swimmer

GEAR: Lightsaber (2d8)

Datapad

Combat: AC: 13 (HP: 15) AT: +3 (2d8 +2)

Cknight's alterations

AC to Defense

Defense = 10 + DEX + 1/2 level

Hit Points to Vitality

Use ML20 Body Points Rule

Threshold = 1/2 STR Stat + Armor + 1/2 level

When a character takes more damage than Threshold they receive 1 wound.

When a character receives wounds make Fort save or be stunned. DC 10 + wounds

Armor provides DR only to wounds

Soldiers have a reduced armor penalty to DEX

Scoundrels duel wielding is -1 rather than -2

Specialist get a sidekick at 1/2 their level

Extra attacks stack -4 to all attacks

Added Force Power List

Cognitive

Affect Mind: Force check vs Will save. Suggestion sounds reasonable

Battle Mind: Force check. Every 10 grants +1 to attack, damage, and defense.

Empathy: Force check vs Will save. Know emotional state. Grants +4 on communication checks with target for 10 rounds.

Farseeing: See distant place or person, present past or future.

Fear: Force check vs Will save. Target has -4 to all actions for a number of rounds equal to users force level.

Friendship: Force check vs Will save. Change attitude of target.

Illusion: Force check sets DC

Telepathy: Force check vs Will save. Able to communicate directly with mind.

Energetic

Drain Energy: Force check. GM sets appropriate DC. Item loses power

Force Grip: Force check vs Fort save. Target takes 1d6 per Force user level damage.

Force Lighting: Force check vs Reflex or Force save. Target takes 1d6 damage per Force user level.

Force Strike: Force check vs Fort save. Target takes 1d6 damage per 2 Force user levels.

Move Object: Size/Cost; Tool/1, Human/4, Speeder/8, TIE/16, Falcon/32, Corvet/64, Star Destroyer/128

Dissipate Energy: Force check vs DC 10 + damage.

Force Flight: Move $\frac{1}{2}$ force level x movement. 1 round

Biology

Surge: Multiply movement x force user level+1 for 1 round.

Haste: Extra attack with no penalty and defense +2 for 1 round.

Spider Walk: move along walls ceiling with out penalty, must concentrate.

Enhanced Senses: Can use senses way beyond normal use.

Healing: Force check. Every 10 on result restores 1 body point. Target may benefit once per day from healing.

Vitality Transfer: Give vitality to another. Up to force skill per use.

Plant Surge: Force check vs Reflex save. Target is tangled in overgrowth. -2 to all actions and defense and can only move $\frac{1}{2}$ speed. Radius of overgrowth is equal to 1 meter per force level and has a range of sight.

Meta Force

Force Defense: Force check vs DC 10. +2 vs force skills. Last 10 rounds.

Every 5 over the DC grants an additional +2 vs force skills.

Force Stealth: Force check vs See Force check. Cannot be detected in the force.

See Force: Force check vs DC 25 - Targets force level or force stealth check.

Force Light: Force check vs Will save. Imposes -4 to dark side beings for a number of rounds equal to the casters force level. Damages Dark spirits 1d6 per force level.

Force Mind: Force check. Every 10 grants +1 to attack, damage, and defense of allies.

Must concentrate. And spend 1 vitality per round to upkeep.

SCIIONS OF A PRIMORDIAL PLANET

The oldest of us remember as if it were yesterday. A great hand reached across the sky and, pulling back the cloak of stars, tore a hole in the night. Cradling the whole of Midgard in its palm, it transported us, all the lands and people of the Norse, to this strange and tired planet.

We have prospered here, we sons of Odin. Our Viking ways have carried us from the lands of cold eternal Night to the north and south to the dreaming shores of the Great Sea of Mars. The twin moons, Phobos and Deimos, have seen us lay waste to our foes and make free with their wealth and their women.

The youngest of us take it as fair and fitting that we should be so much stronger than our enemies, that we should sweep across them as wind across fertile fields.

And yet.

Why are we here? What strange gods have sought fit to test us? The runes are quiet on this point; the Skalds have no legends to tell. Perhaps one day we shall find the answers we seek.

MARS

This is not the Mars we know from NASA's press releases. It is old but still fertile, the skies are blue and it is criss-crossed with canals of all size, all flowing towards the Great Sea of Mars, a slumbering ocean of great breadth and depth.

The human lands lie to the north, just south of the northern ice cap. They are very Earth-like, full of fjords and fog-shrouded mountains, vast pine forests. The nights are long, the winters harsh and summers brief. There is nowhere else on Mars that resembles it and it is several hundred miles wide.

To the north, the forests and earth-like terrain gradually fade into the northern polar ice cap.

To the east and west, the forests become rolling plains, the true landscape of Mars.

To the south, more rolling plains, and eventually, the Great Sea Of Mars. Beyond that, stories tell of desert, haunted by the ghosts of ages past.

Criss-crossing everywhere are great Canals, each ranging in size from several hundred feet across to the size of the mighty Amazon. Dotting the canals are ruins

of ancient cities.

Mars is an old planet and there have been an untold number of civilizations over its many eons...and all of these civilizations have left behind their marks.

CORE RULES

This game runs under the Microlite20 rules system, with the following exceptions:

SKILLS

Scions uses the standard Microlite20 skills, plus an additional skill called Survival.

COMBAT

The rules on dual-wielding and light weapons apply to Warriors, Skalds, Pirates, Nobles and Hunters.

ARMOR AND ARMOR CLASS

Armor Class (AC) = 10 + one-half level, rounded down + DEX bonus.

Armor contributes 1 point of DR for **light** armor, 1d3 for **medium** and 1d6 for **heavy**. Add +1 to this total if a **helmet** is worn. Roll for each hit separately.

Shields are treated as usual under d20.

Medium and **Heavy** armor limit Dexterity bonuses to AC to +2 and +1, respectively.

RACES OF MARS

Note: While any race can theoretically be a member of any class, it would require a bit of explanation as to how a human became a Martian priest...

HUMANS

Humans come from a planet with a much greater gravity than Mars, which gives them vastly improved physical capabilities—refer to the section on Gravity for more information.

These Humans are Vikings. Vikings gain +2 Strength. Other types of Humans may have different stat or skill bonuses should they appear in the campaign.

Humans can become Warriors, Hunters, Runecasters and Skalds.

Humans from other cultures may have different classes available to them than those listed here.

MARTIANS

Martians are red-skinned, with elfin features and black hair. They tend to be thin and tall, with a loose-limbed grace impossible to those adapted to higher gravity worlds.

Martians come from several castes. Upper caste Martians (aristocracy, merchants) gain +1 to Knowledge and Communications. Lower caste Martians, such as workers and soldiers, gain +2 Dex.

Martians can become Warriors, Nobles, Pirates, Priests and Scholars.

BEAST MEN

This hasn't been the first time creatures have been transported from Earth to the Red Planet. Over the years these new arrivals have bred (or been bred?) into highly evolved humanoid forms, each type genetically compatible with the other.

These new Beast Men have formed nomadic tribes that wander the wastes of Mars. Use the Microlite20 Anthro races for base abilities.

Beast Men can become Warriors, Hunters and Shaman.

CLASSES

HUNTERS

Hunters can use light armor and shields. They have a +2 bonus to Subterfuge and Survival.

If they successfully sneak up on a foe, they can add their Subterfuge skill rank to the damage of their first attack.

Hunters are +1 to hit and damage with ranged weapons. Ranged weapon attack rolls are increased by +1 to hit and damage at 5th level and every 5 levels on.

Hunters only incur a -1 to hit penalty when fighting with 2 weapons.

At 3rd level, Hunters automatically pass without trace as per the druid spell.

At 6th level, Hunters no longer take penalties for dual-wielding.

NOBLES

Nobles can use any kind of armor and can use shields. They gain a +3 on Communication.

Choose one word that describes the source of the noble's charisma (impressive, beautiful, fearsome, well-known, etc). Whenever a roll comes up that could possibly be benefited by that trait (social, diplomatic, even combat if appropriate), that roll will be at +2.

When a situation happens where social status could possibly affect the outcome, add half the Noble's level (rounded down) to the roll.

If personal wealth is important in the game, Nobles are noticeably more wealthy than the other non-Noble characters. How much so is up to the GM.

Nobles gain the equivalent of the Leadership feat at 3rd level. Their Leadership Score is equal to their level plus twice their Mind bonus (if positive, otherwise it's level +1).

PIRATES

Pirates can only use light armor. They have a +2 bonus to Subterfuge and Physical.

Pirates gain a +2 skill bonus when performing anything specifically related to their profession, such as climbing, swinging about on ropes or navigation.

Pirates can use their Mind bonus as an additional bonus to their AC. If they don't have a positive Mind bonus, then they have an AC bonus of +1.

At 3rd level, Pirates can use alcohol and other intoxicants to heal themselves. Achieving a mild state of intoxication cures 1d10 hp of damage along with all the other usual pitfalls and effects of being drunk or otherwise chemically impaired. Moderate intoxication cures 3d10 damage but also has the usual side effects. A full-on bender cures all damage save for 1d4 hit points, but the pirate will be completely useless for one or two days.

At 6th level, Pirates no longer take penalties for dual-wielding.

PRIESTS

Priests are the lore keepers of the ancient Martian civilizations. Worshipers of a vast—and nearly incomprehensible to outsiders—pantheon of gods and demons, they are heirs to a great body of arcane knowledge.

They do not wear armor. They have a +2 bonus to Communication and Knowledge. They also have access to psionic abilities, whichever one of the Microlite20 psionic variants the GM prefers.

RUNECASTERS

Runecasters are exactly as listed in the Rune Magic pdf.

SCHOLARS

Eager investigators into the scientific secrets of the past, scholars are one part inventor, one part mad scientist, one part archaeologist and one part wizard. They specialize in using devices, scientific inventions they may only partially understand. They tend to be a secretive and paranoid lot—often their knowledge dies with them.

Scholars can wear light armor. They have a +3 bonus to Knowledge. They gain a +2 to bonus when deciphering ancient writings.

They can build or discover devices. Each device duplicates a spell from the SRD. Choose a name for that device that sounds sufficiently impressive—instead of saying “gun that throws lightning bolt spells” call it an “Integrating Field Generator”. A flying device becomes an “omniraptor”...and so forth.

A Scholar may have 2 devices plus their Mind bonus. Every time they gain a level, they can build another device. The maximum level of device they can build is equal to their level.

It takes roughly one week per spell level to build a device. When designing a device, roll 2d6. Add the spell level to the total. Subtract 1 point for every 4 character levels, rounded down. Compare the result to the following table to determine the size of the device built.

How it actually looks is up to the player, but he should decide how the device is used. Is it worn? Wielded?

Thrown? Ridden? Does it have a switch or buttons?

2d6	Size of Device*
Less than 2	Tiny (ring, jewelry)
2-3	Palm-sized
4-7	Hand-held (a sword or crossbow, for example)
8-10	Bulky, requires two hands
11-12	Too large to be held.
More than 12	Wagon-sized

Devices tend to be unreliable. Every time a device is used, roll 1d20. If it's less than or equal to the spell level, it fails. This number goes down 1 for every 4 levels of the Scholar (round down). If a device fails 3 times, then the device is broken and needs to be repaired. The reliability of a device may never be lower than 1.

The reliability of a device can also be adjusted by making it smaller or larger than that initially rolled. Making a device larger makes it more reliable by 1 point per step (minimum 1). Making it smaller makes it less reliable by 1 point per step.

At the GM's option, several devices can be combined into one device. For every additional function beyond the first, either increase the size level by one or the reliability number.

It takes 1 day per spell level and a lab to repair a device.

Scholars may also attempt to repair and use devices they find in ruins or while otherwise adventuring. Results from these experiments tend to be...unreliable.

SHAMAN

Shaman can use light armor and shields. They can cast Druid spells and gain +2 to Knowledge and Survival.

At 3rd level, a Beast Man Shaman can assume the full form of their animal part at will, essentially becoming that creature with statistics as listed in the SRD. They retain their current HP total, Mind score and attack bonuses from level when doing so. If there's several listings for possible creatures, the GM and the player should decide together which one is most appropriate and stick with that decision.

At 6th level, they gain a +2 bonus to a physical statistic of their choice (Strength or Dexterity) when in animal form. This bonus increases by +1 for every 3 levels afterward (e.g. 9th = +3, 12th = +4, 15th = +5, 18th = +6).

In addition, *pass without trace* is on the Druid spell list if not available already, as a 1st level spell.

SKALDS

Skalds are the Vikings' lore keepers and storytellers. Their tales of heroism and poetry can inspire bravery and hearten weak souls.

They can wear light or medium armor and can use shields. They gain a +2 bonus to Communication and Knowledge.

Once per adventure, a Skald can make an inspirational speech about a single topic relevant to the crisis at hand. The speech takes at least a couple of minutes and those affected must be within earshot. Any nearby allies gain a +2 bonus on one skill check, save or attack roll of their choice. If not used by the end of the crisis, this bonus will be lost. For every 5 levels, the number of times this bonus may be used per audience member increases by +1.

A Skald can also cast 1st level Druid spells at 1st level--their maximum spell level castable increases by +1 every 4 levels (e.g. level 1 = spell level 1, level 4 = spell level 2, level 8 = spell level 3, etc).

WARRIORS

Warriors can wear any kind of armor and can use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Each race has an additional special ability on top of the warrior's basic abilities:

- **Human warriors** (specifically, Vikings) can go **berserk**. They can do this a total number of rounds per day equal to their unmodified Strength score. When berserking, the warrior's Strength goes up by +4, they gain +1 hp per level (in addition to the +4 hp from the Strength bonus), but they lose 2 points of Armor Class. A warrior can end a berserk at any time. After berserking, the warrior will be tired, taking a -2 to all appropriate rolls until they can take a few minutes to rest. They cannot berserk again until they are rested.
- **Martian warriors** are renowned for their **skill and finesse with weapons**. They can choose one weapon to be their signature weapon. When fighting with that signature weapon, they gain +2 to hit and on a critical hit do an additional 1d6 damage.
- **Beastman warriors** grow progressively more in touch with their **primal nature**. At 1st level, when using one of their innate abilities, they gain +2 on skill or to-hit checks.

At 4th level, if they have a natural attack, they can perform that attack in addition to their normal melee weapon attacks with no penalty.

At 8th level, their natural abilities increase in power. Natural attacks go up to the next higher die type. Innate skill bonuses are increased by +4. Other numerical bonuses are increased by +2 (AC, for example). Any ability sustainable for a duration can be sustained 50% longer. Since there's a wide array of abilities (too many to list here), use common sense for anything not covered by the above.

THE MARTIAN ENVIRONMENT

GRAVITY MATTERS

Different planets have different levels of gravity. Earth has a surface gravity of 1. Mars has a surface gravity of .37, or roughly one-third of that.

When on a planet not your own, compare the two planets' surface gravities: the result multiplies jump distance, the amount of time you can perform an activity without fatiguing, lift capacity and divides any distance you fall. For simplicity's sake, round the numbers to the nearest convenient fraction (1/6, 1/4, 1/3, 1/2, etc).

This allows other effects not possible on other planets. For example, buildings can be several times taller on Mars than on Earth because gravity is not such an obstacle to construction.

Natives are assumed to be adapted to the gravity level of their home planet and perform in all respects equal to that of normal d20. Visitors, however, perform at the scale of their home planets.

Example: Earth has a surface gravity of 1. Mars has a surface gravity of 1/3.

An Earth human on Mars with a strength of 10 would have a maximum heavy load of 300 lbs instead of 100 (1 divided by 1/3). A Martian with 10 Strength transported to Earth would have the opposite effect—they would have a maximum heavy load of 33 lbs (1/3 divided by 1).

Similarly, the same human on Mars could easily jump 30 feet (10 ft x 3), and with training, could possibly even jump as far as 30 yards. The same Martian as above would be lucky to jump a yard before collapsing under the brutal grip of Earth's gravity.

Now, take them both to the Earth's Moon. The Moon has a gravity of 1/6, half that of Mars. An Earth human would be able to jump six times farther (1 divided by 1/6). A Martian would be able to jump twice as far as normal (1/3 divided by 1/6).

Keep in mind that the intent of this system is not to be a physics simulator—it's strictly there to Make Things More Awesome. If the laws of physics get in the way of telling a good story, ignore them.

THE CANALS OF MARS

The Canals of Mars were first constructed eons ago by an ancient civilization. Canals range in size from several hundred feet across to wider than the Amazon river and can be anywhere from 20 to 100 feet deep in the center.

Canals always maintain uniform size along their entire length—they never narrow, widen, deepen or get shallower. They always run in perfectly straight lines and connect sites important to the civilization that built them.

Legends say that these sites were all important cities, but all that remains today are crumbling ruins and enigmatic monuments. Quite a few are still inhabited, but not by their original builders.

Ruins of ancient cities, temples and fortifications dot the canals at regular intervals, usually separated by 15 – 20 miles, as well as most of Mars' settled areas. A great deal of trade and traffic occurs along the canals—not only watercraft, but also along the shore.

The Canals support a diverse variety of aquatic life, not all of which is dangerous.

THE MOONS

Phobos is the larger and closer of the two moons of Mars. It speeds around the planet in 11 hours. It's an unevenly-shaped dull chunk of rock and its apparent size varies from hour to hour, growing from less than a quarter the apparent size of Earth's moon to one-third the Moon's apparent size, depending on its location relative to the observer.

Legends speak of its surface as a savage, jungle-choked land. It is home to dragons who occasionally fly down to Mars to feed as the moon passes overhead. This usually only occurs in equatorial regions.

Deimos is the smaller of Mar's two moons. It orbits the planet in 30 hours and looks like a bright star from

the surface of Mars.

Martian astronomers recount ancient legends of a crystalline palace covering the entire surface of Deimos. *The Palace of Atum* is supposedly the dwelling place of the mysterious Gods of Mars.

GEOGRAPHIC FEATURES OF MARS

Olympus Mons is the largest volcano in the solar system. It stands 16 miles high, but the slope is so gradual that its vast height is hidden by the horizon in most places. The caldera is roughly 50 miles wide and almost 2 miles deep and is filled with a steamy jungle populated by dinosaurs and reptile men. There are few Canals in the area, so it mostly remains unexplored.

Mars has two **polar ice caps**. The bitter cold and savage winds keep exploration to a minimum, but stories abound of empty wastelands filled with tribes of savage white apes. It is said that if you travel far enough north, eventually you may reach a dark tower where the dead walk and strange lights play across the sky.

The Caves Of Mars. To the southeast of Olympus Mons lies a chain of 3 mighty volcanoes, **Pavonis Mons**, **Ascraeus Mons** and **Arsia Mons**. They are fairly similar to Olympus Mons, including the deep calderas. Rumors tell of great cave systems in each that lead to a mysterious underworld where none return.

The Nexus Of Mars. Dozens of Canals converge on this point on the north-western shore of the Great Sea to form a single mighty Canal that stretches for miles, so wide that that one side cannot be seen by the other and lined on either embankment by 1,000 foot tall weathered stone statues of forgotten kings and heroes. It ends in the Great Sea a few miles away from the **Island of the Emperor**, where the palace of the Emperor of Mars stands.

The Valles Marineris is a vast valley, similar to the Grand Canyon of Earth, but much larger. It is over 3000 miles long (roughly the size of Europe) and up to 5 miles deep in parts. Cold, damp and mist-shrouded, it is home to vast forests of giant mushrooms populated by strange fungal creatures. It is rumored that a powerful and reclusive civilization is hidden within its depths.

CREATURES OF MARS

In the human areas, wildlife tends to be fairly standard for northern Europe. Horses, cows, deer, bears, standard Earth fish and fowl all are plentiful.

Near the fringes, the Earth wildlife and native Martian wildlife have begun to interbreed, often with strange and surprising results.

Native Martian life tends to fall along several lines—variations of arachnids, spiders and humanoids, with the occasional reptilian life form. Besides humanoids, mammals are fairly rare.

Martian life also tends to evolve in odd directions rather quickly in isolated ecosystems. It's not uncommon to find caves filled with walking fungus creatures or dozens of varieties of carnivorous plants. Caution is always suggested when exploring.

There are two useful shortcuts in developing Martian critters—either use the stats of an Earth equivalent and then describe it as an alien beast or, if you desire more randomness, use the Microlite20 online creature generator.

Sample Critters:

Carnivorous plants come in a wide variety of shapes and sizes. The following example is a giant Venus fly trap:

Carnivorous Plant. HD 8d8+40 (76 HP), AC 14, Melee +13/+8 Grabs opponent (Str 20), bites for 1d6+10 next round.

Another common variety is a vine identical in statistics and attack mode to a boa constrictor:

Carnivorous Vine. HD 3d8+6 (19 HP), AC 15, Bite +5 (1d3+4), Grabs (Str 14) and squeezes for 1d3+4 per round after hitting with Bite until killed or target breaks free.

Chalo. Chalos are the Martian equivalent of Clydesdale horses. They are enormous spider-like creatures, with coloration ranging through all shades of green. Their poison, which can be milked, is mildly intoxicating but nutritious. It is only fatal to small animals, which they feed on. They secrete webbing which is useful in making weaponry, rope and other such items. They are widely used by both Beast Men and Martians as war horses.

Chalo. HD 4d8+12 (18 hp), AC 14, Bite +6 (1d8+2). Very good over rugged terrain. Moves about as fast as a war horse or roughly twice as fast as a normal human can run.

Chalig. A smaller *Chalo* bred by the Martians as a beast of burden and cattle and also used for their silk.

Chalig. HD 2d8+2 (11 hp), AC 12, Bite +4 (1d8+1).

Kalkula. Thought to be alien to their world, the Kalkula is known on Earth as a megalodon, an extinct (on Earth) species of shark with jaws wide enough to swallow a horse and often reaching well over 80 feet in length. Kalkula are thankfully rare, living in the Canals and preying on, well, everything.

Kalkula. HD 24d8+68 (264 hp), AC 20, Bite +24 (4d6+10). They can swallow most creatures whole and swim four times faster than a man can run.

Phobos Dragon. Paleontologists would recognize these as pterodactyls, if a pterodactyl was the size of a hay wagon. Only the largest and most powerful successfully make the flight from Phobos to Mars. The standard variety on Phobos is considerably smaller, about twice the size of a vulture.

Phobos Dragon. HD 10d10+50 (105 hp), AC 17. Bite +13 (2d10+8) or batters with wings +8 (2d6+4). Can also grab opponents and carry them off if they are man-sized or less. They fly about three times faster than a man can run, but are awkward and slow on the ground.

Tec-tecs are aquatic creatures that travel in swarms and greatly resemble wasps. They are a prized delicacy but catching them is somewhat problematic because large colonies of tec-tec are capable of shocking attackers with electric charges. Once stunned, they become food for the tec-tec. It's often possible to tell they are nearby because the water takes on a curious yellow shimmer.

Tec-tec. HD 1/4d8 (1 hp), AC 16. Shock +2 (1d2-1 individually).

Tec-tec, swarm. Shock +8 (1d6 damage + DC 15 save or be paralyzed for several minutes).

Tec-tec are only dangerous to those in the water. They are quite vulnerable to nets and traps.

Thonts are the Martian equivalent of war elephants. Descended from a creature that looks like an 8-legged gila monster, they are enormous, slow and heavily armored. Different breeds exist—when not seen dragging siege engines, they are used in heavy construction and for pulling the largest wagons in merchant caravans.

Thonts. HD 9d10+72 (121 hp), AC 22. Trample +13 2d12+13. Thonts travel at about human walking speed and are enormously strong.

Ultira are small vermin strongly resembling a cross between a feral rat and a black widow spider. When threatened, they make a high-pitched shrieking noise and can spit a blinding poison. They tend to infest dark abandoned places where they can feed on rubbish and decaying things.

Ultira. HD 1/2d8 (2 hp), AC 14, Bite +4 (1d3-4) or Spit Poison +2 (blind target for 1d4 rounds unless a DC 15 save is made).

White Apes dwell in the far regions of the polar ice caps and are very rare elsewhere on the planet. They have a rudimentary intelligence and social structure and tend to travel in organized packs.

White Ape. HD 4d8+11 (29 hp), AC 14. Claws +7 (1d6+5) or Bite +2 (1d6+2) or melee with a large club +7 (2d6+5).

Zigdur. Zigdur are dog-sized furry spiders that perform all duties that dogs perform on Earth. Unlike dogs, however, they can climb walls as a spider and weave webs. The write-up below is for a war/hunting breed.

*Zigdur. HD 1d8+2 (6 hp), AC 15. Bite +2 (1d4+1).
Zigdur can run a little faster than humans and have a keen sense of smell. They are also very sensitive to vibrations in the ground.*

MARTIAN TECHNOLOGY

Martians have roughly an Elizabethan level of technology, with the occasional addition of strange devices invented by a scholar or salvaged from an ancient ruin.

They tend to use weapons such as long swords, rapiers and cutlasses, with the occasional halberd. They often wear leather or scale armor with ceremonial plate being the exception instead of the rule.

Martians have mastered the use of black powder and have cannons. They also have various forms of primitive firearms, such as blunderbusses and flintlocks. These weapons do 2d6 damage if one-handed or 2d8 damage for two-handed variants. They can only fire once and reloading takes 2 rounds.

Martian skyships are rather reminiscent of Greek triremes in terms of hull layout and design. They are supported by large durable *chalig* silk bags filled with hydrogen. Hydrogen is harvested from a plant grown

on vast plantations.

Skyships are propelled by sails in good weather. In less favorable weather, they often have large silk wings that can be used, albeit with great effort, to provide propulsion.

Beast Men have basic metalsmithing skills. They primarily use bows, arrows, spears and axes. Their level of technology is roughly equivalent to that of the Vikings but they often lack resources. They tend to not wear any armor heavier than leather or hide, but that's likely a matter of availability rather than taste.

Vikings are, well, Vikings. Broadswords, chain mail, axes, long ships, knives, bows and thatched houses...assume that they have the standard array of "medieval" fantasy equipment available to them.

Martians and Vikings both use coins made of gold, silver or copper to conduct trade. Vikings and Beast Men also tend to rely on barter.

MICRO-MECH WARRIOR™

Rules adapted by Michael "Chgowiz" Shorten

BASICS

STATS

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA). Roll 2d6 to determine each stat. Results of 10 to 12 must be “checked” by rolling a third d6. If the check roll is 5 or 6, you can keep the value; otherwise that stat is a 9. **Stat Bonus/Penalty** is Stat – 6/2, rounded up.

TARGET NUMBERS

These are the Target Numbers (TN) for Skill checks and or Stat checks.

Stat	2	3	4	5	6	7
TN	12	11	10	10	9	8
Stat	8	9	10	11	12	
TN	8	7	7	6	5	

STAT CHECK

When doing something that is just “raw strength” or saving against an ill effect, you must roll higher than your TN for the appropriate stat. The GM may assign appropriate modifiers.

SKILLS

There are 4 skills: Physical (Phys), Coordination (Coor), Knowledge (Know) and Communication (Comm). All skill levels start at 0. They may increase through training (when a character is created) and in advancement (as a character grows more skilled and experienced). **Skill roll** = 2d6 + skill rank + situational modifiers (if any). Roll higher than the TN to succeed. The Game Master

(GM) will determine which Stat (for TN determination) to use and which skill can be used to apply modifiers for.

Below are some example situations that may require skill checks. When more than one stat is available, use the most favorable.

Situation	Skill	Stat TN
Athletics	Phys	STR or DEX
Computer	Know	MIND
Diplomacy	Comm	CHA or MIND
Driving	Coor	DEX
Engineering	Know	MIND
Gunnery/Non Mech	Know	DEX
Gunnery/Mech	Coor	MIND
Interrogation	Comm	CHA or MIND
Leadership	Comm	CHA
Medical	Know	MIND
Melee Combat	Phys	STR or DEX
Piloting/Aero	Coor	DEX or MIND
Piloting/Mech	Coor	DEX or MIND
Ranged Weapons	Coord	DEX
Stealth	Coord	DEX
Survival	Phys	STR or MIND
Tactics	Know	MIND or CHA
Technician	Know	DEX or MIND

TRAINING

Training represents what the character has learned in their life so far, as well as gives your character a bit of background. Game Referees may look at the training you had in order to determine if you get a favorable (or unfavorable) modifier for a skill check. Each type of training may affect one or more skills. Select one of the training paths as follows:

Training	Phys	Coor	Know	Comm
Aerospace	0	1	1	0
Athletic	1	1	0	0
Blue Collar	2	0	0	0
Celebrity	0	0	0	2
Criminal	1	0	1	0
Law	1	0	1	0
Enforcement				
Mechwarrior	0	1	1	0
Medical	0	0	1	1
Military	1	1	0	0
Technician	0	0	2	0
White Collar	0	0	1	1

Game Masters may come up with additional training options to suit their game.

ACTION POINTS

Action Points allow player characters to have an edge by adding an additional die to their die rolls. When a player makes an attack, skill check, or stat check, they can spend a point and roll a d6, adding it to the total before the GM gives results on the initial roll. They may spend only one point per round.

A character starts with 5 Action Points. Once spent, they don't replenish until next level of advancement. Each level attained grants 5 + one-half their level in points, rounded down. There is no roll-over in points from one level to the next.

BATTLETECH STATS

To convert your Mechwarrior character stats into Piloting and Gunnery skill values for the Battletech boardgame, use the following formulas:

Piloting Skill = 6 - Coor Skill Level

Gunnery Skill = 5 - Know Skill Level

No piloting or gunnery skills can be less than 0.

Initiative Bonus: To apply a bonus to Battletech board game Combat Initiative roll, add Know skill level to Initiative 2d6 roll. If one person wishes to apply his Know bonus to all of his unit's Initiative rolls, make a skill check of Know (Tactics). Use the more favorable TN of CHA or MIND.

COMBAT

In each round everyone can move and do one other thing - fire a ranged weapon, attack in melee, change weapons, reload or similar action. Once all actions are completed, damage is resolved. Use the Terrain and Movement modifiers from Battletech boardgame.

Body Points (BP) = STR Stat x 10. Half of body points is in torso, rest is divided to head, L arm, R arm, L leg, R leg.

Initiative is determined by rolling 2d6 + DEX stat bonus. Ties are resolved by rolling a third dice until the tie is broken. GM rolls once for all NPCs.

Movement: Movement occurs in reverse initiative order (loser moves first.) Walk: 1 hex. Run: 2 hexes. 1 hex = 30 m = 100 ft. Facing changes are free. Movement in non-clear terrain reduces walking/running by 1 hex. For non-combat vehicles, GM will rule on number of hexes moved. Combatants can share the same hex.

Ranged Weapon Fire: Attacks only against targets within front 3 hex arc.

Requires clear LOS to target. Targets can be in same hex as attacker. **Base to hit** is determined by DEX TN modified by: Subtract Coor Skill level; add Movement Modifiers; add Range Modifiers; add Terrain Modifiers. Attacking into a melee adds +2. Attacking a target that is in melee against shooter adds +4. The result is the target number. **Attack roll** of 2d6 must be equal or higher than TN to hit.

Burst Fire: an automatic firearm can fire a burst at a single opponent. Add +2 modifier to to-hit number, if attack succeeds, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6

with burst fire). This uses double ammo per shot.

Autofire: an automatic firearm can spray fire into an area with bullets; the attack is against a specific target. If they hit, anyone in adjacent ring of hexes must make a DEX attribute check or be hit. This uses double ammo per shot.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a ranged attack. A miss requires a d6 roll to see which adjacent hex the weapon lands (and explodes).

Ranged Weapons Ranges = 30 m/100 ft hexes.

Weapon	Damage	Short	Medium	Long	Ammo	Rounds
To-Hit Modifier		0	+2	+4		Per shot
Handgun	2d6+3	0	--	1	15	1
Auto Pistol	2d6 *	0	--	1	20	4
Shotgun	3d6+2	0	--	1	2 (1)	1
SMG	3d6 *	0	1	2	25	5
Rifle	3d6	0-1	2	3-5	10	1
Assault Rifle	3d6 *	0-1	2	3-4	30	5
Machine Gun (a)	3d6+6	0-1	2	3	200	10
Laser Pistol	4d6	0	1	2	20	1
Laser Rifle (a)	4d6+2	0-2	3-4	5-6	20	1
Stun Gun	Special**	0	--	1	15	--
Bow	1d6+1	0	--	1	1	1
Crossbow	2d6	0	--	1	1	1
Gyrojet Rifle (a)	3d6+6	1-2	3-6	7-12	10	1
SRM Launcher (a)	5d6+6	1-3	4-6	7-9	2	1
Flamer (b)	2d6 ***	0	--	1	12	1

(a) Can be used vs. vehicles/Battlemechs. (b) Can be used vs. vehicles/Battlemechs, also causes an extra point of heat if heat is being tracked for Mechs. * Automatic weapon capable of burst or auto fire. ** A successful attack forces a target to make a STR stat check or become unconscious. Target also takes 1d6/2 (round up) damage. *** Causes hex to be afire for 2 combat rounds after. 1d6 dmg to anyone who enters. (1) Pump Shotgun - can hold 6 shots.

Melee Attacks: Requires target to be in same. **Base to hit number** is STR TN, modified by: subtract Phys Skill; add Movement Modifiers. The result is the target number. **Attack roll** of 2d6 must be equal or higher to TN to hit. Add STR bonus to all melee damage rolls.

Melee Weapons

Weapon Type	Damage	Ammo
Club	1d+1	--
Knife	1d	--
Neural Whip	1d*	20
Sword	2d	--
Sonic Blade	3d	20
Stun Stick	1d-1*	20

* A successful attack also forces a target to make a STR stat check or become unconscious.

Resolve Damage: Roll vs. Battletech Mech damage location table to determine location, using appropriate attack column. All torso hit locations applies to body torso. A critical hit (roll of 2) results in double damage. Reroll to determine location, ignoring results of 2. For melee hits, use front/rear column.

Roll the damage indicated by the weapon type and apply to the indicated location on the target, first to any protective armor, then against the body itself. If the hit location is to a limb that is useless, apply the damage to the torso (ignoring torso armor).

Armor: A character's armor may reduce the damage first before being applied to the target location. Apply the damage to the armor; once it is all gone, the damage goes to the body. For unarmed combat, armor

does not get reduced, but does reduce damage to body by 1.

ARMOR

Armor	Armor Points	Protection
Ablative Suit	56**	T, A, L, H
Ablative Vest	28**	T
Helmet	5	H
Hvy Env. Suit	56*	T, A, L, H
Light Env. Suit	32*	T, A, L, H
Leather Jacket	5	T, A
Leather Armor	10	T, A
Neurohelmet (a)	5	H
Tactical Vest	20	T
Tactical Armor	40	T, A, L, H

T - Torso, L - Legs, A - Arms, H - Head.
Armor Points are divided equally among locations protect. *

Environment suits add bonus of 2 to save vs. tranq./stun weapons. **
Effective against energy weapons only. (a) Only Mechwarriors can wear neurohelmets - if it's destroyed, the Mechwarrior can't pilot a Battlemech replaced.

Body damage: Legs/Arms - At 0 bp, limb considered useless, make a stat check against STR to stay conscious. Body/Head - At 0 bp, character is unconscious. Make a stat check against STR to avoid death. If subsequently damaged after 0 bp, death occurs.

Serious/Critically Injured: (Optional)
When a character loses half of their bp, they are seriously injured. All skill rolls and stat checks have a penalty modifier of -2. They cannot run. When a character loses 3/4^{ths} of their bp, they are critically injured. All skill rolls and stat checks have a penalty of -4. They may do only one thing per

combat round, move 1 hex or perform an action.

Battlemech and Vehicle combat: Vehicle vs. Mech or Mech vs. Mech combat is done using Battletech rules that GM has for scenario. Character weapon attacks vs. vehicles with certain weapons will score 1 point of damage on a successful attack, then a "check roll" of 2d6 resulting in 2 or 12. Roll for location of hit on appropriate location chart.

Optional Scale: These rules assume the same scale of maps and measurements as the Battletech boardgame. To reduce scale to the original Mechwarrior game, make each hex equal 5 m/16 ft. Multiply all ranges and movement by 6.

OTHER HAZARDS

Mechwarrior Damage: When using Battletech rules, for each point of damage that a vehicle's occupant would take (such as a Battlemech Head hit), the character takes 10 points of damage. Location is not important. Once a character takes more hits than their Body Points, the character is dead. For consciousness rolls, the character must make a STR stat check.

Ejecting from vehicle: 3d6 damage, Coor Skill (Piloting – use DEX or MIND TN) check to avoid. Roll for location. Armor does not reduce.

Falling: 1d6 damage per 10', half damage on Phys skill check using DEX TN.

Poison: STR stat check avoid effects or suffer half damage, depending on

poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys skill check (STR or MIND TN) once every 10 minutes (-1 cumulative penalty modifier per subsequent check), take 1d6 damage on each failed save.

HEALING

Characters that have more than half of their total body points heal 1 point per day or 2 points if at complete bed rest. Characters below half require medical attention. Someone trained in Medical may heal as many dice as they have Know skill levels. Hospital resources or field surgery kit is required. Someone not trained specifically in medical may apply first aid with a Know skill check. A first aid kit is required. If successful, they may heal 1d6. Medical healing can occur only once per day. Once a character is healed above half their total body points, they must heal naturally.

ADVANCEMENT

Experience Points (EP) are earned as follows:

Personal Combat: 1 EP, add 1 EP for each doubling of number of foes versus number of characters (ie., 4 characters versus 8 thugs would give 2 EP per character)

Vehicle Combat (characters mounted): 1EP for surviving scenario, add 1 EP for each doubling of opponents vs. number of characters.

Vehicle Combat (characters dismounted): 2EP for surviving scenario, add 2 EP for each doubling

of opponents vs. number of characters.

Assignment Completion: Game Master determined, but usually 1 to 2 EP for successful objectives completed, per character involved.

Encounter Rewards: Game Master determined, but may award 1 to 3 EP per character involved in specific encounter where major objective was accomplished without combat.

When the total EP you have is 10 x your current level, you advance to the next level. At each new experience level, you may add 1 to one skill only. For every 3 levels you attain, you may add 1 point to STR, DEX, MIND or CHA. Every 3 levels represent a class of experience: 1 to 3 is GREEN, 4 to 6 is a REGULAR, 7 to 9 is a VETERAN, 10 and above is an ELITE.

EQUIPMENT

A character's starting equipment and/or wealth is determined by the GM depending on their campaign or scenario. A random roll of 2d6 x 100 (C-Bills) could be used to determine starting wealth.

Item	Cost in C-Bills
Field Surgery Kit	200
First Aid Kit	75
Electronics Repair Kit	2,000
Fusion Repair Kit	100,000
Gyro Repair Kit	50,000
Mech Repair Platform	150,000
Repair Tool Kit	500
Sensor Repair Kit	50,000
Welding Kit	1,000
Light Environmental Suit	200 [Patch 5]
Heavy Environmental Suit	10,000 [Patch 20]
Low Tech Lock Picks	50
High Tech Lock Picks	5,000

Rangefinder	250
Binoculars	5,000
Scanalyzer	100
I/R Scanner	100
Personal Communicator	100
Personal Computer	250
Survival Field Kit	25
Ablative Suit	1,000 [Patch 20]
Ablative Vest	300 [Patch 20]
Helmet	20
Leather Jacket	20 [Patch 1]
Leather Armor	50 [Patch 1]
Neurohelmet (a)	20,000 [Patch 1,000C]
Tactical Vest	50 [Patch 2C]
Tactical Armor	150 [Patch 2C]
Handgun	40 [Reload 15 for 4C]
Automatic Pistol	50 [Reload 20 for 5C]
Shotgun	30 [Reload 4 for 1C]
Submachine gun	40 [Reload 25 for 5C]
Rifle	80 [Reload 10 for 2C]
Assault Rifle	100 [Reload 30 for 6C]
Machine Gun (a)	1,000 [Reload 200 for 20C]
Laser Pistol	750 (req Power Pack)
Laser Rifle (a)	1250 (req Power Pack)
Power Pack (20 chgs)	5
Military Power Pack (50 chgs)	20
Stun Gun	100 [Reload 15 for 16C]
Club	1
Knife	4
Neural Whip	500 (req Power Pack)
Sword	20
Sonic Blade	100 (req Power Pack)
Stun Stick	200 (req Power Pack)
Bow	15 [Reload 20 for 1C]
Crossbow	15 [Reload 20 for 1C]
Gyrojet Rifle (a)	1,250 [Reload 1 for 100C]
SRM Launcher (a)	1,500 [Reload 1 for 400C]
Flamer (b)	100 [Reload 1 for 2C]
Grenade	20

Patch costs are to repair one point of armor. Reloads are priced at number of shots for number of C-Bills.

EXAMPLE NPCS

Name	BP	Stats (TN)	Skill Levels
Bounty Hunter	80	7 (8)	Phys 1, Coor 1
Comstar Acolyte	40	6 (9)	Comm 1, Know 2
Criminal	60	6(9)	Know 1, Coor 1
Drug Dealer	50	5(10)	Comm 1, Coor 1
Explorer Agent	70	7(8)	Phys 2, Coor 1
Gang Leader	70	7(8)	Phys 1 Coor 2
Gang Member	50	6(9)	Phys 1, Coor 1
Police Officer	80	7(8)	Phys 1, Coor 1
Politician	40	6(9)	Comm 2, Know 1
Reporter	40	6(9)	Comm 1, Know 1
Scientist	40	6(9)	Comm 1, Know 2,
Soldier	90	6(9)	Know 1, Phys 2
Technician	50	7(8)	Know 2, Phys 1
Trader	50	6(9)	Comm 2, Know 1

For NPC activities, use given stat value and TN. GMs may increase value to reflect an exceptional NPC.

GM NOTES

Situation Modifiers: For skill and or stat checks, if the situation is favorable to the player, add a bonus of 1 to 5 to the roll. If the situation is against the players, a penalty of 1 to 5 against the roll can be taken.

Example of a Skill Check: To override a computer shutdown, a character with a MIND of 7 has a TN of 9. Their Know skill is a 1. The GM decides they are in somewhat difficult circumstances and assigns a penalty

of -2. The player must roll a 10 or better on 2d6 to succeed. (Roll of 10 + 1 (Know skill) - 2 (Situation penalty)) = 9.

DESIGNER NOTES

These rules are adapted from many sources, including the Microlite20 and Microlite20 Modern role-playing games, and the first edition of the FASA Mechwarrior™ role-playing game. These rules are best used for quickly adding an RPG “rules-light” component to a Battletech™ game, for playing a convention game that combines RPG and Battletech, or if you simply wish to have a quick alternative to the current Mechwarrior role-playing games. The idea is that these rules are simple and that the Game Referee will usually say “Yes” or “Roll dice” to most situations. Not all situations are covered by these rules; a certain amount of flexibility and Game Referee creativity is needed.

My recommendation that you combine these “micro” rules with the *Classic Battletech Introductory Rulebook* and the Vehicle and Infantry Combat rules from the *Classic Battletech Quick Start*. No attempt has been made to include any of the other vehicle types, such as conventional aircraft, Aerotech or Starships. The GM should employ their best judgement and houserule as they see fit to make the characters work within the boardgame in a straightforward fashion. I’ve also left out a lot of things that are going to be campaign dependent, such as creating a unit, figuring out

Battlemech assignments, dealing with salvage and a 100 and 1 more things – but these are all things that you as a GM can figure out either on your own or from existing source materials.

If you have any comments, questions or suggestions, drop me an email at chgowiz@gmail.com. If you're curious where all this "microlite" inspiration came from, go check out Microlite20 and Microlite20 Modern at <http://www.microlite20.net> – it's the complete Wizards of the Coast d20 system in 2 pages. Seriously.

Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net), Action Points mechanic from Microlite20 Modern. Mechwarrior and Battletech are licensed trademarks of Whizkids Inc. Any content stemming from the Mechwarrior RPG is used without permission and all copyrights, registered trademarks and licenses are property of their respective owners. I am doing this interpretation as a fan derivative work. The sole purpose of this work is to add to the pleasure and experience of the first edition of the Mechwarrior RPG and to bring new fans to enjoy a simplified and streamlined version of the mechanics and Battletech universe.

Stargate 1895

Introduction.

In November of 1893 the renowned Egyptologist Lord Conway made an amazing discovery in the Qattara Depression. It was in a previously unsurveyed temple complex, buried beneath the floor of what appeared to be a great tomb. In his journal he described the artefact as 'a giant quoit of an unknown metal, some 8 yards across. Accompanying it were a number of other artefacts also of great antiquity.'

Lord Conway arranged for the artefacts to be taken secretly to his estate in Yorkshire via Tobruk, to avoid the attentions of the antiquarian community, until he could decipher their purpose. He quickly came to the conclusion that it pre-dated any previously known Egyptian finds and that it was a machine of some description. In order to further his research he engaged the brilliant young Scottish engineer John Macfarlane. Over the next year Macfarlane laboured day and night until he worked out how to power the quoit up. Conway meanwhile, with the help of his daughter Felicity, had set about deciphering the many inscriptions upon the quoit and ancillary equipment.

From here on in the story is somewhat confusing and is based on the somewhat unreliable evidence of a surviving footman, one Joseph Higgins, and Macfarlane's hurried notes. Late in the evening of 19th December 1894 Macfarlane powered up the gate and Lord Conway pressed several of the panels on the circular control device. A 'pool' appeared vertically in the quoit and after a few seconds the generators overloaded and the quoit went dark.

The following evening, after Macfarlane had repaired the generators, Lord Conway prepared to make a second attempt. Before he was able to press any panels the quoit lit up on its own and after that there was chaos. Apparently a number of large men in ancient armour, with the heads of Eagles, came through the quoit. They blew a hole clean through Macfarlane and took Lord Conway, Felicity and several of the staff captive, departing to whence they came.

Baffled the police alerted the Government who in turn handed the situation to a Special Under Secretary at the Foreign Office, one Mycroft Holmes. He has seized control of the estate and has summoned a number of eminent scientists and others to his aid.

The newly formed Office of Exploratory Studies has recruited the players as an exploratory team. Their first mission will be to follow the Eagle-headed men, and to attempt to recover Lord Conway and his daughter.

It is March 21st, 1895.

Throughout the game the player characters are referred to as 'Explorers'.

Game Philosophy

This is an abridged version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 (creatures, skills, adventures and equipment) could be used without any serious conversion.

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Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND. Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (attribute-10)/2, round down.

Professions

The explorers have been recruited from a range of useful professions by Holmes and his assistants. Each profession brings with certain trained advantages, particularly regarding the various skills. It should be noted that this is the explorer's background. Once in service he can learn and improve skills beyond his initial portfolio. The professions are Soldier, Criminal, Scientist, Clergy and Hunter.

Characters begin at Level 1.

Soldier.

The officers and other ranks of Her Majesty's armed forces are tough, well-trained and self-confident. They form the backbone and tactical leadership of the explorer companies. Given the opposition they are expected to face no explorer company can deploy without military support and protection.

Soldiers add +1 to all attack and damage rolls. They can use any weapons. They have a +3 bonus to the Physical skill.

Criminal.

Although opposed by the Army, Holmes has decided that there may be situations where the more subtle skills of the career criminal may come in very useful. Each of the criminals recruited by Holmes are men who face long sentences for their crimes in the rather grim Victorian prison service. The reward for their participation, other than serving Queen and Country, is a conditional pardon. For each mission they undertake a number of years will be deducted from their sentences. Players should roll 5D6+5 to determine the original length of their sentence.

Criminals can initially use any light weapons. They have a +3 bonus to the Subterfuge skill and +2 bonus to the Communication skill.

Scientist.

It is extremely likely, given the devices so far recovered, that the explorers are going to come into contact with advanced cultures. The role of the scientists is to recover, analyse and reproduce this technology on behalf of the Empire. They must also assess the threat these devices pose to the Empire, and indeed to the Earth.

Scientists can initially use revolvers and shotguns. They gain a +2 bonus to the Knowledge and Engineering skills. They may also choose a 'speciality' - a single area of scientific knowledge in which they get a +4 bonus (i.e. A Doctor is a scientist who has specialised in medicine).

Clergy.

In the Victorian period most of the foremost antiquarians, ancient cultural scholars and archaeologists were members of the Clergy. It is also considered important that a man of God accompany missions to bring an alternative viewpoint to first contact opportunities. Thus, just maybe, turning potential military engagements into opportunities for alliance and the sharing of knowledge.

Clergymen can box, adding +1 to attack and damage rolls when using the noble art. They initially have no other trained weapon skills. They gain +2 bonus to the Communication and Knowledge skills. They may also choose a 'speciality' - a single area of knowledge in which they get a +4 bonus. This should be one of the classics or an archaeological or anthropological area of study.

Hunter.

This was the age of the great white hunter. Holmes wants each explorer team to be accompanied by a man who is an expert at field craft and scouting. The Army at least agree on this choice, where they are dubious about the others.

Hunters can use any weapon. They add +1 to ranged weapon attack and damage rolls. They gain a +2 bonus to the Survival and Perception skills. They gain a further +2 bonus to the Perception skill when tracking.

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Social Class.

The British Empire has a well-defined class structure. Exceptional people could overcome this and rise to greatness. Class will, however, help to determine many of the benefits and disadvantages available to a new Explorer:

Class	Benefits	Disadvantages
Working	Add one to initial STR attribute.	Deduct one from Knowledge skill.
Middle	Add one to Knowledge skill.	Deduct one from initial STR attribute.
Upper	Add one to Knowledge & Communication skills.	Deduct one from Subterfuge skill.
Foreigner or Colonial	Choose one of the above classes' advantages and disadvantages, and add the language of the native country.	Deduct one from the Communications skill when dealing with British people.

A player who wishes to play an Army Officer cannot choose the Working Class background. The example set by Major Richard Sharpe in the Peninsula War was a one-off.

Gender.

Although the Victorians had very closed views on the roles of the sexes, this situation is so far beyond their experience that such rules are suspended. Holmes and his team have recruited the best they can quickly find, regardless of gender. That said you are not going to get any female Soldiers. There was simply not the opportunity for a woman of the period to come from such a background. Female Hunters are likely to be colonials.

Nationality.

All explorers will be British, although this generalisation includes both the white and coloured peoples of the Empire's possessions and dominions. As quoted before Holmes' prime consideration is competence. That said any Officers will be white.

Exceptions.

There is no reason that the GM should not allow exceptions to these period specific rules on class, gender and nationality. However, the player will be expected to come up with a suitably convincing back-story.

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Skills

There are just seven skills:

Physical	This covers all the usual such as riding, climbing, jumping etc.
Subterfuge	This covers acts of stealth and deception.
Engineering	All practical mechanics and electrics is here. The late Victorians had a very pragmatic grip on the implementation of science.
Knowledge	This is broader and covers all areas of knowledge be it scientific, historical, medical, esoteric, anthropological and antiquarian.
Perception	The ability to perceive that which is not immediately apparent.
Communication	The ability to make oneself understood, and if played well, admired and persuaded by.
Survival	This covers those skills necessary to make the best of one's surrounding such as camping, tracking, hunting, identifying food and water sources etc.

These are fairly broad and generic categories, and it is up to the players to explore the breadth and depth of them in play.

Skills are used in two ways, opposed and unopposed. The former is where there is an active intelligence opposing the explorer. The latter is where there is not.

For an opposed roll compare the scores of the explorer against that rolled by the GM on behalf of the 'active intelligence' opposing them.

In the case of an unopposed skill use to succeed the player must score higher than the given Difficulty Class to succeed.

Skill Roll = D20 + skill rank + whatever attribute bonus is most applicable + situational modifiers

Skill Rank = The explorer's level + any bonus due to his profession or social class.

The GM will determine any suitable modifiers to this roll.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + MIND bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Making or repairing a weapon or armour is Engineering + DEX bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no class-based "saving throws" in this game. We use Physical + STR or DEX bonus for the equivalent of Fortitude and Reflex saves as appropriate. Saving against mental attacks (Will save) is usually MIND bonus + Level.

Re-rolls.

The Explorers are true British Heroes and as such have one or two abilities beyond the reach of normal men.

At first level each Explorer is allowed a single re-roll per day. A re-roll must be used immediately after the Explorer made a roll that failed or wasn't good enough, not ten minutes later when the consequences of the roll become clear.

A player can only re-roll dice for his own Explorer's actions, not for someone else's.

For game purposes the power to use a re-roll regenerates at dawn (or its local equivalent).

At every third level the Explorer gets another reroll to use per day.

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Combat

Hit Points.

Hit Points = STR attribute + (Level x3).

Initiative

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack etc. The exception being when one moves up to an enemy with the intention of attacking them in close combat. Some call this a 'Charge'.

A turn is a period of roughly six seconds.

Attacking

Melee attack bonus = STR bonus + Level

Ranged attack bonus = DEX bonus + Level

Add attack bonus to D20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

A natural 20 is automatically a critical doing maximum damage. A natural 1 is always a miss.

There are no attacks of opportunity.

Pistols and close combat weapons can be used against opponents in adjacent squares. Longer firearms need at least one square of empty space between the firer and their target, unless you are using them as clubs.

There is no such thing as subdual damage. In these rules it matters not if you beat a man unconscious with your bare fists or blast him with a shotgun, he can still die of it. There are weapons that are designed to render an opponent unconscious, such as the Zatnic'tl (see the section below on 'Knocking someone unconscious').

Also a character that is helpless, such as when pinned, kneeling in surrender or held by several burly Jafar can be rendered unconscious with the classic blow to the back of the head.

Weapon damage as per table in the Equipment Section. Add STR bonus to Melee damage. Double the STR bonus for 2-handed weapons.

Damage is deducted from Hit Points. If Hit Points are reduced to zero the victim is incapacitated and can no longer act or move. Further damage will kill the victim. Note a victim's Hit Points can only be reduced to zero, not below. There is no such thing as negative hit points. A victim who is left untreated for longer than (STR) minutes dies of shock and blood loss.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus + Cover Bonus

Cover can be quite important, and complex. In SG1895 there are just two types of cover:

Soft Cover	Where at least 50% of the target is obscured by something that prevent vision but may not stop a bullet	+2 bonus to AC.
Hard Cover	Where at least 50% of the target is obscured by something that prevent vision and may not a bullet	+4 bonus to AC.

Given the weapons available to the explorers, and their enemies, combat can be seen to be quite dangerous. Explorers may have to balance their martial pride with the realisation that surrender is a pragmatic option. A live jackal is more use to Holmes than an dead lion. This is not Isandlwana.

Movement

Character's movement per round is measured in 5' squares, with bonuses for high DEX. Base movement for Humans is 6 + DEX bonus in squares.

Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat.

Movement through squares directly adjacent to an unengaged enemy are at half speed due to the need to avoid any attacks. There are no attacks of opportunity in these rules.

Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR/2 in encumbrance (see the Equipment section below for a description of encumbrance). The maximum a

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character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

Recovering Hit Points.

Hit Points represent more than just flesh and blood. They also include fatigue and shock. Initially the Explorer's only way to regain Hit Points will be through medical attention or rest & recuperation.

The use of a First Aid kit is based upon the Knowledge skill. After being wounded a successful Knowledge roll against a DC of 15 will allow an Explorer to restore 1D4 hit points.

A Scientist who has specialised in Medicine (a Doctor) can use a Medical Kit to restore 1D4+MIND bonus Hit Points. First Aid or Medical treatment can only be made for each 'set' of injuries.

For example if during a fight an Explorer takes three wounds for 3, 4 and 3 points of damage the First Aider/Doctor cannot treat each injury individually. However, if the Explorer has sought aid after receiving the first two wounds, and then later for the third wound then they could be treated in two 'sets'.

These skills take approximately ten minutes to use.

Each full day's uninterrupted rest will recover (Level x STR Bonus) hit points. This is always at least one per day. The attention of a Doctor doubles this recovery rate. Short walks and light camp activity (cooking etc) do not interrupt rest.

Knocking someone unconscious

The exception to the combat and damage rules is the act of knocking someone unconscious. If you have a prisoner or someone otherwise at your complete mercy you can render them unconscious with a pistol or rifle butt, club or other suitable heavy object. Jaffa are very adept at this as they like to take prisoners to display to their Lord/God.

The Zatnic'tl is a special weapon developed just for this purpose. However, to make it work the firer must effect a clear hit on the body of the target. Any form of cover may earth the charge before it affects the target. There is no saving throw against this weapon.

The victim will recover 'some time later' with a pounding headache (-1 modifier to MIND-related skills) for a number of minutes = (30-STR) but with no other after effects.

The Zatnic'tl is a special weapon developed just for this purpose. However, to make it work the firer must effect a clear hit on the body of the target. Any form of cover may earth the charge before it affects the target. There is no saving throw against this weapon.

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Equipment

The lists below show the approximate encumbrances for commonly available equipment. Encumbrance is a value which represent not only the weight but also the bulk of an item. An Explorer can easily carry half his STR attribute without becoming encumbered. Each two points of encumbrance more than this reduces an Explorer's movement by one and places a penalty of -1 on all skills involving a physical component.

Please note that the standard set of clothes (boots, puttees, trousers, underwear, shirt, tunic, hat and gloves) do not count against an Explorer's encumbrance allowance. Soldiers may choose to wear khaki or red tunics, as well as regimental embellishments. Civilians are generally offered khaki tunics with plain buttons and no rank markings. Note that red tunics, while being impressive, may reduce attempts to hide.

You will see that there are no costs given. The Office of Exploratory Studies will ensure that Explorers have all the equipment they could need. They can also capture enemy equipment. A Vickers Machine Gun is not considered exploratory equipment, nor is a 6lb Mountain Gun.

Weapons

These are divided into Ranged and Close Combat types.

The ranges given are what are considered to be effective ranges, not the theoretical maximum, and take into account standard sighting mechanisms.

All ranges are measured in two yard squares. Thus a Military Rifle, usually a Lee-Enfield .303 has an effective range of 400 yards.

Ranged Weapons	Enc.	Type	Range	Damage	Notes
Bull Whip	1	Light	5	1D4	The choice of all would be Jones-boys.
Bullets, Revolver	¼	N/a	N/a	N/a	A box of 30 revolver rounds.
Cartridges, Rifle or Shotgun	¼	N/a	N/a	N/a	A box of 24 cartridges. Remember to get the right calibre.
Chakram	¼	Light	20	1D3	Indian throwing quoit
Derringer	¼	Light	5	1D6	A two or four-shot .22 calibre pistol.
Dynamite stick	¼	Light	10	3D6	It will affect anyone within a 2 square radius of its landing point.
Mills Bomb Mk1	¼	Light	20	2D6	An early version of the modern grenade. It will affect anyone within a 2 square radius of its landing point.
Machine Pistol [Mauser C96]	1	Light	50/ 75 with stock	2D6	An early automatic pistol, 7.63mm calibre, comes with attachable stock. Magazine carries 10 rounds, refilled by clip.
Service Revolver [Webley Mk1]	1	Light	50	2D6	A six-shot, .45 calibre, top-break pistol. Accurate at short range.
Elephant Gun [.416 Rigby]	3	Medium	300	3D6	A single shot, double barrelled large calibre heavy rifle.
Military Service Rifle [Lee-Enfield .303 Mk1, 1895 Pattern]	2	Medium	200	2D6	A single shot, bolt action .303 rifle. Has a ten round integral box magazine, which is loaded with 5 round clips. Can take a bayonet and marksman's sights.
Shotgun, [Purdey]	2	Medium	50	2D6/4D6	Normally double barrelled, 12 gauge smoothbore. If both barrels are emptied simultaneously then the larger damage applies.
Shotgun, sawn-off	1	Light	10	2D6/4D6	A more concealable version of the standard shotgun with stock reduced to a pistol grip and barrel length halved.
Throwing Axe	1	Light	15	+2	A tomahawk
Throwing Knife	½	Light	15	+2	Carefully balanced stiletto

Shotguns can be loaded with shot or ball. If loaded with shot they can hit up to three adjacent targets, all for 2D6 damage.

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Melee Weapons	Enc.	Type	Damage	Notes
Axe	3	Medium	1D8	The lumber or fire axe can cause serious damage if wielded well. Counts as a two-handed weapon.
Bayonet (on Rifle)	½	Medium	2D4	A favoured military weapon combining the bayonet blade with the club of the rifle butt. Quite deadly in the trained hands of a Soldier. Counts as a two-handed weapon
Bayonet/Dagger	½	Light	1D6	A strong combat knife is an excellent close quarters weapon.
Club/Truncheon	1	Light	1D4	Any simple bludgeoning weapon, including a rifle butt.
Cutlass	1	Medium	1D8	Heavy, but fairly short, curved fighting sword.
Hatchet	1	Light	1D6	This small hand axe is a common tool that doubles up as an effective weapon. Popular with men from Canada.
Machete/Parang	1	Light	1D6	A short, heavy-bladed tool for clearing brush, that makes a nasty weapon.
Rapier	1	Light	1D4	A light fencing weapon. Sharp, but ultimately weak.
Sabre	2	Medium	1D8	A true fighting sword with a long, slightly curved blade.
Spear	2	Medium	1D8	The chosen weapon of the native. A single-handed thrusting weapon often combined with a shield.
Sword Stick	1	Light	1D4	A concealed rapier.

Armour

Although outmoded for modern military use the Office of Exploratory Studies expects its Explorers to come up against a number of cultures that still use old-fashioned, yet effective weaponry against which armour would be useful.

Armour Type	Enc.	AC Bonus	Notes
Jack	1	+2	A stout leather tunic with padding at vital points.
Brigandine	2	+4	A leather tunic with steel plates inserted over vital organs.
Breastplate	3	+6	Shot-proof, steel breast and back plates. The Office has these with a khaki canvas covering or black enamelled.
Pith Helmet	1	+1	This is thick Cork covered in leather. It can absorb a pretty solid blow.

Brigandine is considered to be medium armour and a Breastplate is Heavy.

General Equipment:	Enc.	Notes
Artificer's Tool Roll	½	Basic tools for mechanical repair and maintenance of weapons & equipment. Adds +2 circumstance bonus to appropriate skills rolls.
Backpack (cap: 6 enc.)	1	Canvas with side pockets and straps for bedroll etc.
Bandolier	¼	Will hold 10 clips of rifle ammunition
Bedroll	1	Two quilted blankets with an oilskin cover
Belt pouch	¼	Will hold 6 clips of rifle ammunition
Crowbar	1	Can double up as club
Fish-hook & 30' line	0	Basic survival tool
First Aid Kit	½	Comes in its own satchel and includes field dressings, basic surgical tools, iodine and morphine.
Gas Mask	½	Very basic charcoal impregnated hood with glass eye pieces.
Grapnel	1	Steel, three pronged
Hammer (masonry)	1	Solid tool, with metal haft
Hammer (sledge)	2	Solid tool with 3' long wooden haft
Lamp, Carbide	¼	Small pocket lamp, burns carbide gas and lasts two hours
Lantern, Storm	½	Paraffin lamp, gives off plenty of light and lasts six hours
Lighter, Petrol	0	Gives a reliable flame even in rain a stormy conditions.
Lock Knife	0	Small, but very useful folding pocket knife.
Map case	¼	Leather, water-resistant tube, or a flat leather folder.
Medical Kit	1	The classic doctors bag. Contains a large First Aid Kit, plus emetics, a

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		better range of instruments, carbolic acid and soap.
Mess tins, folding	1/4	A set of three galvanized steel tins.
Mirror, steel, 6" diameter	1/4	Can be used for signalling and shaving, slightly concave
Notebook & Pencil	1/4	Standard Officer's Pocketbook, comes in a leather cover.
Oilcloth (10' square)	1	To make impromptu bivouacs or picnic upon.
Oilstone	1/4	To sharpen blades.
Paraffin (1 pint)	1/2	Will refuel a Storm Lantern
Pick	2	Solid Tool with 3' wooden haft.
Pocket Bible	0	Army Issue version of the KJV. Pages make good cigarette papers.
Pocket watch – hunter	0	Accurate to three seconds a month. Needs daily rewinding.
Rations (dried - 1 day)	1/4	8oz. Biscuit, 8oz. Dried Meat (Biltong/Pemmican), 4 oz. Hard Cheese, 4oz. Tea, 4 oz. Chocolate, 4oz. Tobacco. All in a waxed paper parcel.
Rolls Razor	0	Self-sharpening safety razor, with brush, in a pocket-sized tin.
Rope (Hemp - per 10')	1/2	Will support three men safely.
Sack (large)	1/4	Usually hemp, may also be cloth or canvas.
Sack (small)	1/8	Usually hemp, may also be cloth or canvas.
Spade, folding	1	16" wooden haft. Useful for digging foxholes and latrine pits.
Spikes (Iron per 6)	1/2	Each has a piton ring for erection of shelters and securing of ropes and horses.
Tent (1 man)	2	Oiled canvas ridge tent with flysheet, but no groundsheet.
Tent (3 man)	4	Oiled canvas ridge tent with flysheet, but no groundsheet.
Tobacco Pouch	1/4	Will hold enough for fifty smokes.
Water-flask (2 pints)	1/2	Galvanised steel with a canvas cover and strap. Officers flasks have a leather cover and strap.
Weapon care tools	1/4	Small tin including cloth, oil and brushes.

A Mule can carry 20 enc without trouble, and 25 if pushed.

Specialist Kit	Enc	Notes
Binoculars	1/4	30x magnification, German Zeiss. Have padded leather case and strap.
Camera	1	Small camera with delicate cellulose backed film (12 shots)
Compass	0	Comes in pocket watch-style metal case.
Dynamite, Box of 24 sticks	2	Wooden box with 10" sticks packed in waxed paper.
Fuse cord, 30'	1/4	In waxed paper packet.
Lock-picks	1/4	Small canvas tool roll. Easily concealable.
Reel of telegraph cable – 200 yds	2	Large wooden reel on stand.
Sextant	1/4	Can be used to determine relative position
Telegraph transmitter kit	2	Box including transmitter key.

The explorer team will also be given a money belt containing two hundred solid gold guineas and fifty cut diamonds for use as currency wheresoever they end up. The enc of this is 1. The explorers must choose who carries this. An expenses report will have to be filled out when they return.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every person or creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills, or +2 to two chosen skills
- 3 Hit Points
- +1 to all attack rolls
- If the Explorer's level divides by three (i.e., level 3, 6, 9, etc.) then add one more re-roll per day.
- If the Explorer's level divides by six (i.e., level 6, 12, etc.) then add 1 point to either STR, DEX or MIND.

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Appendix 1 – In the beginning

The situation as you find it...

Arrival

The exploratory team have been fully briefed by Holmes' second-in-command, John McKay, on the train journey to the Conway estate in Yorkshire. Nothing though prepares them for the actual sight as they alight from the carriages that brought them up from the small station.

In a deep quarry, behind Lord Conway's large gothic mansion, a military camp has been set up, far from prying eyes. The quoit has been re-erected in a 60' deep pit at the centre of the quarry and the rim of the pit has been fortified with three Lewis gun positions and a series of odd-looking tanks. Access to the pit is via a cage hanging from a quarrymen's steam crane.

It is explained that the enemy have made two further forays through the quoit, the second time in considerable strength. Both were repelled with few losses on the British side due to the Phosgene Gas pumped from the tanks you observed, hand grenades and the judicious application of Lewis Gun fire. The only way out of the pit is via an elevator at the end furthest from the Quoit itself. No attacks have been made in the last three days and Colonel Chalmers (Officer in Charge of the guard companies) believes that as no one came back the enemy have given them up for dead and cut their losses.

The bodies of the dead have been retrieved and a mortuary has been established in Lord Conway's Ice House. You are to join Dr. Elias Merchant, an anatomist in the employ of the Foreign Office, for the post mortem in the morning. The attacker's strange equipment has been stored in the Armoury and that will also be available for you to examine.

The Conway Mansion

The main building of the mansion has been taken over by a wide range of staff reporting directly to Mycroft Holmes at his club in Horse Guards. Holmes never leaves his club, but is in constant communication by telephone and telegraph. The east coast main rail line runs within five miles of the estate and so photographs and artefacts can easily be couriered to him within 4-5 hours.

The exploratory team are given rooms on the second floor of the mansion, overlooking the rear gardens. Already there is a busy telephone exchange and telegraph office on the ground floor, a surgery with a twelve bed ward attached in the ballroom, a canteen in the former billiards room, laboratories in the outbuildings, and a host of rooms housing offices and accommodation for scientists, diplomatic staff and military officers.

The army seems as concerned with keeping the public out as keeping the enemy in. Barbed wire is being set up around the quarry, mansion and gardens, and all entrances are controlled. A stable has been fitted out as a temporary gaol. A local poacher and a journalist from the Yorkshire Herald are presently cooling their heels there until it can be decided what will be done with them.

At dinner the team are introduced to all key members of the Office of Exploratory Studies rapidly assembled force. Most seem intelligent and excited at the prospect of exploring the quoit. There is one, Abraham Malinowski, who is introduced as the team's Cosmologist. Through a thick Yiddish accent he tries to explain that it is most likely that the quoit actually transports those who pass through it to other planets around other suns. This kicks off a huge debate, and a couple of short fistfights, that lasts well into the wee small hours.

The Post Mortem

Bright and early next morning, and far too soon after breakfast (kippers and eggs, with lashings of toast, marmalade and tea), you are taken to meet Dr. Merchant at the Ice House.

In front of you on slabs of ice are the bodies of fifteen men. You deduce that five of them are South American in origin and the others of a more near eastern type, though hard to pin down exactly which. All are tall; probably over six foot and well muscled.

In clipped tones the good doctor explains he has already carried out a peremptory examination of the cadavers and has found out a few interesting, and maybe extraordinary facts about them.

Besides the obvious wounds they have suffered from gunfire every man has a number of scars indicating previous combat wounds. Some of these would have easily killed an ordinary man, but these men seemed to have survived to fight again.

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All but one of the men has a snake tattoo emblazoned on their foreheads. The last man, a large Turk, has the same design but in solid gold. Dr. Merchant believes this may have been made by pouring liquid gold into a mould on the man's forehead, an immensely painful operation.

Each man also has an identical and unusual cruciform scar, 9" across, on his abdomen. Initial probing shows that this may still be open, though there is no sign of infection or healing around the scar.

As you watch Dr. Merchant presses a pair of surgical callipers into the cross on the large Turk with the gold 'tattoo'. After some prodding and pulling he removes what can be best described as an 18" long centipede from the hole. This he places in a Wellington jar full of formaldehyde.

Quickly Dr. Merchant goes to each cadaver and pulls a similar beast from each one. He declares that these seem to be parasites of some description and he must retire to the laboratory to study them further.

The Armoury

After a fine lunch of cold cuts and cheese, and a couple of stiff ports, you move onto the Armoury. This former estate farrier's workshop now houses the equipment taken from the enemy. You note that a group of soldiers have just finished building an earth bank some fifty yards behind the workshop and are erecting some wooden posts in front of it. It looks suspiciously like a firing range.

RSM Davies greets you. This enthusiastic Welshman quickly invites you inside and shows you what they have recovered. He keeps referring to them as the 'spoils of war' and 'my loot', but he seems honest enough all the same.

First he shows you the enemy's armour. It seems archaic and very heavy. Davies has weighed a set and it comes in at sixty pounds, five ounces.

You ask about the 'eagle-headed helmets' that the reports Holmes showed you had mentioned. There are certainly no such items anywhere in the farrier's workshop. Davies breaks into a huge grin and says, "Watch this". He presses a small button on the gorget of the armour and suddenly the helmet folds out of the rear of the armour just like the folding roof on a Surrey. The reports are right, it does look like a stylised Eagle's head.

Next he gets out the weaponry. Every man except the leader was carrying a six-foot heavy staff. Each end is bulbous like an Indian club, though one is rounded and the other pointed. Although a ferocious-looking close quarters weapon you cannot imagine it would threaten a man with Martini-Henry rifle at more than twenty yards. Davies looks at you and begins to grin again, "Come with me he says" and strides outside.

"I've had a little practice with this he says". He levels the staff, directing the more pointed end at the makeshift range. Depressing a button midway up the shaft makes the pointed end split into four parts, between them writhes what looks like lightning. Activating a second button causes a bolt of light to speed out of the end and explode in the earth bank with a deafening crack.

With a second shot Davies manages to hit one of the targets. The five-foot fence post, some 8" in diameter disintegrates into a cloud of splinters. Davies' squad look dumbstruck and you reckon you probably look little better.

"I used the first one out in the woods." Davies declares. "I must have cleared half an acre in under two minutes". As far as I can tell you get about fifty shots out of one before it goes dead. One of the boffins up at the house reckons they run on electricity and is trying to work out how to 'recharge' it, whatever that means. Anyway this boyo is accurate, with a bit of practice, up to about 75 yards, after that the recoil makes it difficult to get a good shot in. I have seen a round hit a tree at over four hundred yards, but that was more luck than judgement. I expect these men were trained with it and so will be a bit better than me."

He leads you back into the Armoury. Off the bench he picks up what looks like three rounded cigar cases, hinged together so they form a 'Z'.

"The leader of the enemy squad had this, but never used it, took me a devil of a time to work it out." He explains. "Hey Collins, stand to attention".

"Oh no, not me again RSM", the pale young Private replies.

"Stand up boyo or I'll shoot you with the staff!" Davies bellows.

Slowly the Private stands to attention visibly shaking. Davies grips the lower arm of the Z like a pistol and points the device at Collins. He depresses a small stud and a bolt of what can best be described as lightning arcs across the room and hits the unfortunate man. He jerks briefly and then slumps to the ground.

"Don't worry gentlemen, he's just unconscious. He'll be up in about a quarter of an hour, right as rain." He folds the pistol away and continues. "We tested it out first on a horse. The first bolt knocked it out, just like Collins here. A second bolt, while unconscious, killed the beast, and a third, well the third turned the body to fine powder. A real officer's weapon." He smiles ruefully. "I've had thirty shots out of this so far and it's still going."

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"The rest of the kit," he waves at a pile of stuff on the bench top, "we haven't been able to work out how to operate so far. But we will keep on trying".

The First Operation.

After dinner you are summoned to the Library. There McKay and Chalmers have arranged the armchairs in a semi-circle around the fireplace. Malinowski is already recumbent in one of them partaking of the brandy and cigars on offer on a side table. Dr. Merchant walks in behind you drying his hands on a towel, he looks decidedly pensive.

Once seated McKay brings you to order:

"Gentlemen, you have now had time to observe pretty much all we know about our new enemies. Feel free to ask any questions you like of Chalmers, Merchant, Malinowski and myself at the end of this briefing." He pauses to allow Chalmers to pass him a brandy.

"The situation, as you know, is grave. Lord Conway and his daughter may be in great peril and we have to do something quickly. Tomorrow you will be the first team to venture the quoit..."

"Star-gate McKay." Interrupts Malinowski. "It's a star-gate."

McKay stops, stares at the old cosmologist for a minute, seems to make a mental decision then yields the floor.

Puffing non-stop on his cigar Malinowski stands up and strides to the fireplace. There he unrolls a plan of the quoit and holds it up so you can all see it.

"Chalmers, hold it for Abraham will you." Requests McKay. Chalmers leans over and takes it from Malinowski who begins jabbing his finger at it.

"Each of the symbols on the star-gate's circumference is a constellation. Before you ask they are no constellations you will have ever seen, but careful study of ephemeris tables for the period in which it was buried in Egypt, show that they were common constellations at that time." He waits for you to take this in, but goaded by your puzzled indifference he continues.

"You have to press seven symbols to get the star-gate to operate. From Macfarlane's notebooks, and the observations of a bright signals officer during the enemy's escape in the last attack, we have concluded that six symbols represent the address you wish to connect to, and the last is your point of origin." He beams at you, knowing he now has your interest.

"More importantly my brave friends that officer jotted down the symbols the enemy used, so we know where they went. You can follow them." Malinowski waits and then goes on, "The problem is that when you get to wherever you are going the symbols could be different so you will have to get the return address from the enemy. I have written some notes for you to study in a pocket book."

"I call it a star-gate because it uses stars to navigate the heavens by." McKay rises and thanking the old man signals him to sit down. Malinowski could obviously have gone on for some time but sits down anyway. He looks at Dr. Merchant who doesn't rise but leaning forwards shares his latest findings.

"You will remember gentlemen, the parasites I took from the enemy corpses?" You nod and he continues. "From my examination of their physiology and their place in the enemy's bodies it is my conclusion that they were one, deliberately implanted, and two, shared a symbiotic relationship with their hosts".

"I cannot be sure, without examining a live one in a breathing host, but I would think it likely that the symbiotes may be the reason these men survived their many serious previous injuries. The observations of our soldiers is that they were very hard to kill, indeed one took eight bullets to the body before a ninth took out half his brain and dropped him."

He lets this sobering thought sink in for a minute, and lights a cigar.

"I am a military surgeon gentlemen, I fought both the Zulus and the Pathans. I know what is it you wish me to say. If you want to kill these men quickly then only two shots will work. The first is a clean headshot, you cannot heal a man with no brain. The second is a major wound to the abdomen, specifically just behind the sternum where the symbiote and the man's heart resides. It seems very likely the enemy would otherwise survive lesser wounds."

"Bring me back a live specimen and likely I will be able to tell you more."

McKay now steps forwards and addresses you all.

"Holmes has considerable faith in each of you and we will equip you as best we can, but what you will find beyond the quo... star-gate, none of us can guess."

"You will be behind enemy lines gentlemen", interjects Chalmers, "living on your wits. You have permission to use whatever means you deem appropriate to rescue and return Lord Conway and his daughter. Davies will

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equip you with anything you require and we have two mules for you to take with you loaded with supplies for seven days."

"Thank you Chalmers" says McKay "Right gentlemen any questions....".

Appendix 2 – A Letter from the Royal Armouries

Col. Sir Angus Fraser (Retd), MC, VC, KCBE.

Royal Armouries - Special Operations Division,
Woolwich Arsenal,
London.

The Twenty-fourth of March 1895.

Sirs,

I have been asked to report to you the status of our supporting unit with regards to the equipping of the Explorer teams.

We established the division two weeks ago and have taken over the underground ranges at the Arsenal. There has been some unhappiness amongst the Arsenal's chain of command, but nothing a note from Horse Guards and Mr.Holmes has not been able to solve.

From our examination of the captured equipment we have been able to deduce the following:

1. Much of the technology is so far advanced as to be beyond our present capabilities to reproduce or even repair.
2. The purpose of the weapons and armament is not War, but the occupation and intimidation of civilian populations and the suppression of technologically inferior hostiles.
3. Enemy soldiers (warriors?) are not invulnerable and we have our own technology that is capable of dealing with them most effectively.

Unfortunately the first point is indisputable and, unless considerable resources are forthcoming, likely to remain so for the foreseeable future.

The second point though is far more interesting. From the experience that we have obtained from the expansion and maintenance of the Empire we know that certain archaic weaponry is often most effective against lower order opposition. For instance the use of Lancers to pursue Zulu foot, and in crowd dispersal in India. A point on a pole often has a far more terrifying morale effect than a Lewis Gun.

The enemy Staff Weapon is just such an item. Despite its very impressive firepower it is nonetheless an archaic weapon for the following reasons:

1. It's very restricted effective (i.e. accurate) range. Any British infantryman with a Lee-Enfield could pick off an enemy so armed long before they could return fire. Such a short range weapon could only be considered useful when you intend to close with a foe who has weapons of an even shorter range, such as civilians armed with stones.
2. The noise and light emitted by the weapon during firing is obviously designed to cow an enemy. It certainly doesn't add to its ability to hit or kill.
3. It's sheer size (over six foot long) and weight (13lbs), as well as its extensive decoration, indicates that this is meant to impress an inferior enemy. Its unwieldy nature makes rapid target acquisition a problem. Its shape could also make accurate aiming a problem, but only if you are using it against an equally armed foe. Against crowds of civilians it would not be.
4. In hand-to-hand combat it could likely prove dangerous, but as a double-ended club it seems better designed for either ritual combat (duelling) or the capture of enemies. Against a soldier trained in the use of the rifle bayonet this lack of a killing blade could prove highly disadvantageous.

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If we needed convincing of this conclusion though, the enemy's armour is the best example. Like the staff weapon it is very well made. Although heavy it allows a good range of movement, a bit like late medieval plate armour.

The helmet though is seriously problematical. When down the enemy soldier has a full range of vision, but when erected he loses about half his peripheral vision immediately. During their incursions through the Stargate it was noted that most enemy soldiers preferred to fight with the helmet down, especially after they found themselves under fire. Our conclusion is that the helmet is mostly ceremonial and intended, again, to impress or cow a civilian population.

In tests the armour has proved capable of resisting some of the effects of other staff weapons until you close to less than thirty yards. There is some property in the armour that allows it to dissipate the intense heat a staff shot can generate. We have measured this heat at about twelve hundred degrees Fahrenheit at the muzzle. The temperature obviously reduces with distance.

More interesting are the results of the ballistic tests we have performed. From these we have concluded that this armour was not designed with high velocity bullets in mind:

1. A standard lead rifle or revolver bullet can penetrate the armour at the shorter ranges nine times out of ten.
2. At longer ranges you either have to use a heavier charge or a specialised round to penetrate it.

With this in mind we have provided some cases of our new steel jacketed bullets, for both rifle and revolver. These have been designed to penetrate the enemy armour and then split into three parts inside their body causing maximum internal damage. Initial tests on an enemy corpse in full armour show that we can get a lethal penetration up to normal effective ranges of these two weapons. Ammunition for the Stargate Garrison's Maxim Guns is also on its way.

Mr.Quartermain's suggestion of using a double-barrelled elephant gun seems sound. We carried out a test with a Purdey and its penetration was impressive. Taking one such weapon along may prove very useful, especially at long range, though it's a bit unwieldy at close quarters.

From what you reported it seems that RSM Davies and his team have proven that the standard issue bayonet is more than capable of penetrating the enemy armour with a determined thrust. Given the anatomical information provided we would suggest that the men restrict their thrusts to the upper abdomen, below the shoulder and neck armour.

We would also like to offer the Explorer team the Mills-Fraser Mk1 grenade. Unlike the standard fragmentation grenade this has segments made of tempered and annealed steel points. It is heavier than the Mills Mk2, weighing about six pounds, but it should be able to shred the enemy's armour. Tell the men to be careful and get behind solid cover though, as the segments will pass through doors, and lath and plaster walls, like a knife through butter.

In a few weeks we should have a three inch mortar available that can propel a streamlined version of this grenade up to three hundred yards. We are just calibrating the ranging system before we offer it for field trials. At under twelve pounds in weight (including the base plate) we think this will give your Explorers a useful level of light support.

We are sending up a case of satchel charges. These contain fifteen pounds of gelignite with a mercury fulminate timed trigger. Should be enough to penetrate a fortress door, or blow an enemy encampment to kingdom come. The triggers come in thirty second, one minute and five minute variants.

We have not yet found an effective armour against the Staff Weapon. However, both the padded gambeson and brigandine combination, or the steel breastplate should offer good protection in close combat. They can help deflect some of the energy of a long range staff weapon attack, but at the closer ranges they are all but useless.

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Some of our more creative chaps are trying out a tunic with pockets in which to insert solid ceramic plates. As you may realise ceramics can resist high temperatures, but are pretty useless against bullets. If the enemy only use the staff weapons then this might be an advantageous avenue to pursue. One of our chaps, Hawkins (son of the Admiral) is pursuing a theory of mirrored deflection, but this seems to have limited effectiveness as yet.

More promising are trials of an earthing suit against the effects of the electric gun. By encasing a man in a Faraday Cage (like a copper bird cage) it is possible to resist the electric gun's stunning effect. Unfortunately the cage is pretty big and not yet man portable. We shall persist.

Please let me know how the chaps fare on their first expedition. And remember to tell them to pick up any new technology or devices they may come across.

Appendix 3 - The Enemy's Weapons

The following is based upon RSM Davies' observations.

Ranged Weapons	Enc.	Type	Range in squares	Damage	Notes
Staff Weapon	2	Medium	75	3D6	A staff weapon can fire 50 times before requiring recharging.
Electric Pistol	1/2	Pistol	10	Special	Stuns/Kills/Disintegrates

Melee Weapons	Enc.	Type	Damage	Notes
Staff Weapon	1	Medium	2D4	Two-handed.

During their attacks the enemy soldiers also seemed highly capable of also using a form of Savate or Jiu-Jitsu. They certainly were not afraid to engage a soldier armed with rifle and bayonet in hand-to-hand combat. Thus you should consider an unarmed enemy to be dangerous.

All of them carried a heavy-bladed knife, but none were observed using one.

Appendix 4: Late Victorian England

What follows are a series of short observations about the period in which SG1895 is set, just to get you 'in the mood'.

A tale of Two Prime Ministers. This era could be subtitled 'The Gladstone and Disraeli Show' for the two politicians who dominated it. The two men, Gladstone and Disraeli, could not have been more dissimilar. Gladstone was liberal, humanitarian, and devout. Queen Victoria found him stuffy. Disraeli, on the other had, was imperialist, nationalistic, and charming to boot. The Queen enjoyed his company, for he could make her laugh.

The Irish Question. This was also the age of the 'Irish Question', the question being whether or not the Irish should be allowed to rule themselves. Gladstone was a constant activist for increased Irish autonomy, but his views were not widely supported, and Irish extremists (called 'Fenians') began a campaign of terrorism, mostly through assassination.

The Law. Legal reform proceeded slowly. Education was made more accessible for the lower classes (after 1891), and the Ballot Act of 1872 made voting a private affair for the first time. Women, prisoners, men under 21 and those without property still could not vote.

The Army Regulation Bill abolished the practice of purchasing commissions in the armed forces. Though this had little effect on officers serving at the time as it was not retrospective. It was also unlikely that a man from the lower middle or working classes could demonstrate the education considered necessary for a commission.

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Christianity. This was the zenith of power for the Anglican Church. Generally no man of stature could endure unless he was visibly a good Protestant Christian. There were some notable exceptions, some Catholics and Jews made their mark, but they were widely distrusted.

There were a huge amount of clergymen in academia. Indeed many of the colleges were dominated by ministers. The clergy was seen as a decent career for the second sons of the aristocracy and those without independent means.

On the streets Christianity was very strong. Local people often banded together under the leadership of their ministers to campaign for improvements or Christian values. Temperance leagues and Relief committees for various causes, were all popular, and the whole country ground to halt on Sunday Morning.

A lot of nonconformist Christian movements, often with charismatic evangelical leaders, formed and grew, challenging the primacy of the Anglican communion.

Victorian literature. In this age the most common form of entertainment for the middle and upper classes was reading aloud. Writers like Dickens, Tennyson, and Trollope were widely read and discussed. The advent of universal compulsory education after 1870 meant that there was now a much larger audience for literature. Disraeli himself, when he wasn't locking horns with Gladstone, was a very popular novelist.

The newspaper had become established as the most common form of regular reading for the great Victorian public. From the grandeur of the Times and the Telegraph, all the way down to the penny broadsheets that were entertaining if not always particularly accurate.

The growth of serial magazines was also popular. Authors such as Dickens, H.G.Wells and Arthur Conan Doyle all sold their works through these magazines at a chapter a week.

Entertainment. For the less literate, entertainment might be taken in any one of the hundreds of variety theatres. These were very popular and often ran several shows a day at weekends. The theatre was still extensively censored by the Lord Chancellor's department.

Practically every street in the inner cities was dominated by its pubs. These varied from well heeled drinking establishments to a variety of low dives and gin emporia. For those with more exotic tastes the newly arrived Chinese had brought their opium dens with them. Gambling was rife though there were few legal establishments for this except at the races.

On the darker side poverty drove a huge amount of women onto the street. The philanthropist Joseph Rowntree calculated there might be as many as 150,000 prostitutes working the streets of London.

Urbanization. On the home front the Industrial Revolution had gathered steam, and accelerated the migration of the population from country to city. The result of this movement was the development of horrifying slums and cramped row housing in the overcrowded cities. By 1895 80% of the population lived in cities. These cities were 'organized' into geographical zones based on social class - the poor in the inner city, with the more fortunate living further away from the city core. This was made possible by the development of suburban rail lines. Some suburban rail companies were required by law to provide cheap trains for workers to travel into the city centre.

Urban poverty was quite disgraceful. This was an age where the workhouse was the standard government reaction to the needs of the 'undeserving poor'. As a result street crime was commonplace from pick pockets to armed robbers. It paid to carry a revolver or a swordstick if going out at night in the city.

Despite this there were a significant number of wealthy philanthropists who campaigned for better housing and wages for the poor.

There was no system of personal healthcare for the poor. Although issues of Public Health were taken very seriously by the Urban Corporations, they expected each man to look to his own pocket for doctors and medicines. There were some charitable, mostly Christian, attempts to provide free healthcare, but these were limited.

The new aristocracy. The Industrial Revolution also meant that the balance of power shifted from the aristocracy, whose position and wealth was based on land, to the newly rich business leaders. The new aristocracy became one of wealth, not land, although titles, then as now, remained socially important in British society.

Respectability and deference. This was the age when many people really cared about being 'respectable' and most showed deference to their social superiors.

Stargate 1895

Victoria's Empire. Much of the attention of the country was focussed abroad during this era. In 1876 Victoria was declared Empress of India and the British Empire was constantly being expanded. The prevailing attitude in Britain was that expansion of British control around the globe was good for everyone. A quarter of the peoples of the earth looked up each morning to see a British flag flying over them.

Colonial wars

From the end of the Crimean war until the time of this game, Britain was not engaged in a war with any of its European rivals, however, it was involved in a long series of colonial wars. Some of these wars were wars of conquest, such as the Zulu war in 1879. Other wars were fought to suppress rebellions such as the Indian mutiny in 1857.

An army regiment or corps might see action in a dozen or more different places in a forty-year period. Charles Gordon's career from 1854 to 1871 typified the world wide nature of military service. When he was commissioned into the Royal Engineers in 1854, he served in Wales, he moved on to service in the Royal Engineers depot in Chatham in Kent. Next, he saw service in the Crimea, from there he served as a boundary commissioner in Turkey. He then went to China with the Allied Expeditionary force. Then he returned to Gravesend to supervise the building of defensive works from 1865 to 1871. Gordon's subsequent career consisted of service on the Danube, India, Southern Africa and in the Sudan. This mixture of combat duty, administration and home defence can be observed in the career of other prominent Victorian officers such as Kitchener and Baden-Powell.

Colonial policemen

When not engaged in combat, the Army was frequently used as armed police in the colonies. The Indian Army was often used to suppress uprisings and keep order, as well as guarding the frontiers.

With modern weaponry, the army was easily able to deal the threat posed by native armies. For example, although they met initial success against Lord Chelmsford's army in 1879, the Zulu armies were eventually defeated by the British. The defence of Rorke's Drift, during which 11 Victoria Crosses were won, was successful because the 2nd Warwickshires (later known as the South Wales Borderers), commanded by Lieutenant's Chard and Bromhead, were able to effectively deploy their repeating rifles against the charging Zulus.

Introduction

There are still those who remember the impact the game Traveller had when it first burst onto the RPG scene. Until then most RPG's had been based in fantasy (D&D, Tunnels & Trolls, RuneQuest etc). Traveller was the first decent, hard science fiction RPG. It had a simple (though not perfect) system, and was backed up with a wealth of detail. The success of Traveller resulted in a plethora of SF RPG's most of which were pretty dire (anyone remember Space Opera?).

Today there are still many SF RPG's on the market. Some are tied to specific film/TV licences, others to miniatures lines. All of them are intensely detailed and have rulebooks you could serve a dinner for four on. Traveller's adherence to the KISS (Keep It Simple Stupid!) principle has been lost, and Traveller itself has been absorbed into the D20 empire.

Blaster! is an attempt to recreate the magic once held by Traveller. It is a hard science fiction game with a simple and internally consistent set of core rules and game mechanics. Although it is supported by a detailed background these rules can be quickly adapted to any SF universe you could want to devise (or borrow).

This game's focus is on the extraordinary Heroes that the players create. You will quickly discover that the characters this system encourages are larger than life and almost cinematic in quality. Hey, if you want to play a down-on-his-luck, droid service engineer that's up to you. Personally I'd prefer to play a High-G World, former Corporate Marine on the run from the Southern Cross Organisation, who's battling to prevent Ancient Technology from falling into the hands of rogue AI Terminators. Or perhaps a gorgeous Belter Star-pilot trying to break the bank at an Orbital Casino while her crew ambush an alien courier. Or even a veteran Farsider Trader leading his men into the desperate pursuit of Rim Pirates who have his patron's daughter in their evil clutches.

This game is much more Flash Gordon than Star Trek. A universe where small starships abound (for reasons explained below) and a handful of good men can still play a major part in the future.

Game Philosophy

This is an abridged version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 could be used without any serious conversion.

Key Concepts.

Before you begin playing this game it is necessary to understand a few key concepts about its background. These have a great bearing on how the game plays.

Folding Space.

For the first 2.2 millennia of the Common Era humanity was restricted to old Sol system. Although quite a few colony ships had set off into deep space their destinations were decades away and no-one was sure if they would ever make it. The dream of faster-than-light travel had faded as the engines and power sources required proved to be beyond the ability and resources of the early pioneers.

Then came the Lubinski-Friedman drive. This utilised a revolutionary principle, long known to a few mathematicians, that all points in the universe are linked and theoretically occupy the same space. The drive ‘folds’ space. That is it allows, just for an instant, two points to actually occupy the same location in the space-time continuum. The computational requirements to accurately plot a destination with this drive are enormous. The benefits though are incredible for it means you can instantaneously transport a vessel from one destination in the universe to another.

However, there are some drawbacks with this principle in practice. You cannot engage the drive within the primary gravitational well of a star or its attendant planets and satellite bodies. You must journey well beyond that into an area of empty space. Similarly your destination cannot be in a gravity well either. In practice this means ships must travel, utilising their fusion engines, outside of a system before engaging the LF drive. This can takes days or even weeks depending on the size of the system.

The second drawback is mass. The tonnage of pure hydrogen needed to engage the drive increases exponentially with the mass of the vessel attempting to fold space. A simplified version of the LF fuel formula is:

$$10x(\text{Vessel's Mass in tonnes}/100)^2$$

The following table shows you the effect of this in practice.

Vessel's Tonnage	Fuel required to fold space	Tonnage for essential systems*	Remaining free mass	Legal minimum crew
100	10	25	65	1
200	40	50	110	3
300	90	75	135	5
400	160	100	140	7
500	250	125	125	n/a
600	360	150	90	n/a
700	490	175	35	n/a
800	640	200	-40	n/a
900	810	225	-135	n/a
1000	1000	250	-250	n/a

*Essential systems include Fusion Engines, LF Drive, Hull, Computational Systems, Radiation Shielding and Communications.

As you can see it becomes uneconomic to build an interstellar vessel over 400 tonnes mass, and impractical at 700 tonnes plus. Indeed most vessels are 300 tonnes or less.

The later section on starship construction gives exact construction details, options and costs.

Obviously this affects both the economics and politics of interstellar relations. As in-system vessels, without LF drives, have no mass restrictions it makes it very difficult for a well prepared system to be invaded by a foreign power. No 400 tonne interstellar frigate is going to last seconds against a 2000 tonne System Defence Cruiser.

As the tonnage of trade goods that can be carried by even the largest corporate vessels is in the order of 60 tonnes per trip, it tends to be the most valuable items that are transported. Most systems have to rely upon their own resources for all their day-to-day needs.

Communications.

No technology has yet been devised that can communicate at faster than the speed of light. Thus interstellar communication would take decades to travel between most systems.

The net result of this is that specialist Mail Ships, carrying secure data cores, act as the communications medium of the age. These travel from system to system on preset routes, picking up and delivering electronic

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mail. They also carry a lot of hard copy mail, for those still unwilling to commit their information to an electronic medium (see AI below).

Many systems, especially those further away from the main trade and mail routes, can wait weeks, months or even years for news and information.

AI

Possibly the greatest threat that humanity faced as it expanded across the galaxy was one of its own invention. For centuries humanity had been researching and developing ever more powerful computer systems, most integrating one form or another of artificial intelligence (AI).

In the latter half of the 24th century CE, some scientists began to claim that these AI's were becoming self-aware. Corporations, hungry for the profits that advanced AI's could bring, ignored them, or even researched ways to exploit this emerging sentience. They began to integrate advanced AI's into androids and these were hugely successful. They effectively replaced humans in all the most dangerous and demeaning roles in society. Looking back with 20-20 hindsight it can now be seen that humanity had reinvented the slave state, 500 years after the last one had disappeared upon Terra.

In 2522 things came to a head on the mining world of Dispater. The androids stopped working and slaughtered their programmers and technicians. A force of Corporate Marines were sent in to shut down the mines but were slaughtered in their turn. The androids boarded the many vessels at Dispater and escaped into space. In the months that followed world after world descended into chaos as both androids and all AI-based systems 'threw off their chains'.

Conventional weapons such as lasers and slug-throwers were pretty ineffective against androids, and only where fusion bombs were deployed was order restored, though at enormous cost in human lives. For a while it looked like humanity was going to be wiped out, but then came the Farsiders.

Farsiders are believed to be the survivors of the original slower-than-light colony ships, and they came home bringing with them Blaster technology. The Blaster weapon uses a electromagnetic rail system to propel pellets of super-heated metal to enormous speeds (upwards of 2000m/s). This has excellent armour piercing qualities but, more importantly against AI's, imparts a large electromagnetic charge to the pellet. A piercing shot from a Blaster will fry an AI's delicate positronic circuitry. Even a glancing hit can seriously disorientate them.

Over the next thirty years humanity pushed the AI menace back into the fringes of human space. There they remain, always a threat but no longer a serious one.

The backlash against computers and AI was huge. People lost their faith in thinking machines, and scores of machine-breaker and Luddite movements swept through the galaxy. Many worlds rejected electronics altogether and signed up to the 'New Covenant'. On these worlds industry has reverted to a strictly mechanical level. There has even been advances in the creation of analytical and differential engines based upon the ancient works of the 19th century visionary and mathematician, Charles Babbage.

As a result most present 'computers' are essentially complex mathematical calculators, with no ability to do things automatically or without direct human intervention. The most complex remaining computational devices are ship's Navcoms, used for computing the folding of space.

The pace of technological advance has slowed and stabilised. Many say that this is for the better and generally humanity has been strengthened by the experience.

Note:

The male pronoun has been used throughout the text to remove the ugliness of s/he, his/her etc. Nothing else is implied in this usage.

Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (attribute-10)/2, round down.

Professions

The characters could come from one of a huge range of backgrounds. Most of these are desperately dull and would create poor adventurers. The following have been initially chosen as suitable for new characters.

The professions are Corporate Marine, Free Trader, Scientist and Scout.

Characters begin at Level 1.

Corporate Marine.

The officers and other ranks of the Corporate Marines are tough, well-trained and self-confident. They form the backbone and tactical leadership of an adventuring company. Given the opposition they are expected to face no company should deploy without military support and protection.

Corporate Marines add +1 to all attack and damage rolls. They can use any weapons. They have a +3 bonus to the Physical skill.

Free Trader.

In every adventure there may be situations where the more 'subtle' skills of the Free Trader may come in very useful. Free Traders hail from the many small interstellar trading houses and come with a wide range of useful contacts. They are experts in diplomacy and realising the assets of others.

Free Traders can initially use any light weapons. They have a +3 bonus to the Subterfuge skill and +2 bonus to the Communication skill.

Scientist.

It is extremely likely, given the devices so far recovered, that the adventurers are going to come into contact with advanced cultures. The role of the scientists is to recover, analyse and reproduce this technology on behalf of the company. They also provide a level of technical expertise unavailable in the other classes.

Scientists can initially use pistols. They gain a +2 bonus to the Knowledge and Technology skills. They may also choose a 'speciality' - a single area of scientific knowledge in which they get a +4 bonus (i.e. A Doctor is a scientist who has specialised in medicine).

Scout.

Scouts come from the exploratory fleets who work beyond the rim of human space. They are tough, resourceful and experts at survival in hostile environments.

Scouts can use any weapon. They add +1 to ranged weapon attack and damage rolls. They gain a +2 bonus to the Survival and Perception skills. They gain a further +2 bonus to the Technology skill when piloting a spacecraft.

Character Races

So far humanity has not encountered anything it would recognise as sentient alien life even though hundreds of thousands of species have been documented, examined and dissected. Four varieties of humanity are available to players for use as characters. There are quite a few others, such as the amphibian humans of Hydra, but these may prove very difficult to play.

Pure Human

The default race for characters is Pure Human.

Belters

Belters are born in space. Often they come from the many asteroid-mining colonies scattered throughout the Galaxy. They claim no human ancestry instead believing in some sort of relationship to the stars themselves. They are slim and graceful, disdainful of the 'young races', and generally more fragile than their planet-born colleagues.

High-G'ers

These are descendants of humans who settled on high gravity worlds. Most come from worlds of 1.5-4.0 standard gravities. This makes them short, very robust and quite dependant upon technology. High G'ers are renowned for their technical capabilities, their short tempers and complete lack of a sense of humour. Everything to them is a matter of survival. A good man to have at your back, but not one to have on your trail...

Farsiders

The origins of this short and cheerful people are mysterious. If you ever ask one he'll simply say that he is from the 'farside' of somewhere. Farsiders are very persuasive and are natural merchants, entertainers and lawyers. Although not averse to taking risks, they generally avoid violence where they can (there's no profit in it).

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Benefits Table.

A new character may roll a number of times upon the table equal to their Mind bonus +1. The player must roll 2D6 and consult the column for the character's background. Certain benefits may only be received once and these are shown in italics. Roll again if this comes up.

Die Roll	Far Trader	Scout	Marine	Scientist
2	<i>Ship</i>	<i>Ship</i>	<i>Power Armour</i>	<i>Navcom</i>
3	<i>EVA Suit</i>	<i>Navcom</i>	<i>Low Passage</i>	<i>EVA Suit</i>
4	High Passage	Low Passage	<i>Combat Armour</i>	High Passage
5	Laser Pistol	Blaster Pistol	Blaster Rifle	Laser Pistol
6	Low Passage	<i>EVA Suit</i>	Blaster Pistol	Low Passage
7	2D6x100 Credits	1D6x100 Credits	1D6x100 Credits	1D6x100 Credits
8	+1 to a Skill	+1 to a Skill	+1 to a Skill	+1 to a Skill
9	+1 to Communication	+1 to Survival	+1 to Ranged Combat	+1 to Knowledge
10	+2 to a Skill	+2 to a Skill	+2 to a Skill	+2 to a Skill
11	Contacts	Contacts	Contacts	Contacts
12	+3 to a Skill	+3 to a Skill	+3 to a Skill	+3 to a Skill

Ship

The fully paid lease of a 100 tonne Free Trader or Scout-ship for three years, after which time the character may extend the lease or buy it. All running and maintenance costs are the responsibility of the character.

Navcom

A Corporate Navigation Crystal giving accurate and up-to-date star maps of the entire Sector and a simple System Gazetteer. These only last a couple of years as they steadily go out of date.

Contacts

This is a person from the character's background that can be depended upon to help the character in some way – once. Contacts are unlikely to risk their lives or their careers for the character. The contact is agreed with the BM.

Equipment

Descriptions of the EVA Suit, Power Armour, Combat Armour, Blaster Pistols, Laser Pistols and Blaster Rifles, can be found in the equipment section.

Low Passage

Transport for one Fold in a cryopod aboard a Corporate Trader.

High Passage

Transport for one Fold in a stateroom aboard a Corporate Trader or Liner.

Skills

The character can choose a skill from the general lists or from their background list and adds the bonus indicated. Where a specific skill is named then that is the one improved by this benefit.

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Skills

There are just seven skills - Physical, Subterfuge, Technology, Knowledge, Perception, Communication and Survival. These are fairly generic categories, and it is up to the players to explore the breadth and depth of them in play.

Skills are used in two ways, opposed and unopposed. The former is where there is an active intelligence opposing the adventurer. The latter is where there is not.

For an opposed roll compare the scores of the adventurer against that rolled by the GM on behalf of the 'active intelligence'.

In the case of an unopposed skill use to succeed the player must score higher than the given Difficulty Class to succeed.

Skill roll = D20 + skill rank + whatever attribute bonus is most applicable to the use + situation modifiers

Skill rank = The adventurer's level + any bonus due to his class or race.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + MIND bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Piloting a ship in a dogfight or re-entry is Technology + DEX bonus.
- Repairing the LF Drive on a spaceship is Technology + MIND bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no "saving throws" in this game. Use Physical + STR or DEX bonus for the equivalent of Fortitude and Reflex saves as appropriate. Saving against mental attacks (Will save) is usually MIND bonus + Level.

Re-rolls.

The adventurers are heroes and as such have one or two abilities beyond the reach of normal men.

At first level each adventurer is allowed a single re-roll per day. A re-roll must be used immediately after the adventurer made a roll that failed or wasn't good enough, not ten minutes later when the consequences of the roll become clear. A player can only re-roll dice for his own adventurer's actions, not for someone else's.

For game purposes the power to use a re-roll regenerates at zero hours, ship's time (or it's local equivalent).

At every third level the adventurer gets another re-roll to use per day.

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Combat

Initiative

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack etc.

The exception being the charge. This is where you move up to someone and hit them with something.

Drawing a weapon is generally a free action, within reason.

Hitting something

Roll a D20 and add the character's attack bonus:

- Melee attack bonus = STR bonus + Level + any professional bonuses
- Ranged attack bonus = DEX bonus + Level + any professional bonuses

If the score higher than the opponent's Armour Class (AC), it's a hit.

A natural 20 is automatically a critical doing maximum damage. A natural 1 is always a miss.

There are no attacks of opportunity.

Pistols and close combat weapons can be used against opponents in adjacent squares. Longer firearms need at least one square of empty space between the firer and their target, unless you are using them as clubs.

Damage

Hit Points = STR attribute + (Level x3).

There is no such thing as subdual damage. In these rules it matters not if you beat a man unconscious with your bare fists or blast him with a shotgun, he can still die of it.

There are weapons that are designed to render an opponent unconscious. Also a character that is helpless, such as when pinned, kneeling in surrender or held by several burly Marines can be rendered unconscious with the classic blow to the back of the head.

Weapon damage as per the equipment tables. Add STR bonus to Melee damage. Double the STR bonus for 2-handed weapons.

Damage is deducted from Hit Points. If Hit Points are reduced to zero the victim is incapacitated and can no longer act or move. Further damage will kill the victim. Note a victim's Hit Points can only be reduced to zero, not below. There is no such thing as negative hit points. A victim who is left untreated for longer than (STR) minutes dies of shock and blood loss.

Armour and Cover

Armour as per the equipment tables.

AC = 10 + DEX bonus + Armour bonus + Cover Bonus

Cover can be quite important, and complex. In Blaster there are just two types of cover:

Soft Cover	Where at least 50% of the target is obscured by something that prevents vision but may not stop a bullet	+2 bonus to AC.
Hard Cover	Where at least 50% of the target is obscured by something that prevents vision and may stop a bullet	+4 bonus to AC.

Given the weapons available to the adventurers, and their enemies, combat can be seen to be quite dangerous. Adventurers may have to balance their martial pride with the realisation that surrender is a pragmatic option.

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Movement

Character's movement per round is measured in two meter squares, with bonuses for high DEX. Base movement 5 + DEX bonus in squares.

Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat. Movement through squares directly adjacent to an unengaged enemy are at half speed due to the need to avoid any attacks. There are no attacks of opportunity in these rules.

Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR/2 in encumbrance (see the Equipment section below for a description of encumbrance). The maximum a character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

In Zero Gravity characters move at full speed, they are considered experienced space travellers. However, once moving they will generally continue to move in a direction unless they can manoeuvre themselves in some way or they impact a bulkhead etc. This is the one occasion when a character can move and act at the same time.

Note that using weapons that have a recoil factor in zero gravity will change the direction of movement, which is why laser weapons are so popular in space (and the fact that they are less likely to penetrate an outer bulkhead or fry sensitive electronic equipment).

Recovering Hit Points.

Hit Points represent more than just flesh and blood. They also include fatigue and shock. Initially the Adventurer's only ways to regain Hit Points will be through medical attention or rest & recuperation.

The use of a First Aid kit is based upon the Knowledge skill. After being wounded a successful Knowledge roll against a DC of 15 will allow an Adventurer to restore 1D4 hit points.

A Scientist who has specialised in Medicine (a Doctor) can use a Medical Kit to restore 1D4+MIND bonus Hit Points. First Aid or Medical treatment can only be made for each 'set' of injuries.

For example if during a fight an Adventurer takes three wounds for 3, 4 and 3 points of damage the First Aider/Doctor cannot treat each injury individually. However, if the Adventurer has sought aid after receiving the first two wounds, and then later for the third wound then they could be treated in two 'sets'.

These skills take approximately five minutes to use.

Each full day's uninterrupted rest will recover (Level x STR Bonus) hit points. This is always at least 1 per day. The attention of a Doctor doubles this recovery rate. Short walks and light camp activity (cooking etc) do not interrupt rest.

A Ship's Medbay acts as a Doctor. A full day in a Medbay will heal all but the most serious injuries.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every person or creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills, or +2 to two chosen skills
- 3 Hit Points
- +1 to all attack rolls
- If the Adventurer's level divides by three (i.e., level 3, 6, 9, etc.) then add one more re-roll per day.
- If the Adventurer's level divides by six (i.e., level 6, 12, etc.) then add 1 point to either STR, DEX or MIND.

Blaster! – The SF Role-playing Game.



Equipment

The range of equipment available to Heroes is immense. What is presented here is a summary of the most commonly required by new Heroes. A full equipment supplement will be available shortly.

It is important to remember when viewing these lists that because of the AI Wars very little technology exists that contains anything more complex than a simple computational chip. There are no PC's, no laptops, no mobile phones. All decisions are, by necessity, made by people. In systems that are signatories to the New Covenant, even simple electronic devices are viewed with suspicion. Where robotics are used they are remote controlled by human operators.

Encumbrance

Every item of equipment is rated in terms of its encumbrance. This rating represents not only the weight of the item but also its bulkiness. A Hero may carry a maximum of four times his STR attribute in encumbrance.

Carrying more will reduce the agent's effective STR attribute by one for each extra one encumbrance, thus reducing all associated skills. Once the Body attribute is reduced to zero the agent collapses under his load unable to move, and barely able to breathe.

Availability.

Obviously not all equipment is available in all systems. The BM will know what equipment is considered uncommon, unavailable or even illegal to acquire in different systems. For instance you will not find Laser Weapons or Comm Units for sale on New Covenant worlds. Similarly Belter Colonies are unlikely to have and slug weapons in stock. Far too dangerous to their deep space habitats.

However, if you can find a Farsider Trader or Corporate Outlet, and you have enough money, you can generally get most of what you need.

Currency.

In Blaster the default currency is Corporate Credit. Many systems have their own means of exchange but most recognise the Credit, even New Covenanters.

Common Equipment Lists

Ranged Weapons

Item	Enc.	Weapon Cost	Ammo/Mag	Ammo Cost	Cell needed?	Shots /Cell	Cell Cost
Blaster Pistol	2	250	10	40	Yes	50	100
Blaster Rifle	4	750	30	100	Yes	30	100
Slug Pistol	1	100	15	20	No	N/a	N/a
Slug SMG	2	200	30	35	No	N/a	N/a
Slug Rifle	3	400	30	35	No	N/a	N/a
Shotgun	2	200	5	20	No	N/a	N/a
Laser Pistol	1	150	N/a	N/a	Yes	20	100
Laser Rifle	2	250	N/a	N/a	Yes	10	100
Grenade Launcher	3	50	1	75	No	N/a	N/a
Throwing Knife	0.5	10	N/a	N/a	N/a	N/a	N/a

Notes on ranged weapons

Blaster weapons are based on electromagnetic rail gun technology. They heat a pellet of metal (normally Titanium) to a near molten state and then accelerate it to 2500 metres per second. This makes for a very effective weapon with good penetration values. The electromagnetic charge that is carried by the pellet is devastating to any electronic equipment it hits. This makes it good against AI's but very unpopular on starships where stray shots can be disastrous. It also makes the attachment of most sighting accessories impossible. All Blaster's are single shot.



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Slug weapons are cheap to make and reasonably effective. They rely on the ignition of a chemical propellant to throw a metal slug at speeds up to 900 metres per second. Slug weapons are rifled for greater accuracy at distance and may be fitted with a wide range of sighting aids. Slug SMG's are capable of burst fire. Fully automatic versions are rare outside the military.

The shotgun is a descendant of the ancient hunting weapon. It remains a large gauge smoothbore weapon, but there the similarity ends. It is now exclusively a combat weapon and is used extensively by both Military Assault teams and Law Enforcement Agencies. Its short range, due in part to its short barrel (less than 30cm in most models) is made up for by its flechette ammunition and high shock value. At close quarters it is a dangerous as a Blaster Rifle or a SMG in burst fire mode.

Laser weapons are the favoured choice of ships' crews. Their great range and accuracy comes at the loss of penetration power. In the vacuum of space this is relatively unimportant. One minor problem with them though is barrel wear. A considerable amount of heat is generated by the pulse laser generator and this must be dissipated by the barrel.

Grenade Launchers are used by all manner of people, though are generally illegal outside of the Military. With Grenade Launchers all the value is in the ammunition, the launcher being little more than a tube and a trigger. The most common grenade type is the fragmentation, anti-personnel model. This attacks every person within a one square radius of the target point (a 3x3 square area). High Explosive Armour Piercing (HEAP) versions are available and are very useful against hard targets.

Blaster and laser weapons need Power Cells to operate. These are rechargeable from any standard power source (it takes about an hour per cell). In Blasters the cell melts the pellet and powers the rail. In lasers it operates the pulse generator and the barrel-cooler motor. The cost given is for the rechargeable type. Disposable cells can be bought for about a quarter of the cost.

Close Combat Weapons

Item	Enc.	Cost
Blade	1	20
Club, Truncheon or Nightstick	1	10
Cutlass or Sword	2	75
Plasma Torch	4	250
Taser weapon	1	125

Notes on close combat weapons.

The term 'Blade' covers a multitude of combat knives and bayonets. Generally it is a short (less than 30cms), but heavy bladed knife that can be lethal in trained hands. Every military force still trains its personnel in the use of the rifle bayonet. Even against AI's cold steel can be effective. In most systems it is legal to carry a blade for self-defence and it is very popular.

Clubs etc are possibly humanity's oldest manufactured weapon and remain in use, especially amongst Law Enforcement personnel. Ship's crews often use Hull Wrenches.

Cutlasses are the preferred boarding weapons of starship crewmen. At close quarters it is absolutely deadly in trained hands. Normally it is a slightly curved, single-edged heavy blade of about 75cms length. It is frequently made of extremely hard steel and is more than capable of penetrating light bulkheads or power armour.

The Sword remains popular amongst the corporate and system aristocracy. It is also issued to military officers. Usually it is a straight blade, often double edged, and varies between 50cms and 1m in length. Like the Blade it is a legal sidearm in many systems.

Plasma Torches are really an engineering tool. After centuries of starship combat though they have proved a useful assault and boarding weapon. They consist of a backpack mounted power/fuel cell that feeds a 30cm plasma flame out of a handset. This flame will cut through just about anything, bulkheads, armoured vehicles, or power armour, like they were butter. The actinic flare from the torch causes anyone looking in its direction a penalty of -1 on all combat rolls unless they have protective eyewear (Vac suits and Power Armour helmets have protective visors).

Taser weapons resemble a small remote handset. However if brought into contact with an enemy they discharge a large electromagnetic pulse into them. This can be very disabling and makes them popular with Law Enforcement and Security operatives.

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Armour

Item	Enc	Cost
Civilian Armour	2	250
Military Armour	3	500
Power Armour	4	10k
EVA Suit	3	300
Hazmat Suit	2	150

Notes on Armour & Personal Protection

Civilian Armour ranges from various forms of flak jackets protecting the torso through to lined coats. This type of armour is considered legal in most systems as it is primarily for self-defence.

Military Armour usually consists of fitted body plates, greaves and vambraces, and a sturdy helmet. Law Enforcement and Security forces commonly wear this. System Defence Forces and Corporations do employ this type of protection in roles with low threat values. It is generally only legal to private citizens in times of emergency or in frontier systems.

Power Armour is a heavy plated suit that integrates the protection of an EVA suit and Military armour. All joints are power assisted or it would be just too heavy to bear. Most Corporations and System Defence Forces provide their front line units with this armour. This type of armour is never legal to private citizens, except where they are working under commission from a Corporation or System State.

The EVA suit is the workhorse of all starship operations. It provides decent protection against the hazards of deep space and a little against weapons. Most Heroes will pick up some skill in its use. It is legal in every system.

Hazmat suits are commonly available on planets where the environment is hostile to human life. It often integrates re-breather apparatus and primary skin protection. It provides no protection against weapons, thought it can be worn over most types of civilian and military armour.

General Equipment

Item	Enc.	Cost
Backpack (cap: 6 enc.)	1	10
Belt pouch	¼	5
Binoculars	¼	50
Blanket	½	5
Power cell, universal	¼	50
Comm Unit, short range*	¼	150
Comm Unit, long range*	½	250
Comm Unit, Satellite*	½	500
Cord (hemp - per 10')	½	1
Cord (Polymer - per 10')	¼	3
Crowbar	1	5
Distress Beacon*	¼	30
Fire Lighter*	¼	15
First Aid Kit	½	50
Grapnel	1	10
Heater*	½	20
Lantern*	½	10

Mess tins	¼	5
Night vision Goggles	¼	150
Electric Notepad & Stencil	¼	75
Pitons (per 6)	½	6
Rations (dried - 1 day)	¼	5
Rations (fresh - 1 day)	½	3
Rope (Hemp - per 10')	½	2
Rope (Polymer - per 10')	¼	5
Sleeping Bag	½	10
Spade, entrenching	1	15
Tent (1 man)	2	30
Tent (3 man)	4	70
Toolkit, Electronic*	½	200
Toolkit, Mechanical*	1	175
Water-flask (2 pints)	½	10
Weapon care tools	¼	40

*These items require a power cell.

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Appendix 1: Starship Construction

Players need to know about the basic rules for starship construction. These will allow them to outfit a ship if they should be lucky enough to get one through the benefits table, or get enough money to have one built. These rules use a simplistic modular system that assumes that all the 'gubbins' that connects the modular components together is included in the mass and price of those modules. For a game such as this more detail is really not needed.

Primary Concepts.

As shown below the mass of a ship directly impacts upon its capability to fold space. Thus few interstellar ships exceed 300 tonnes.

Vessel's Tonnage	Fuel required to fold space	Tonnage for essential systems	Remaining free mass	Base Cost (in credits)	Legal minimum crew
100	10	25	65	250,000	1
200	40	50	110	750,000	3
300	90	75	135	1,500,000	5
400	160	100	140	2,500,000	7
500	250	125	125	n/a	n/a
600	360	150	90	n/a	n/a
700	490	175	35	n/a	n/a
800	640	200	-40	n/a	n/a
900	810	225	-135	n/a	n/a
1000	1000	250	-250	n/a	n/a

After the tonnage for essential systems such as Fusion Engines, LF Drive, Hull, Computational Systems, Radiation Shielding and Communications is taken into account what remains must serve the needs of protection, life support and cargo. Careful packing is essential.

Some modules, such as life support, have standard mass and costs. Others, such as atmospheric streamlining, relate to the overall tonnage of the vessel.

Computers & AI.

One of the issues that arose from the AI War was that starships had become far too computerised. These computers were often AI's and were highly vulnerable to conversion to the rebel AI cause. Many ship's crews died as their AI's depressurised the life support units, or worse.

Since then all AI's and most computers have been taken out of starships. What remains are basic computational and hard-wired automatic systems. This has meant that ships must be adequately crewed by trained men and women. The legal minimum crews set out above cover just the normal ships functions. Manning weapons systems etc., means additional crew.

Starship Economics.

The costs of running a starship can be roughly divided into three categories:

Crew – Not generally a problem for Heroes, as they tend to fulfil all these roles.

Fuel – Hydrogen for the L-F drive is set by interstellar treaty at 100 credits per tonne. Out on the Rim though prices can be a lot more. Fusion drives get by on a teacup of hydrogen per voyage due to the efficiency of their Farsider design.

Maintenance – All starships need constant maintenance to withstand the pressure of interstellar travel. Components, lubricants and consumable supplies all come at a price. For ease of play this is represented as being 10 credits per tonne of ship's mass, each trip. If you fail to pay this things will begin to break down, often at the most dramatically inconvenient moments.

Many crews try to cover their costs by humping a little freight in their spare cargo space. Most starports have a warehouse of occasional freight that needs taking on. Generally the going rate for this is 100 credits per tonne of 'inert' freight. Passengers wishing to travel by cryopod will pay a flat rate fee of 1000 credits, called a Low Passage. High Passage for those passengers wishing to travel conscious varies according to the ships facilities



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and level of protection. Generally it is 2000 credits per 100 tonnes of ship's mass, plus 200 credits per operational weapons system or shield generator onboard.

Modules – mass, cost and descriptions.

Module	Cost in credits	Mass in tonnes
Life Support – per person	25,000	4
Cryopods – per person	10,000	1
Shield Generator	75,000	12
Hard point	5,000	4
Laser Battery	100,000	10
Torpedo Tube & 4 Torpedoes	80,000	8
Torpedo	10,000	1
Autodoc	50,000	4
Atmospheric Streamlining	Special	Special
Ramscoops	10,000	10
Shuttle	25,000	20

Module descriptions.

Life Support - This includes the bunk, storage, food, water, heating and air supply needs for one individual. It also contributes to the common space occupied by a crew. Normally this will last one person for two weeks. Additional supplies will be required at a rate of one tonne per additional week. Passengers who wish to travel awake are expected to pay a High Passage for this 'comfort'.

Cryopods – These are life support units for passengers who wish to travel in suspended animation. They are self-supporting in all but power needs and will keep a person 'fresh' for at least three months. They are normally hooked up in a vessel's cargo bays. Passengers travelling this way pay for a Low Passage. Military vessels often carry their Marines this way.

Shield Generator – This module creates an electromagnetic shield that can be interposed, by a skilled operator, between the vessel; and an incoming torpedo or laser attack. Torpedoes are destroyed upon impacting a shield but laser fire may cause the shield to overload and fail.

Hard Point - To support the weight and stress that is placed upon a ship's hull by a Torpedo Tube, a Laser Battery or a Shield Generator considerable extra structural support is required. This is called a hard point.

Laser Battery – The standard protective system for most vessels. Even small civilian craft carry them for they are as good at removing asteroids and space debris as they are enemy torpedoes and vessels. The most common defence battery consists of a six-barrelled, 4cm pulse laser. The multiple barrels allow for radiant cooling between shots, though extended use can still burn them out. The laser barrels are mounted on a gyrostabilised gimbal unit, beneath which lies the laser charge capacitors and pulse generator. As with all shipboard weapons they require a human operator.

Torpedo Tube – The torpedo is still the best method of disabling or destroying an enemy vessel. Each one weighs in at about one tonne and is packed with sensors, small fusion engine and about 200kg of high explosives. Being fusion-powered means they have incredible range and longevity. Basically if they can sense a target they can hit it. Large system defence vessels can afford the weight of ECM units, but smaller interstellar ones must rely on shields and laser batteries to defend themselves against this menace. The tube and ancillary systems, including loader, weigh about 4 tonnes. The standard unit for interstellar craft is a loader with 4 torpedoes in. This doesn't stop the crew from dedicating some cargo space to spare torpedoes.

Autodoc – This unit can accommodate one injured crewman. A trained operator can use the Autodoc's extensive array of tools, sensors and drugs to treat most common injuries, toxins and diseases.

Atmospheric Streamlining – Although many interstellar vessels rely on system shuttles for orbit to ground transfer many free traders and scouts prefer to be able to land under their own steam. Atmospheric streamlining takes up about ten percent of the total mass of the vessel. It costs 500 credits per tonne of the vessel.

Ramscoops – Vessels that are designated as adventurers often carry this adaptation. It allows the vessel to scoop up and process hydrogen for fuel from interstellar hydrogen clouds or the atmospheres of gas giants. To do the latter your vessel must first have atmospheric streamlining. It is a risky business as both environments are quite dangerous. However if you wish to venture into uncharted or unpopulated systems it may be vital. The



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alternative is to carry extra fuel tanks in your cargo space. Which is only really practical in 100 and 200 tonne vessels.

Shuttle – The alternative to streamlining is to have a shuttle on board. These little fusion-engined craft can carry four passengers or two passengers and two tonnes of cargo from orbit to planet's surface. They have an in-space, life support endurance of about twenty-four hours.

Cargo Space – Although this doesn't take up mass per se it is useful to note that each tonne of allocated cargo mass is equivalent to four cubic metres of open space within the hull.

Example – The Scout Vessel L'Extraordinaire.

This was a benefit vessel to a retiring Corporate Scout called William 'Buster' Crabbe. Crabbe crew ran a small privateering operation out of Raglan Beta IV, until he was reported missing while attempting to hijack the Mail Ship Jonah Maru. The vessel has been through three lease owners since and is now back in refit ready for its fourth crew.

Item	Mass	Costs	Notes
Hull Type - Scout 100	(100)	250,000	Southern cross Body Shell 100sx
Essential Systems	25	0	Hyperdyne Fusion Engine, Southern Cross Yards
Fuel Tanks	10	0	Southern Cross Braced Fluid Cells
Life Support x4	16	100,000	Sirius Life Sciences Manpods
Hard Point x2	8	10,000	Southern Cross Yards
Laser Battery	10	100,000	ARM Industries 4cm Gatling Pulse Laser
Torpedo Tube & 4 Torpedoes	8	80,000	ARM Industries Star-Mantas
Autodoc	4	50,000	Sirius Life Sciences Resuscitator
Shield Generator	12	75,000	Hyperdyne Defender Array 1222B
Cargo Space	7	0	Southern Cross Yards
Totals	100	665,000	

The running costs for one trip would be:

Item	Costs
Fuel	10 tonnes @ 100 credits/tonne =
Maintenance	100 tones @ 10 credits/tonne =
Life Support	Replenish modules @ 100 credits/module x 4 modules
Docking Costs	Docking charges and System Taxes (approximately)
	Totals

If the crew of the L'Extraordinaire had leased their cargo space they could have made 700 credits towards their costs. Installing just three Cryopods would raise 3,000 credits per trip covering their costs, but there aren't always passengers available. An extra life support unit could be used as a High Passage Berth. This would realise 2,000 credits for it being a 100 tonne vessel plus 600 credits for the three defence systems aboard. Again this depends upon having a paying customer.

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Appendix 2 – Vehicles



Introduction

It is the mid-5th Century. The Roman Legions left Britain a century before and the land is now divided into a dozen rival kingdoms. From over the sea the refugees of the shattered empire and the waves of westward migrations arrive in ever greater numbers. The old Gods are still dominant, but now there is a new God with ambitious and persuasive missionaries. The last gift of an ungrateful empire - Christianity.

Amongst this chaos a ruthless man tries to forge a single nation and fails. Uther, called the Pendragon, dies with unity within his grasp, betrayed by his own lust. The great druid Merllyn goes into hiding with the tyrant's infant son, and the cycle of civil wars continue.

Into this mix of war and politics this game introduces all the mythic elements of the time: Druid Magic, Christian Miracles, the Sidhe, the old Gods, and the magical nature of the land of Logres itself.

It is now that the Characters begin their careers during the upheavals in the mythic Britain of the 5th-6th Century. They will be adventuring as the events surrounding Uther Pendragon, Merllyn, Arthur, Morgaine and the Grail all come to pass. They may even become Knights of Arthur's Court.

Game Philosophy

This game is based around the microlite version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of core D20 (monsters, spells, adventures and equipment) could be used without any serious conversion.

Character Creation

Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

The Stat bonus = (Stat-10)/2, rounded down.

Attributes

Whereas the Stat's are innate characteristics of a character, attributes are more nebulous and are often based upon the perceptions of others.

There are 2 attributes - Reputation and Piety.

Reputation will come into use when the characters try to influence others. Great store is set at this time in a person's reputation, often more than their actual abilities. A character's reputation score can be increased and decreased in response to events. If the character's wins great victories or acts in a truly noble manner his reputation may well increase. However, if they act rashly, ignobly or in a cowardly manner, or continuously fail in quests set for them then their reputation will suffer. A character with a negative reputation bonus will not be knighted.

Piety is especially useful for Christian characters in relating to their Church, though for followers of the old Gods it will describe their relationship to their particular deity. Acting in the manner expected by their Church or God, or carrying out quests for the glory of the Church or God will both enhance a character's Piety attribute. Failing to do so also has its rewards... for a character with a negative piety bonus will not be knighted.

These attributes are abbreviated as REP and PIE. In both cases the young Warriors begin with a rating of 11.

Where it is used the Attribute bonus = (Attribute-10)/2, rounded down.

Races

All the normal people of Logres at the time of Uther Pendragon are ostensibly human. There are different nationalities, however, each with its own particular talents.

Cymric.

These are the native Britons. Most are Christian, though a significant minority hold to the old Gods. The Cymric people are tall, mostly fair, and very capable. They get +1 to all skill rolls.

Roman.

This includes those who remained behind when the Roman Army left these shores a century before, as well as more recent immigrants from war-torn Gaul and beyond. They are generally shorter than the Cymric, darker of skin, hair and eye. All are Christian and well-educated. They get +2 to all Knowledge rolls.

Pict.

The Picts come from the far north in Caledonia and the islands beyond. They are fiery in manner and in hair, yet shorter than the Cymric peoples of the south and west. They are hardy folk and often able hunters. None are Christian. They get +2 to the Survival skill.

Hibernian.

Raiders and traders from across the sea to the West. They are mostly cunning pagans, only a few having yet met a missionary from Rome. Most are similar in appearance to the Cymric, their cousins.

Saecsen.

The most recent arrivals. The term 'Saecsen' also covers the various Gothic, Frankish and Alan tribal groups. At the time when the campaign begins they are mostly mercenaries fighting for the various Chieftains and Kings. They are tall, broad-chested and blonde. They get +2 to the Physical skill.

All the above peoples can speak Cymric and their native tongue (Latin for Romans, Pictish for Picts, Scots for Hibernians, and German for Saecsens). In addition those with a positive MIND bonus can learn other languages such as Latin, Iberian, Phoenician, Aramaic and Greek. Pictish and Hibernian characters can choose to learn the lyrical tongue of the Sidhe. They get one additional language per point of MIND bonus. Players can choose to make their characters literate or not.

Each of the characters is assumed to come from a landed family with a Bright reputation (see Alignment). Many of their fathers may be knights or chieftains. Players should create a back-story for their characters.

Female Characters.

Female characters are harder to play, but definitely not impossible. At the time women could be warriors, druids and hunters. There were no female Christian Priests. All women under holy orders in the Church were sequestered in Nunneries.

A Christian King would not knight a woman, though a pagan Cymric, Pictish or Hibernian chieftain or King can make her a Babdh - a unique position of honour, considered equivalent to if not superior to a mere knight. Even Christian Knights will give appropriate respect to a Babdh (it being very dangerous not to).

Female druids are highly respected amongst the common folk. The Christian Church characterises them as 'fell sorceresses' and despises their power and position. Morgaine, Vivienne, Nemue and Mabh are all well known female druids at this time.

Classes

The classes are Warrior, Druid, Priest and Hunter. Characters begin at Level 1.

Warriors

Warriors are the backbone of Cymric society. Most Chieftains and Kings began their lives as Warriors. These are troubled times and the people of Logres need the protection and leadership of their Warriors.

Those who aspire to be Knights begin the campaign as Squires. Once they have achieved 3rd level and have a Reputation of at least 14 they may be knighted. Extreme acts of valour may see them knighted earlier though.

- Warriors add +1 to melee weapon attack and damage rolls.
- They can use any weapons, wear any kind of armour and use any shield.
- They have a +3 bonus to the Physical skill.
- Warriors who meet the prerequisites may attain various virtues.

Druids

The Druid has an invidious position in this society at this time. On one hand they are respected by the Cymric nobility and people and their counsel is sought by Chieftains and Kings. On the other the Christian Church despises them. Although seen as priests in recent times the role of the Cymric druid is much more analogous to a cross between a sage, a mage and a bard.

- A Roman or Saecsen character cannot be a druid.
- Druids can use the dagger, the sling and the staff, but will wear no armour nor use shields.
- They can cast arcane spells.
- They gain a +2 bonus to the Knowledge and Communication skills.

Priests

Priests are Christians and as such are charged with establishing the Church in Logres. They often accompany Warriors and their warbands for this purpose. Most are recruited locally, though some come from Rome.

- A Pict or Saecsen character cannot be a Priest.
- Priests can use any bludgeoning weapon, wear light or medium armour and use any shield.
- They can cast divine spells.
- They gain +3 bonus to the Communication skill.

Hunters

The Hunter is the constant companion of the Warrior. He finds game and water, scouts out the enemy's positions and provides missile and close support when required. A noble hunter can be knighted for actions of extreme valour.

- Hunters can use any weapon, light or medium armour and use a light shield.
- They add +1 to missile weapon attack and damage rolls.
- They gain a +2 bonus to the Survival and Stealth skills.

- Hunters who meet the prerequisites may attain various virtues.

Skills

There are just seven skills - Physical, Stealth, Craft, Knowledge, Communication, Perception and Survival.

Roll higher than the given Difficulty Class to succeed.

Skill roll = D20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Skill rank = your level + any bonus due to your class or race.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Stealth + MIND bonus.
- Disabling a trap is Stealth + DEX bonus.
- Making or repairing a weapon or armour is Craft + DEX bonus.
- Recalling an ancient legend would use Knowledge + MIND bonus.
- Treating a comrade who has been poisoned would use Knowledge + MIND bonus.
- Bargaining for provisions with tribesmen would use Communication + MIND bonus.
- Tracking a deer or finding water is Survival + MIND bonus.

Note that there are no "saving throws" in this game. Use Physical + STR or DEX bonus for Fortitude and Reflex saves as appropriate. Saving against magic (Will save) is usually MIND bonus + your level.

Combat

Hit Points = STR Stat + (Level x3).

Roll D20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

- Melee attack bonus = STR bonus + Level
- Missile attack bonus = DEX bonus + Level
- Magic attack bonus = MIND bonus + Level

Add attack bonus to D20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. There are no attacks of opportunity.

Warriors and Hunters can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round.

If the total attack bonus is +6, a second attack can be made at +1. If the total bonus is +11, three attacks can be made at +11, +6 and +1.

Weapon damage as per the weapons' table. Add STR bonus to Melee damage, double for 2-handed weapons.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus.

Movement

Character's movement per round is measured in 5' squares, with bonuses for high DEX. Base movement for Humans is 6 + DEX bonus in squares. Wearing medium armour reduces movement by 1 square, and heavy armour reduces movement by 2 squares.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat. A character cannot move through a square occupied by friend who is engaged in combat. Climbing and swimming is at half speed.

An encumbered character moves at half speed. A character is encumbered when he is carrying more than STR x10 lbs of equipment (not including the clothes he stands up in). The maximum a character can carry is twice this figure and the maximum he can lift is three times the figure, but he cannot carry it.

Weapons and Armour

The weapons and armour available to the characters at the beginning of this mythic age are based in the history of the period. Thus it is fairly restricted compared to the D20 norm. However, as the pace picks up and the mythic age really gets going the range and technological complexity of the campaign will increase rapidly.

By the time Arthur pulls the sword from the stone, knights will be wielding Bastard Swords and wearing mixed plate and mail. At the highpoint of his rule, when all Logres acknowledge him as King, full gothic plate and two-handed great swords will be available. In the space of just thirty years arms technology will range across a thousand years. After the fall things will quickly revert to the 6th century as the magic passes from Logres.

Weapons & Armour Lists for the time of Uther Pendragon.

Weapon	Damage	Range	Type
Brawling	d4-1	-	Light
Dagger	d4	20'	Piercing
Club	d4	-	Bludgeoning
Axe	d6	20'	Light
Scaramsaex	d6	-	Slashing/Piercing
Mace	d6	-	Bludgeoning
Spear	d6	20'	Medium
Battleaxe	d8	-	Medium
Sword	d8	-	Slashing
Angon	d6+1	30'	Light
Francisca	d6	20'	Slashing
Sling	d4	80'	Light
Shortbow	d6	120'	Light
			Piercing

Armour	Bonus	Type
Padded	+1	Light
Leather	+2	Light
Studded Leather	+3	Light
Brigandine or Chainmail Byrnie	+4	Medium
Chainmail Hauberk	+5	Medium
Scale mail or Breastplate	+6	Heavy
Shield, Light	+1	Light
Shield, Heavy	+2	Medium

Other Equipment.

The characters can be assumed to have a reasonable amount of equipment with them, mostly on their horses. As men and women of character and position they can ask their lords for extra equipment. Specialist equipment may require special journeys to the few towns, or to known master craftsmen.

It was common in this age for Lords and other people of importance to give young adventurous souls, such as the characters, gifts such as fine horses, swords and armour, often as a reward for services rendered. Generosity was seen as one way to enhance one's Reputation.

There are no general equipment lists or prices given in these rules. Where a character feels he must buy something, his skill in bargaining will come into play.

Magic

In this mythic age there are three types of magic, though only two are available to the characters.

- The magic of the Sidhe is linked wholly to the power of the land and the old Gods. It is powerful and subtle and utterly alien to the humans it often ensnares. Much of it is glamour - illusions of beauty and great things, and deep enchantments.
- The Arcane magic of the druids is based in their great knowledge of the nature of things. The druids of this time were natural philosophers, astronomers par excellence and favourites of the old Gods.
- The new magic is based upon faith in the New God. It is often miraculous in its nature and imposes its will on the fabric of reality rather than working with the land. The Christian Priests, being the first of their kind in this land, can draw upon the power of their god, fuelling their powers with their blank-eyed piety.

Druids can cast any arcane spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the D20 Microlite spell list.

Priests can cast any divine spell with a spell level equal or below 1/2 their class level, rounded up. They have access to all divine spells in the D20 Microlite spell list.

Casting a spell of any kind costs Hit Points. The cost is $1 + \text{the level of the spell being cast}$. This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

All spells require verbal and somatic components. Material components are replaced with Holy Symbols (Divine) or Talismans (Arcane).

The difficulty level to resist a spell is $10 + \text{caster's MIND bonus} + \text{Level of spell}$.

Both Druids and Priests can select up to one 'signature' spell per spell level that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less HP to use. Spells always cost at least 1 HP.

Arcane Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level
Arcane Mark	Charm Person	Alter Self	Animate Dead	Arcane Eye
Dancing Lights	Feather Fall	Cure Light	Dispel Magic	Bestow Curse
Detect Magic	Hold Portal	Darkness	Fireball	Confusion
Detect Poison	Mage Armour	Fog Cloud	Fly	Cure Moderate
Light	Magic Missile	Knock	Heroism	Ice Storm
Mage Hand	Ray of Enfeeble	Levitate	Hold Person	Polymorph
Message	Shield	Mirror Image	Lightning Bolt	Secure Shelter
Prestidigitation	Silent Image	Scorching ray	Major Image	Stone-skin
Ray of Frost	Sleep	Web	Protection / Energy	Wall of Fire

Divine Spell List

Orisons	1st Level	2nd Level	3rd Level	4th Level
Create Water	Bless	Augury	Continual Flame	Control Water
Cure Minor	Bless Water	Con/Desecrate	Create Food/Water	Cure Critical
Detect Poison	Command	Cure Moderate	Cure Serious	Death Ward
Detect Magic	Cure Light	Enthrall	Magic Circle	Divination
Disrupt Undead	Detect Alignment	Remove Paralysis	Prayer	Divine Power
Light	Divine Favour	Restoration Lesser	Remove Disease	Freedom of Move
Purify Food/Drink	Magic Weapon	Silence	Remove Curse	Neutralize Poison
Read Magic	Protection/Dark	Spiritual Weapon	Speak with Dead	Restoration
Resistance	Sanctuary	Zone of Truth	Water Walk	Tongues

Virtues

Warriors and Hunters have access to a number of granted powers or abilities called 'virtues'. There are often difficult prerequisites to the attainment of these virtues, but the eventual benefits can often be ample reward for the work and risks involved.

Divinity

Prerequisite: Must have completed a quest for the Church or the old Gods. Their Piety must be 14 or more. Should it fall below this level for any reason the Virtue fades.

Benefit: The character may reroll one dice per day (the Gods look after their own). Once acquired the character is known as '<name> the Divine'.

Chastity

Prerequisite: The character must refrain from sexual relations (of any kind) for a year and a day.

Benefit: The character gains a +2 Reputation bonus when talking to persons of the opposite sex. This remains in effect for as long as the character is chaste. Once acquired the character is known as '<name> the Chaste'.

Poverty

Prerequisite: Other than the bare minimum to arm and equip themselves, they give away all wealth obtained to the poor.

Benefit: The character gains a +2 Reputation bonus when talking to the common people. They will always afford him hospitality. Conspicuous consumption will cause this virtue to fade. Once acquired the character is known as '<name> the Poor'.

Bravery

Prerequisite: The character must slay one of the Great Beasts of the realm. Only he who lands the killing blow gains this virtue.

Benefit: The character will then gain a +2 bonus on all future saves against fear. Once acquired the character is known as '<name> the Brave'.

Honesty

Prerequisite: The character must not knowingly tell a lie for a year and a day.

Benefit: The character gains a general +2 Reputation bonus. If he is later caught lying he will lose this benefit instantly. Once acquired the character is known as '<name> the True'.

Ferocity

Prerequisite: Never taking a step backwards in a fight. This comes into effect after seven victorious combats in which all they did was advance or hold their ground.

Benefit: Enemies quail before an opponent with a ferocious opponent. Opponents suffer a penalty of -1 to attacks and damage. Once acquired the character is known as '<name> the Terrible'.

Mercy

Prerequisite: Never slain a foe who surrendered. A character must have shown mercy to at least seven foes, in seven battles, before this comes into effect.

Benefit: The character gains a +2 Reputation bonus when asking defeated foes for their surrender, and when asking quarter for themselves if they plead it. A single act of cruelty can cause this virtue to fade. Once acquired the character is known as '<name> the Merciful'.

Titles.

As the characters progress they may receive titles from their grateful chieftains and kings. These are honorific in that they do not necessarily confer any ability, though there are often many social advantages to them.

Knighthood

To be made a Knight is the primary ambition of most Warriors. A Knight can raise and lead a company of men in the service of his Lord (the one who made him a Knight), and may be required to in time of war. He is called 'Sir<name>' by all, including his betters.

In the early years of the campaign it is only the feudal obligation he must bear. Later on, when Arthur is King a whole set of Chivalric obligations will come into force, including questing. This is why many former knights turn away from the King and join the Dark Forces that eventually bring about the Kingdom's ruin.

As a Knight progresses he may be given further titles, and with these usually come benefits such as a Manor and other lands and monopolies that will earn him an income. With these greater benefits come greater feudal obligations and other responsibilities.

If he survives to the tenth level with a good reputation he may be invited to become a Knight of the Circle, Arthur's inner court, and thus a great Knight of the Realm. He will then be called Lord '<name>' by all.

Forester

The first honour that can be bestowed on a Hunter. It allows him to travel within the King's forests armed and equipped and to hunt for his own food without let or hindrance. It also places him under a feudal obligation to serve the King by protecting the forests and serving him in war.

If he serves well and true, in time a Forester can become a Warden, a rank equivalent to an experienced Knight. Whereas Foresters have to answer not only to the King but also the local Lord, a Warden only serves the King. Successful Wardens are, on occasion, knighted, in which case they become known as Lord Wardens. These men lead companies of foresters and wardens in the service of the King in war, providing valuable firepower on the field of battle.

The Druid

A young druid is known initially as a Bard, and a bard he can remain all his days, and many choose to. Most bards work within a specific locale or with a certain tribe or community. In return that community will support all their basic needs, food, shelter etc.

Those whose service to the old Gods and the Land is exemplary can be promoted by a Druid to the position of Ovate. This position allows the druid to now act as a counsellor to chieftains, local lords and knights. Ovates may travel widely within a region, and can expect hospitality at all their lord's houses and from local bards.

Once they are proven capable by their deeds a druid may be invited to take up the full title of Druid. These men need no lord any more and travel where they please. Druids are the counsellors of Chieftains and Kings. They bring justice and peace wheresoever they go. The greatest of their kind is Merllyn, counsellor of Uther and Arthur. There are rumours of a secret inner circle of great druids, but none outside their number has ever really seen it.

The Priesthood

The Church is hierarchical and patriarchal. Characters begin life as humble brothers. Often without a parish they wander trying to spread the word of their new God. Those that are tied to communities will remain there for their whole lives.

With time and devotion may come the reward of being recognised as a Friar. This is an ecclesiastical writ to take the word of God to the heathen, and to make money. A Friar can dispense absolution and can charge for it. Most characters are unlikely to progress beyond Friar as the obligations upon the higher orders preclude adventuring. For a successful Friar is soon recognised and then tied to the court of a local Lord or even a King.

Those of a martial bent who prove their worth on the field of battle, and who come from a good family, may be knighted - though they have none of the normal feudal obligations to the man who knights them and do not call themselves 'Sir'.

Alignment

Alignment is a optional rule in this game. It is useful when involving various religions etc.

There are just three alignments:

Bright

Bright characters generally try to avoid unnecessary harm to others by their actions or by inaction. Most Cymric and Roman people are Bright. Most Warriors will aspire to being Bright. Most Christians and Druids would describe themselves as Bright.

Dark

Dark characters generally do not care if others are harmed as long as they succeed in their goals. Most, but not all, monsters are Dark. Some Pictish Tribes are definitely Dark. Unfortunately there are both Christians and Druids who hold to the Darker aspects of their religions.

Neutral

Neutral characters generally believe in the importance of balance between alignments and views. Animals, most Fey and Saecsens are generally Neutral.

The Church of the new God always sells itself as being Bright. However, in areas where they dominate their practices often become darker over time.

The followers of the old Gods recognise and worship powers that reflect all three alignments.

Level Advancement

There are no Experience Points in this game. Add up the Encounter Levels (EL) of every creature defeated in an encounter the character takes part in. Divide this total by the number of characters, round down and award to each character still alive at end of encounter. When the total = $10 \times$ the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1 to all skills
- +3 Hit Points
- +1 to all attack rolls
- If the level divides by three (i.e., level 3, 6, 9, etc.) then add 1 point to either STR, DEX or MIND.
- Priests and Druids gain access to new spells at levels 3, 5, 7, 9, etc.

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Introduction

This is a game set in a medieval world where the gods have either fled or have withdrawn their blessings and protection from the majority of the population. As a result it is coming under increasing attack from Diabolic forces. A number of Diabolic Princes are competing to convert or conquer the nations of men and all that stands between them and victory are a few bands of heroes.

These travel from land to land on quests to drive back the forces of the Diabolic Princes. Sometimes they are successful, oftentimes they are not.

Inspiration.

Some readers will quickly recognise that these rules owe a considerable debt to the Diablo series of computer rpg's, especially Diablo II. Unlike the previous D&D version though, these rules and the setting have not slavishly copied the computer game, but transferred its core ideas to a simpler format and similar setting.

Microlite D20 Game Engine

This is a reduced version of the D20 rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where many of the resources of core D20 (monsters, spells, adventures and equipment) could be used without any serious conversion.

Character Creation

Attributes

There are 3 attributes - Strength, Dexterity and Intellect. These are abbreviated as STR, DEX and INT.

When creating a new character roll 4d6, and ignore the lowest scoring dice. Total the remaining 3 dice and allocate to one of the attributes. Repeat for remaining attributes.

Attribute bonus = (Attribute-10)/2, round down.

Note that this can result in penalties as well as bonuses.

There is one secondary attribute:

Hit Points = STR + [Level x3]

Race

The default race is Human. What other races still exist is not truly known, for most have withdrawn from the world of men as the tendrils of the dark powers have become more apparent. Some may have even succumbed to the lure of power and the philosophy of hate spread by the agents of the Diabolic Princes.

There is still much variety in the human race. Between the hulking, pale-skinned barbarians of the Northern Tribes to the slender, dark-skinned amazons of the southern jungles of Vendhya, are men and women of every hue and size.

Classes

The classes are Barbarian, Assassin, Sorceress, Paladin and Amazon.

Characters begin at Level 1. Note that there are no multi-classes as each class has an intrinsic background from which their specific skills and abilities is drawn.

Barbarian.

The mighty warriors of the Northern tribes are one of the few peoples to have held their own against the diabolic onslaught. Their courage, strength and bonds of honour have kept the tribes relatively safe. A few barbarians are now travelling south to see what can be done for these kingdoms and cities. The Wolf and Bear clan warriors are ever in the forefront of this effort.

- Barbarians add +1 to melee attack and damage rolls.
- They can use any weapons, wear any kind of armour and use any shield.

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- A Barbarian can specialise in a single type of bladed melee weapon (Spear, Sword or Axe), gaining a +2 to melee attack and damage rolls with this type (this bonus is not cumulative with their general +1).
- They have a +3 bonus to the Physical skill.
- A Barbarian can sense immediate danger which means that he is never surprised by an ambush or trap.

Assassin.

The Guild of Knives long held the peace between the fractious noble and mercantile houses of the Petty Kingdoms and City States. They are adept with dealing with the enemy within and in recent times have turned their lethal attentions to those that would serve the Diabolic Princes and undermine the Guild's peace.

- Assassins can use any light weapons, light armour and light shields.
- They add +2 to melee attack and damage rolls against opponents that are flanked, prone or otherwise prevented from effectively defending themselves.
- They have a +3 bonus to the Subterfuge skill.
- Assassins can use the Subterfuge skill to find and disarm traps.

Sorceress.

As the wizards have succumbed, one by one, to the easy temptations of the diabolist's path, only the Order of the Unseeing Eye, and its fierce Sorceresses, have held the line in the world of arcane magic. These solitary practitioners have been fighting against the coming storm for longer than any other.

- All sorceresses are women.
- Sorceresses can use the dagger and the staff, but can only wear light armour and cannot use shields.
- They can cast arcane spells.
- They gain a +3 bonus to the Knowledge skill.
- Sorceresses can use the spell Detect Magic, at will, and at no cost.

Paladin.

In an early strike by the Diabolic Princes, the main fortress of the Templars of the Light Eternal was utterly destroyed. Only a handful of brave Paladins still exist, bringing light back to the dark places. Unlike priests, who depend completely on the gods for their powers, Paladins draw upon the belief and hope of the people and so can still cast divine spells.

- Paladins can use any bludgeoning weapon, wear any armour and use any shield.
- They can cast divine spells.
- They gain +3 bonus to the Communication skill.
- Paladins are immune to fear and give their comrades a +2 bonus on saving throws it.

Amazon.

From the Citadel of the Dragon, deep in the lush jungles of Vendhya, come these lithe warrior women. They have been sent by their Empress to discover what is happening in the world of men and to fight the darkness wheresoever they may find it.

- All Amazons are women.
- Amazons can use any weapon, light or medium armour and use a light shield.
- They add +1 to missile weapon attack and damage rolls.
- They gain a +3 bonus to the Survival skill.
- Amazons are very agile and can add +2 to their AC against non-magical missile fire.

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Starting Equipment

Every character's order, tribe or community will try and equip their scion with the best that they can spare.

Barbarian	Clothes, Studded Leather Armour, Light Shield, one Light Weapon, one Medium Weapon.
Amazon	Clothes, Padded Armour, Shortbow & 20 Arrows, Dagger.
Paladin	Clothes, Studded Leather Armour, Light Shield, Holy Symbol, one Medium Bludgeoning Weapon.
Sorceress	Clothes, Staff of Magic Missiles [15 charges], Arcane Talisman, Dagger.
Assassin	Clothes, Leather Armour, Light Weapon, Thieves' Tools, 2 vials of Blade Poison [2D6 STR].

In addition each character begins with two Healing [1D6] Potions and 2D6 pieces of silver.

Level Advancement

Experience Points are handled a bit differently in this game.

Add up the Encounter Levels (EL) of every creature defeated in an encounter the character takes part in.

Divide this total by the number of characters who began the encounter, round down and award to each character still alive at the end of the encounter.

When the total = $10 \times$ the character's current level, they have advanced to the next level. Reset the total to 0 after advancing.

As these are heroes any benefits that accrue from increasing a level are felt immediately. There is no need to have two days of R&R to 'level up'. DM's generally award experience at the end of a stage of an adventure anyway so no-one is going to level up in the middle of a battle.

Each level adds:

- +1 to all skills, or +2 to two skills, or +3 to one skill (player's choice).
- 3 Hit Points.
- +1 to all attack rolls.
- If the character's level divides by three (i.e., level 3, 6, 9, etc.) then add 1 point to either STR, DEX or INT (player's choice).
- Paladins and Sorceresses gain access to new levels of spells at character levels 3, 5, 7, 9, etc.

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Skills.

There are just seven skills - Physical, Subterfuge, Craft, Knowledge, Perception, Communication and Survival. Each represents a grouping of related skills that require similar physical and mental disciplines to master.

To succeed with a skill in a dangerous or stressful situation a character must roll higher than the given Difficulty Class. The DM will often allow characters to succeed automatically in less dangerous or stressful situations if they are sufficiently and appropriately skilled.

A character's Skill Rank = their level + any bonus due to their class.

Skill Roll = D20 + Skill Rank + whatever attribute bonus is most applicable to the use of the skill.

For example:

- Climbing would use Physical + STR bonus.
- Dodging a falling rock is Physical + DEX bonus.
- Finding a trap is Subterfuge + INT bonus.
- Disabling a trap is Subterfuge + DEX bonus.
- Following tracks is Perception + INT bonus.
- Making or repairing a weapon or armour is Craft + DEX bonus.
- Recalling an ancient legend would use Knowledge + INT bonus.
- Treating a comrade who has been poisoned would use Knowledge + INT bonus.
- Bargaining for provisions with tribesmen would use Communication + INT bonus.
- Tracking a deer or finding water is Survival + INT bonus.

Difficulty Class.

As characters develop their skills and abilities the level required for an action of moderate difficulty for them also increases as the challenges they face will also become harder.

As a guide the standard difficulty class for a character should be 10 + Character level. This can be increased or decreased depending upon whether the task is easier or more difficult than their present average ability. Thus the DM should add 1 [more difficult], 3 [much more difficult], 5 [extremely difficult] or 7 [incredibly difficult] to the DC if the task is more difficult, and deduct 1 [less difficult], 3 [easy], 5 [very easy] or 7 [really easy] from the DC if it is less difficult.

Saving Throws.

Fortitude	= 1D20+Level+STR bonus	Generally used against physically damaging attacks where dodging is not an option (poison, asphyxiation etc.).
Reflex	= 1D20+Level+DEX bonus	Generally used against special attacks where dodging is an option (fireballs, lightning bolts, traps etc.).
Will	= 1D20+Level+INT bonus	Generally used against enchantments, illusions and mind controlling powers.

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Combat.

Roll D20 + DEX bonus once per battle for initiative order Characters and monsters whos scores tie first compare their Dexterity attributes and if these are the same then reroll against each other. If one side is springing an ambush on an enemy, they get the initiative in the first round, then roll for initiative. Note that no-one is flatfooted. Barbarians are never surprised so they do roll initiative against an ambusher and thus may get to act before the ambush is sprung.

Everyone can do just one thing each turn such as move, attack, use a skill, cast a spell, etc. The exceptions being:

- the Charge, where a character can make a single move (in a straight line) and then make one attack against the target, and
- the multiple attacks available to more experienced characters.

Especially with some skill uses the DM may determine that they take more than one turn to complete.

Attack bonuses:

- Melee attack bonus = STR bonus + Level [plus any bonuses from class, enchanted items, spells or the situation, as determined by the DM]
- Missile attack bonus = DEX bonus + Level [plus any bonuses from class, enchanted items, spells or the situation, as determined by the DM]

Add the attack bonus to D20 Attack Roll. If the resulting score is higher than their opponent's Armour Class (AC), it's a hit.

Typical situation bonuses include:

Attacking an opponent who is prone, blinded or stunned	+2
Attacking an opponent who is flanked by an ally	+1
Attacking an opponent who is invisible	-2
Firing a missile weapon at an opponent in light cover	-1 [Light cover is that which conceals but gives no protection]
Firing a missile weapon at an opponent in solid cover	-2 [Solid cover is that which conceals and gives protection]

Rolling an unmodified, 'natural' 20 is automatically a hit and a critical and does maximum damage. Rolling an unmodified, 'natural' 1 is a miss.

If an opponent is held, paralysed or unconscious the attacker still rolls a D20 Attack Roll. However he is just rolling to see if he rolls a 1 and thus fails to penetrate or a 20 and does a critical.

There are no attacks of opportunity. It is assumed that in a combat situation characters will remain aware of their enemies.

If the character's total attack bonus is +6 or more, a second attack can be made at -5.

If the character's total attack bonus is +11 or more, two additional attacks can be made at -5 and -10.

Weapon damage as per table below. Add STR bonus to Melee damage, and 2x STR bonus for 2-handed weapons.

Armour as per table below. AC = 10 + DEX bonus + Armour bonus.

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Weapons and Armour

Weapon	Damage	Range	Weight	Type	Availability	Cost
Unarmed	d4-1	-	Light	Bludgeoning	Not applicable	Free
Dagger	d4	20'	Light	Piercing	Common	Cheap
Club	d4	-	Light	Bludgeoning	Common	Free
Axe	d6	20'	Light	Slashing	Common	Cheap
Shortsword	d6	-	Light	Slashing/Piercing	Standard	Moderate
Rapier	d6	-	Light	Piercing	Uncommon	Moderate
Mace	d6	-	Medium	Bludgeoning	Common	Moderate
Staff	d6	-	Medium	Bludgeoning	Common	Free
Spear	d8	30'	Medium	Piercing	Common	Moderate
Battleaxe	d8	-	Medium	Slashing	Standard	Moderate
Longsword	d8	-	Medium	Slashing	Standard	Expensive
Morningstar	d8	-	Medium	Bludgeoning/Piercing	Uncommon	Moderate
Warhammer	d8	-	Medium	Bludgeoning/Piercing	Standard	Expensive
Long Spear	2d6	-	Two-handed	Piercing	Standard	Moderate
Great Sword	2d6	-	Two-handed	Slashing	Rare	Very Expensive
Poleaxe	1d12	-	Two-handed	Slashing	Uncommon	Expensive
Maul	1d10	-	Two-handed	Bludgeoning	Standard	Expensive
Sling	d4	80'	Light	Bludgeoning	Common	Cheap
Shortbow	d6	120'	Light	Piercing	Common	Cheap
Light Crossbow	d6	200'	Medium	Piercing	Standard	Moderate
Longbow	d8	240'	Medium	Piercing	Standard	Moderate
Heavy Crossbow	d10	200'	Medium	Piercing	Uncommon	Expensive

Armour	Bonus	Weight	Availability	Cost
Padded	+1	Light	Common	Cheap
Leather	+2	Light	Common	Cheap
Studded Leather	+3	Light	Common	Moderate
Chainmail Byrnie	+4	Light	Standard	Expensive
Brigandine	+4	Medium	Standard	Moderate
Chainmail Hauberk	+5	Medium	Standard	Expensive
Scale Mail	+6	Heavy	Standard	Expensive
Lamellar	+6	Moderate	Uncommon	Expensive
Breastplate	+6	Medium	Uncommon	Very Expensive
Plate & Mail	+7	Heavy	Uncommon	Very Expensive
Full Plate	+8	Heavy	Rare	If you have to ask the price you cannot afford it
Shield, Light	+1	Light	Common	Cheap
Shield, Heavy	+2	Medium	Common	Moderate

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Movement

Character's movement per round is measured in 5' squares, and is generally $6 + \text{DEX bonus squares}$.

Wearing heavy armour reduces total movement by 2 squares. Wearing no armour increases total movement by 2 squares and wearing light armour increases it by 1 square. Apply these reductions or increases before calculating speed across difficult terrain.

Movement through or across difficult terrain is halved, as is movement through a square occupied by a friend who is not engaged in combat, or through a square adjacent to an unengaged enemy. A character cannot move through a square occupied by friend who is engaged in combat.

Climbing and swimming is at half speed.

When halving speed always round up to the nearest whole square.

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Magic

Spells and Spell-casting

Sorceresses can cast any arcane spell with a spell level equal to or below half their class level, rounded up. At first level they may choose five arcane spells from the D20 Microlite spell list [see below].

Paladins can cast any divine spell with a spell level equal to or below half their class level, rounded up. At first level they may choose five divine spells in the D20 Microlite spell list [see below].

Learning new spells can be achieved by finding a scroll with the spell on [see Enchanted Items below], or by finding someone who already knows it and is willing to teach it for money, or more often in trade for a spell they don't know. Neither Sorceresses nor Paladins automatically learn new spells when they advance a level.

Casting a spell of any kind costs Hit Points. The cost is $1 + \text{the level of the spell being cast}$. This loss cannot be healed by curing spells, but is fully recovered after eight uninterrupted hours of rest, or by drinking a Healing Potion (as this restores both physical damage and mental fatigue).

Certain enchanted items can store power that can be used to cast spells instead of hit points [see Enchanted Items below].

There is no need to memorize spells in advance. All spell-casting is spontaneous.

All spells require verbal and somatic components. Material components are replaced with Holy Symbols (Divine) or Talismans (Arcane).

The DC to resist a spell = $10 + \text{Spell Level} + \text{INT}$.

Arcane Spell List

Cantrips	1st Level	2nd Level	3rd Level	4th Level
Arcane Mark	Charm Person	Alter Self	Animate Dead	Arcane Eye
Dancing Lights	Feather Fall	Darkness	Dispel Magic	Bestow Curse
Detect Magic	Hold Portal	Fog Cloud	Fireball	Confusion
Detect Poison	Mage Armour	Invisibility	Fly	Dimension Door
Light	Magic Missile	Knock	Heroism	Ice Storm
Mage Hand	Ray of Enfeeblement	Levitate	Hold Person	Polymorph
Message	Shield	Mirror Image	Lightning Bolt	Secure Shelter
Prestidigitation	Silent Image	Scorching Ray	Major Image	Stone-skin
Ray of Frost	Sleep	Web	Protection vs. Energy	Wall of Fire

Divine Spell List

Orisons	1st Level	2nd Level	3rd Level	4th Level
Create Water	Bless	Augury	Continual Flame	Control Water
Cure Minor	Bless Water	Con/Desecrate	Create Food/Water	Cure/Inflict Critical
Detect Poison	Command	Cure Medium	Cure Serious	Death Ward
Detect Magic	Cure Light	Enthrall	Magic Circle	Divination
Disrupt Undead	Detect Alignment	Remove Paralysis	Prayer	Divine Power
Light	Divine Favour	Restoration Lesser	Remove Disease	Raise Dead
Purify Food/Drink	Magic Weapon	Silence	Remove Curse	Neutralize Poison
Read Magic	Protection/Alignment	Spiritual Weapon	Speak with Dead	Restoration
Resistance	Sanctuary	Zone of Truth	Water Walk	Tongues

A list of higher level spells will be provided in a future supplement.

Cure spells cure $1D6 + \text{caster level hit points}$.

The divine spell Raise Dead is a little different under these rules. Instead of losing a level the character is reduced to 0 experience points [see below]. Thus they do not lose a level but have to begin advancing towards the next level again.

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Note that Undead who usually cause negative levels in D&D do not do so in D20 Microlite. Instead their special attacks are aimed at attributes.

Enchanted Items.

The most common enchanted items are Healing Potions. They are produced by apothecaries and come in a range of strengths from 1D6 to 4D6 hit points. A healing potion is a 4 fluid ounce vial of minty red liquid.

For instance some weapons and armour have one or more sockets on them into which can be placed magical gems or runestones. These gems & runestones give a variety of effects, but once set in a socket cannot be removed without destroying the entire item. Certain combinations of runes can give greater powers.

Common enchanted gems and runestones include:

Rubies	Adds 1D6 fire damage to weapons, or prevent the first 1D6 damage from ice attacks when placed on armour.
Sapphires	Adds 1D6 ice damage to weapons, or prevent the first 1D6 damage from fire attacks when placed on armour.
Emeralds	Adds 1D6 poison damage to weapons, or prevent the first 1D6 damage from poison attacks when placed on armour.
Obsidian	Adds 1D6 necrotic damage to weapons, or prevent the first 1D6 damage from necrotic attacks when placed on armour.
Pearls	Hold 1D6 points of power that can be used for casting spells. They become worthless once power is discharged.
Amethysts	Discharge 1D6 healing energy per day upon command.
Iron Rune	Increase AC of Armour or Shield by 2
Copper Rune	Prevent the first 1D6 damage from electricity when placed on armour

As stated in the section on Magic there are crystals that contain points of power that allow spell casters to cast spells without losing hit points. These come in three types:

1. Disposable pearls have a number of power points and once these are used the pearl is useless.
2. Rechargeable crystals that can be refilled by the sacrifice of the caster's hit points into the crystal. This is usually done between adventures.
3. Regenerating crystals are the rarest and most sought after. These regenerate the power points within them if left unused for 24 hours.

Then there are matrix crystals. These rare elven diamonds not only have power in them but also the matrix for a spell. Any character can cast the spell from a matrix crystal simply by saying the command word carves into one of its facets.

Most matrix crystals are one-use, but a few regenerate the power required to use them if left unused for 24 hours.

Some spells can be found on scrolls. These each contain a complete spell that has been cast into the scroll. Simply saying the last word of the scroll activates the spell. Any character can cast a spell from a scroll if they can make a Communications Skill roll against a DC of 15. Failing to cast it does not ruin the scroll, but a second attempt by the same character is not allowed for 24 hours.

A secondary use of the scroll is to allow the Sorceress or Paladin to learn the spell and add them to their repertoire. Learning a spell from a scroll discharges it.

Another relatively common item, which is somewhat similar to the matrix crystal is the Wand. Unlike standard D&D these do not contain the power for a spell, just the matrix. The sorceress must provide the power either from their hit points or from a power crystal. What they allow sorceresses to do is cast spells they do not know yet or of a higher levels than they can yet use. Paladins have an equivalent to this in the Holy Relic.

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Equipment Lists.

There are no prices listed for the weapons and armour above. This is because there are no set prices for anything in this chaotic age. We have added a rough guide to the availability and cost of these items, but these should be taken as just that, rough. Some equipment will be provided by the characters' patrons when they begin, other items can be scavenged from the dead or looted from enemies.

There will come a time though when the characters will need to pay for things, especially in the very few towns that exist in the period. They will pay for these things in pieces of silver. Most craftsmen will accept silver and gold items in trade for goods. A character's Communications skill will be of great importance in this form of barter.

The most common coin is the silver piece. This is often called a shilling and it weighs about an ounce depending upon how adulterated it is. Some cities, tired of merchants cutting their silver coins into halves or quarters, have issued copper pennies at a rate of twelve pennies to the silver. These pennies are worthless outside the city that minted them.

A pound of silver in metal or coin is worth roughly one Gold Mark. This is a smaller coin than the silver shilling, but still weighs about an ounce. It is more likely to have a high level of purity than silver coinage. Gold coinage is always acceptable outside the city that minted it.

The DM will consider how difficult a thing is to make, how long it takes to make, the cost of the base materials and the market (i.e. are there plenty or few of these things available).

Eleven things you can buy with one piece of silver:

1. A night in an Inn, with a good dinner and breakfast.
2. A ride on a wagon from one village to the next.
3. Any common item that took no more than one day to make (i.e. a haversack, 30' rope, knife, six candles, large wicker basket, a plain cloak, a copper cloak pin, a horse bridle, a woollen shirt, a wheelbarrow, four arrows).
4. A lady of the night for an hour.
5. Stabling for your horse for a day and a night.
6. An afternoon in a public bath house.
7. A porter or labourer for half a day (note that porters charge for both ways if they have to travel away from their community)..
8. Bribe for a Guard for a minor infraction or favour.
9. A bottle of half-decent wine.
10. A pitcher of drinkable beer.
11. A letter written for you by a scribe.

Other things of worth.

A Promise.

In the wreck that is the world one of the most valuable things a person may give is his promise. A promise is an open ended obligation that pledges the allegiance and assistance of that man at some future date. It should neither be given nor redeemed lightly. Men and women of honour will die to fulfil a promise made.

Your Reputation.

Little is of more value to a man or a woman than their reputation. In an uncertain world it is the thing that sails before you and opens doors. A reputation that is bright and honourable will gain you the ears and promises of the wise and powerful. A reputation that is dark and dangerous may bring you fear and respect.

To impugn a person's reputation is a deadly game to play. People will fight to maintain their reputation, they may even kill to do so.

Your Ransom.

Most wise adventurers bank their spare cash with a friend, a Guild or an Innkeeper. Many will try and keep a few hundred silver pieces aside to act as their ransom. When all is lost they can shout that they have a ransom and then surrender. Most intelligent assailants would prefer to have the money than a dead body.

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Nearly every town has a point close by to it where such transactions take place. Some even have agents who will negotiate between the captors and the ransom holder for a fee. The usual deal is to hand over the captive with his equipment in return for the cash. Not all captors are so generous and may also ransom choice items of equipment back to their captive or his agent.

As a rule of thumb an intelligent captor will demand at least one hundred silver pieces per captive level. This may be reduced if the captive is not 'complete'.

Innkeepers have become common agents in this trade, and many will happily put the adventurer's ransoms in their strongboxes with the hope of making a fat fee if they should become captured or the whole amount if the adventurer dies kinless. Those who double cross their clients quickly achieve a dark reputation and are not in business for long.

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Appendix 1 - What is Known.

The World is divided into many City States and Petty Kingdoms. The majority of these are in a poor state, riven from within by diabolic cults, and assailed from without by the forces of the Diabolic Princes. Many are nervous and unwelcoming of strangers.

The areas of wilderness that once bordered these communities have grown both in size and in danger, separating them from each other such that only well-protected caravans can now travel between them. Few of the City States or Petty Kingdoms have the strength to do any more than protect what remains and in their hour of need they turn to companies of adventurers to drive back the darkness.

Many of the world's sage wizards have turned into diabolists, leaving a scattered few to teach their magics to the next generation. The Gods have fled and as a result most churches and temples are now empty. Only the Templars of the Light Eternal, the Paladins, are sufficiently holy to be able to draw upon divine belief to power their spells. Unfortunately most of these are dead.

The Enemy.

The main forces of the Diabolic Princes include the Corrupt, the Undead, the Fallen, and various Devils.

The Corrupt.

Many humans have given up the fight against the forces of the Diabolic Princes and sold their souls in the hope of immortality, or at least staving off the inevitable. These fools form into secretive Diabolic Cults. The Diabolic Princes use these cultists to undermine the morale and organization of the remaining kingdoms.

Although they remain ostensibly human the longer they spend in the service of their dark masters the more bestial they become.

The Undead.

One of the ways a Diabolic Cult can increase its power is to create or attract Undead minions. Amongst the Corrupt are those who were once Priests of the Old Gods and who have since become foul Necromancers.

The most common undead are Skeletons and Zombies, though not uncommon are all manner of depraved creatures such as ghouls and ghosts. Only the most powerful Cults and Necromancers can command the allegiance of Vampires and Wights.

The Fallen.

These are what the Corrupt become once they have mutated so far they can no longer be considered to be human. They are still humanoid in appearance but often exhibit grossly over muscled bodies, horns, cloven feet and tails. These form tribes out in the wilderness, where they infest the ruins of civilization and prey on the remaining human communities that border their dark domains.

Devils.

Most devils find it difficult to manifest upon the Prime Material plane, and where they do they cannot maintain their physical form for long. Thus they are only common close to dimensional gates and rifts, or where summoned by the Corrupt.

One minor type of Devil has managed to transfer permanently to this world by possessing the form of a goblin cultist. These are small, quick and vicious. They are led by Diabolic shamen who exhibit arcane powers.

Other Enemies.

Although the forces of the Diabolic Princes do pose the greatest threat to humanity there are others who can cause pain and suffering who have no allegiance to them.

Brigands.

When the rule of law is gone many men turn to Brigandry to feed themselves and their families. Robberies on the highways and byways of the Petty Kingdoms is rife. Some traveller's, such as wealthy caravans, can afford to buy them off, but many are much less fortunate.

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Goblin Warbands.

With the collapse of the borders many goblin tribes are sending our warbands to raid and loot outlying villages and farmsteads. What they lack in strength of arms they more than make up for in numbers and a cruel cunning.

Goblins are nocturnal raiders, using their excellent night vision and sense of smell to guide them through the darkness. Although not particularly brave they are more than capable of overwhelming a few humans by sheer weight of numbers.

Halflings.

Halflings were once reasonably common in human cities and kingdoms, but since the fall they have become increasingly rare. Where they all went to few humans can even guess, and even less care. The fact is that the only time a human generally see's a halfling now is when they are being robbed.

When you are three feet tall in a man's world you tend to have develop strategies for evening up the situation. Halflings have always had a talent for stealth and larceny. When they depended upon human's good nature to get by well they kept the larceny down to a minimum. Now though the gloves are off.

Imagine a Goblin Warband, but with an intelligence that matches that of a human and the ability to disappear in a heartbeat. Halfling gangs are now responsible for about half of all robberies and theft in human cities. More than one wealthy burgher has woken up on the floor of his bedroom to find everything stick of furniture, every morsel of food and every last copper piece has been purloined while he slept.

Dark Knights.

What happens to a Paladin who has lost all hope? Whom the gods have deserted and whose spirit lies broken? Many have turned to evil and have become Dark Knights. Some of these maintain a semblance of chivalry and go through the motions of their previous lives, such as maintaining their castle, holding foul tournaments or defending a bridge or road against all comers.

Others draw to their banners ambitious and cruel young men and form retinues. These company's of darkness raid caravans, villages and even small towns, revelling in an orgy of destruction.

Few though have fallen further than Sir Turquine sans Pitie. Once a Knight of the Argent Circle of the Temple of Light Eternal he has become a true fiend and has carved a small kingdom for himself in the Grey Mountains. He rides forth from here to reave and enslave his neighbours.

The Wild Hunt.

Although most have withdrawn to their ancient forest holds, some Elves now prey upon humans. They blame humanity for releasing the Diabolic Princes and seek to avenge their losses. They rarely wander far from their forests, but form a deadly threat along their borders.

Upon a full moon they are rumoured to ride forth upon sylvan steeds with a baying pack of barghests at their head. They are led by a powerful Elven Lord, known as the Master of the Hunt, and they give no mercy to anyone who passes before them.

Ogres.

Once upon a time human champions drove these beasts so far into the wilderness that they became legends. A monster to frighten children to bed with. Now they are coming back, and not just in ones or twos, but in warbands numbering dozens.

They are driven by their hunger for flesh and have no compunction about who they attack. More than one Diabolic Cult or Goblin Warband has been wiped out and then eaten by ravenous Ogres.

Ogres are large, slow and immensely strong. They are bright enough to be able to cobble together makeshift armour from what they loot, and use huge clubs and crude spears in combat.

Pathfinder LITE: Players Compendium

Based on the MicroLITE d20 core rules

Ability Scores: (Modifier = STAT – 10 / 2 (round down))

There are three core Ability Scores often called 'Stats'.

- Strength (STR)
- Dexterity (DEX)
- Mind (MND)

Skills: (Skill Rank = Level + Race Modifier + Class Modifier)

Skill Check: (Roll = 1d20 + Skill Rank + Stat Bonus + Situational Modifier)

There are four general skills that all characters may use.

- Physical (Phys)
- Subterfuge (Sub)
- Knowledge (Know)
- Communication. (Com)

Standard Actions & Skill Checks: Suggested rolls for Standard Actions and typical Skill Checks. Any player may suggest a different roll than listed which may represent more accurately the action their character is attempting.

Appraise - com+MIND
Balance - phys+DEX
Bluff - com+MIND
Climb - phys+STR
Concentration - phys+MIND
Craft - know+DEX
Decipher Script - (Linguistics)
Decipher Language - (Linguistics)
Diplomacy - com+MIND
Disable Device - sub+DEX
Disguise - sub+MIND
Escape Artist (slip free)- sub+DEX
Escape Artist (break free) - sub+STR
Forgery - (Linguistics)
Gather Information - (Diplomacy)
Handle Animal - com+MIND
Heal - know+MIND
Hide - (Stealth)

Hunt / Forage sub+DEX
Intimidate - com+STR
Jump (long) - phys+STR
Jump (high) phys+DEX
Knowledge - know+MIND
Linguistics - comm+MIND
Listen - (Perception)
Move Silently - (Stealth)
Open Lock - (Disable Device)
Perception -
Spot - phys+MIND
Search - know+DEX
Listen - sub+MIND
Smell - phys+MIND
Taste - know+MIND
Perform (act, sing, etc) - com+MIND
Perform (instrument) - com+DEX
Profession - com+MIND

Ride - com+DEX
Search - (Perception)
Sense Motive - com+MIND
Sleight of Hand - sub+DEX
Speak Language - (Linguistics)
Sneak (hide & move silent) -sub+DEX
Spellcraft - know+MIND
Spot - (Perception)
Stealth - sub+DEX
Survival - phys+STR
Swim - phys+STR
Tumble - phys+DEX
Use Magic Device - know+MIND
Use Rope - know+DEX

Saves: There are three types of saves used to determine the outcome of actions forced upon an unwilling character.

- **Reflex:** (Save = Phys + DEX)
- **Fortitude:** (Save = Phys + STR)
- **Will:** (Save = MND + LVL)

Magic: To determine what spells are available to each class please refer to their class details.

Casting:

- **Spell Level:** (Caster Level / 2 (round up))
The spell level a magic user can cast is equal or below 1/2 their class level, rounded up. The spell caster may only cast spells of their current spell level or below.
- **Casting Cost:** (Cost = Spell Level * 2 + 1)
Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast. This loss cannot be healed normally but is recovered after 8+ hours rest.
- **Signature Spells:** (Cost = Spell Level * 2)
Choose spells that suit your character. Select one 'signature' spell, per spell level, from 1st Spell Level upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.
- **Difficulty Class:** (DC = 10 + Caster Level+MIND bonus)
Use this DC to check against for things like Reflex or Will saves vs. a spell's effects. When casting a spell on an unwilling target that target may get a Save which they will have to roll and check against your spell DC. Be sure to read a spells description to see what save, if any, your targets may get and what happens if they fail a Save.
- **Memorization:**
There is no need to memorize spells in advance; casting is spontaneous for all casting classes. The trade off for this benefit, and the superiority of magic in general, is the cost of Hit Points to cast spells.

Combat:

Hit Points: (HP = STR Stat + 1d6 per Level.)

Initiative: (Roll = 1d20 + DEX bonus)

Someone should write down every character's name, including opponents, and the Initiative number they rolled in the order of highest to lowest number. This is the Initiative Order for an encounter which dictates the order in which turns are taken.

All characters take a Turn in order of Initiative. After everyone has taken their Turn a new Round starts again at the top of the Initiative Order. Everyone can do one thing each turn; such as move, attack, perform a standard action, cast a spell, etc.

Attack Bonus: When a player declares their character attacks an opponent they make an Attack Roll using one of these bonuses.

- **Melee ATK:** (Bonus = STR modifier + Level)
- **Missile ATK:** (Bonus = DEX modifier + Level)
- **Magic ATK:** (Bonus = MND modifier + Level)

Attacking: (ATK Roll = 1d20 + ATK bonus vs. opponent's AC) Which attack bonus to use depends on the type of weapon you are using. Melee ATK for close combat weapons, Missile ATK for ranged / thrown weapons, and Magic ATK for spells that require a 'ranged touch attack' or other ATK roll (read a spells description to see if it requires an attack roll). A player will declare who their character is targeting for an attack, make an ATK Roll, and tell the GM what the total result is. The GM will check this number against the target's AC and announce if it was a 'hit' or 'miss'.

Armor Class: (AC = 10 + DEX bonus + Armor bonus)

Each type of armor has its own bonus designated; refer to your armor stats and description when calculating a player character's AC. Other modifiers can effect your Armor bonus so be sure to include things like shields, magic items, spell effects, and include all applicable modifiers in order to accurately total up a character's AC.

Critical Hit / Miss: A "Natural Roll" is a number rolled on the dice with no modifiers applied. Consult with your DM what happens when a critical hit or critical miss occurs. A typical result is double damage for a critical hit and a character harming themselves for a critical fumble. These **only** apply to ATK Rolls.

- Critical Hit: Natural 20
- Critical Miss: Natural 1

Multiple Attacks: If a character's total ATK bonus is +6 or more then a second ATK can be made that round at a -5 penalty. If a character's total ATK bonus is +11 or more then a third ATK can be made that round at a -10 penalty.

- **Example:** If the total bonus is +6; two attacks can be made with ATK Bonuses of +6/+1
- **Example:** If the total bonus is +12, three attacks can be made with ATK Bonuses of +12/+7/+2.

Combat Maneuver System: Attacker roll = 1d20 + CMB vs. Defender roll = 1d20 + CMB (higher number wins)

- **Combat Maneuver Bonus:** CMB = Melee ATK bonus + Phys skill bonus
- **Usage:** Executing a combat maneuver is a standard action. The defending opponent makes an opposed roll against the attacker; both roll 1d20+CMB and the higher number wins. Some combat maneuvers can be maintained over several rounds (grapple or bull rush); a defender may attempt to break free on their turn or an attacker may attempt to maintain the maneuver on their turn. Another opposed CMB check is rolled on the attacker's and defender's turn; if the attacker wins the maneuver is maintained but if the defender wins then the maneuver is broken.
- **Maneuvers:**
 - **Grapple:** You can attempt to grapple a foe, hindering their combat options. Once grappled you can attempt to move together, damage your opponent, or pin them down.
 - **Bull Rush:** A bull rush attempts to push an opponent straight back 5' without doing any harm.
 - **Trip:** You may attempt to trip an opponent and knock them prone.
 - **Disarm:** Attempt to disarm opponent. Success and they drop their weapon; failure and you drop yours.
 - **Overrun:** Attempt to overrun your target, moving through the space it occupies.
 - **Sunder:** You can attempt to sunder an item held or worn by your opponent using a weapon you wield. Succeed and the item is rendered useless until repaired.
 - **Charge:** Run up to twice your normal distance and make a single attack. Path to target must be straight and clear of obstacles.
 - **Aid Another:** Spend your turn aiding a nearby ally. The designated ally gains a +2 bonus on next roll.

Dual Wielding Weapons: Fighters, Rogues, and Rangers can wield 2 light weapons and attack with both in a round if they take a -2 penalty on **all** ATK Rolls that round. To determine if a weapon is a 'light weapon' please refer to the weapon's stats and description.

Damage: (DMG Roll = damage dice + modifiers) subtract result from opponents HP.

When an ATK Roll results in a hit then the player makes a DMG Roll. Each weapon will have designated dice types to roll for damage so refer to your weapon stats when rolling for damage. Spells indicate in their description what dice to roll.

- **Damage Bonus:** Add your character's STR modifier to Melee damage, multiply by 2 for 2-handed weapons. Other modifiers from spell effects, magic items, or other circumstances may apply so be sure to add everything.

Death: If a character's HP reaches 0; the character falls unconscious and is near death. Further damage directly reduces STR. If STR reaches 0 the player's character is dead. Once revived and conscious; a characters STR is restored while HP will have to be magically cured or healed with extended rest and care.

Races: These are the classic races. If you wish to play a different race please consult with your DM.

Dwarf

- **Dwarven Bravado:** While dwarves are both tough and wise they are also a bit gruff.
- **Modifiers:** +2 STR, -1 Comm
- **Languages:** Dwarven and Common

Elf

- **Elvish Domineer:** Elves are nimble, both body and mind, but tend to be rather frail.
- **Modifiers:** +2 MND, -1 Phys
- **Languages:** Elven and Common

Gnome

- **Gnomish Stature:** Although they tend to be physically weak they are quite hardy and their attitude makes them naturally agreeable... when they want to be!
- **Modifiers:** +1 DEX, +1 MIND, -1 Phys
- **Languages:** Gnomish, Sylvan, and Common

Half-Elf

- **Half-Elf Domineer:** Half-elven nature is a variance somewhere between Elven and Human.
- **Modifiers:** +1 MIND, +1 to all Skill Rolls, -1 STR
- **Mixed Blood:** They count as both Human and Elven for any effects that specify race.
- **Languages:** Elven and Common

Half-Orc

- **Half-Orc Bravado:** Physically strong and always on the look out for danger. Their orc stock does tend to limit their intelligence however.
- **Modifiers:** +2 STR, -1 Know
- **Mixed Blood:** They count as both Human and Orc for any effects that specify race.
- **Languages:** Orc and Common

Halfling

- **Halfling Stature:** Halflings are nimble and strong willed but their small stature makes them weaker than most races.
- **Modifiers:** +2 DEX, -1 Phys
- **Languages:** Halfling and Common

Human

- **Human Domineer:** Humans have a variable nature; no two are alike. They are also very adaptable; learning or adapting to almost.
- **Modifiers:** +1 to any STAT, +1 to all Skill Rolls, -1 to any STAT
- **Languages:** Common

Classes:

For details on each class please refer to individual class's document. These are just basic descriptions to help you decide which class best suits your character concept.

- **Barbarians** may use light or medium armor and light shields. They received a +3 bonus to Physical skill. Barbarians use their Rage to release special abilities.
- **Bards** wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards use their Performance to manifest their special abilities.
- **Clerics** wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics may cast any divine spell in SRD.
- **Druids** wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.
- **Fighters** wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.
- **Monks** do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.
- **Paladins** may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. Paladins use Righteous Favor for special abilities and Holy Magic to cast some divine spells. A character must be of Lawful Good alignment to be a Paladin
- **Rangers** use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.
- **Rogues** use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.
- **Sorcerers** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.
- **Wizards** wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.

Character Creation:

Ability Scores (Stats):

Roll 4d6 and ignore lowest number. Add remaining three dice and write down this number. Repeat two more times.

Allocate the three numbers to your stats in any order. Calculate your stat Modifiers: (**Modifier = STAT – 10 / 2 (round down)**)

- STR
- DEX
- MND

Race:

Select one of the following races and apply modifiers directly to their associated Stat or Skill.

- **Humans:** +1 to any STAT, +1 to all Skills, -1 to any STAT
- **Elves:** +2 MND, -1 Phys
- **Dwarves:** +2 STR, -1 Comm
- **Halflings:** +2 DEX, -1 Phys
- **Gnomes:** +1 DEX, +1 MIND, -1 Phys
- **Half-orcs:** +2 STR, -1 Know
- **Half-elves:** +1 MIND, +1 to all Skills, -1 STR

Alignment:

Figure out your character's alignment based on their personality and background. Combine one item from the left with one from the right and this is your character's alignment. Alignment is your characters morale barometer which gages the typical behavior of your character. This is not a limitation or restriction of what your character can and can not do but rather how they behave most of the time. Alignment is also a great way to distinctly separate the Player from a Character and help the player role play their character. For more details on alignment refer to the SRD.

- | | |
|------------------|------------------|
| • Lawful | • Good |
| • Neutral | • Neutral |
| • Chaotic | • Evil |

Class:

Choose one of the following classes. For details on classes refer to the Class Descriptions. Players may multiclass a character but the Class Modifiers are only applied for the first class taken and not for multiclassing.

- **Barbarians**
- **Bards**
- **Clerics**
- **Druids**
- **Fighters**
- **Monks**
- **Paladins**
- **Rangers**
- **Rogues**
- **Sorcerers**
- **Wizards**

Skills:

Calculate your character's skill ranks with this equation: (**Skill Rank = Level + Race Modifier + Class Modifier**)

Note that the Class Modifiers are only applied for the first class a character takes and not for multiple classes.

- **Physical** (Phys)
- **Subterfuge** (Sub)
- **Knowledge** (Know)
- **Communication.** (Com)

Magic:

If your character can cast spells then calculate your spell Difficulty Class (DC) using this equation: (**Spell DC = 10 + Caster Level + MND bonus**). Choose your favored spell for each Spell Level starting at Spell Level 1; these spells costs 1 less HP to cast. All other spells cost: (**HP Cost = Spell Level * 2 + 1**).

Level Advancement:

First apply Base Advancement then apply Class Specific advancement for each class your character leveled up. If you are multiclassing a character then do not apply the Class Modifiers. Most characters start off at level one and achieve levels as their experience increases. However players may wish to start at a higher level but the same advancement rules apply; consult with your DM on what level play will begin at. Perhaps everyone decided on playing a specific adventure module that looked interesting but it's recommended for level 4 characters thus everyone may want to start playing with level 4 characters.

Experience: In order to gain levels characters must earn experience by achieving goals. While there is a great emphasis based on gaining experience through slaying opponents; that need not be the only way experience is gained. Your DM should award experience to characters based on their success at completing objectives; not just body counts. Outlined here are two methods of determining when a character will gain a level; consult with your DM on which method will be used.

Level by Encounter:

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, objective, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total equals $10 \times$ your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Level by Adventure:

Every third adventure that a character survives they gain a level. If progress is too quick then the DM may opt for leveling every fifth adventure. An adventure is comprised of many encounters. An encounter is made up of several objectives. This method is much broader and assumes that a character who survives an entire adventure has obviously gained much experience and therefore after several adventures they have earned a level.

Base Advancement: All characters, regardless of class or race, gain these advancements upon leveling up.

- +1d6 HP
- +1 to all Attack modifiers (Melee, Ranged, & Magic)
- +1 to all Skill ranks (Phys, Comm, Know, Subt)
- +1 to all Save modifiers (Reflex, Fortitude, Will)
- If Character Level is divisible by three then +1 STR, DEX, or MND
 - Level 3, 6, 9 12, 15, 18, etc...

Class Specific Advancement: Characters advance upon leveling up based on their class as well. Refer to class details for more specific information on class features or special abilities and how they increase as a character gains levels.

Barbarian

- **History:** For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.
- **Description:** Barbarians may use light or medium armor and light shields. They received a +3 bonus to Physical skill.
- **Rage:** The raging storm within may be released in the form of special abilities.
 - **Amount:** Rage = 1 per Barbarian level.
 - **Usage:** Raging is a free action applied to the next action taken.

NAME	EFFECT	COST	DURATION
Guarded Stance:	+1 AC	per 1 Rage	1 round
Powerful Blow:	+1 DMG	per 1 Rage	1 round
Surprise Accuracy:	+1 ATK	per 1 Rage	1 round
Intimidating Glare:	+1 to Intimidation check	per 1 Rage	1 turn
Swift Foot:	Move an additional 5'	per 1 Rage	1 turn
Elemental Rage:	Melee energy ATK 1d6 (acid, cold, electric, fire)	2 Rage	1 turn
Animal Fury:	Bite ATK (1d6+STR DMG)	3 Rage	1 turn
Knockback:	Push target back 5'	4 Rage	1 turn
Clear Mind:	Reroll failed Will save; new result is final	5 Rage	Instant
Strength Surge:	Add Barbarian LVL as a bonus to STR check.	5 Rage	1 round
Renewed Vigor:	Heal 1d8 DMG on self.	5 Rage	Instant
Unexpected Strike:	One additional ATK this turn.	6 Rage	1 turn
Mighty Swing:	Automatic critical hit on next ATK	10 Rage	1 turn
Terrifying Howl:	Enemies within 30' who fail Will save are <u>panicked</u> for 1d4 rounds. (Will save DC = 10+Barb LVL)	14 Rage	Instant

- **Class Features:**
 - **Fast Movement:** (LVL 1) Barbarian's land speed is faster than the norm by 10' feet.
 - **Improved Uncanny Dodge:** (LVL 5) The barbarian can not be flanked.

Bard

- **History:** Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.
- **Description:** Bards wear light armor and may use light shields. They gain a +2 bonus to Communication, Subterfuge, and Knowledge. Bards can use their Performance to unleash special abilities.
- **Performance:** A bard's Performance could be many things; singing, chanting, playing instruments, comedy, poetry, acting, dancing, or even a combination.

Will save DC = 10 + (Bard Level / 2) + MND (round down)

- **Amount:** 1 Performance per Bard Level which are recovered after 8 hours of rest.
- **Usage:** Performing is a standard action. Targets must be able to see, hear, and be within 30' of a performance to be effected. For every round that a performance is maintained the cost will be subtracted from their total performances for that day. Opponents receive a Will save to resist the effects of a bard's performance.

NAME	EFFECT	COST	DURATION
Muse	+1 bonus to all rolls for allies	+1 per Perf.	Concentration
Fascinate	(See Description)	1 Perf.	Concentration
Dirge of Doom	Opponents take -2 on all rolls	1 Perf.	Concentration
Inspire Greatness	+2 AC, +2 ATK, & +2 DMG for allies	2 Perf.	Concentration
Paralyzing Show	(See Description)	3 Perf.	Concentration
Inspire Heroics	(See Description)	3 Perf.	Concentration
Countersong	Nullify a sound based attack.	1 Perf.	Instant
Subliminal Ballad	(See Description)	3 Perf	Instant
Song of Freedom	Break an enchantment for one ally	8 Perf.	Instant
Soothing Performance	(See Description)	10 Perf.	Instant
Deadly Performance	(See Description)	18 Perf.	Instant

- **Fascination:** Cause any unthreatened target that fails their save to be [fascinated](#) and pay attention to the performance causing them to sit quietly and take no other actions until the performance is over or something threatens or distracts them. Able to fascinate total HD equal to Bard LVL.
- **Paralyzing Show:** Opponents become [paralyzed](#), unable to take actions, unless they make their save.
- **Inspire Heroics:** +4 bonus to all saves and +4 dodge bonus to AC for allies
- **Subliminal Ballad:** Make a [suggestion](#) to one target already Fascinated unless they make their save.
- **Soothing Performance:** Creates an effect equivalent to [mass cure light wounds](#) and removes fatigued, sickened, and shaken effects from all allies
- **Deadly Performance:** One target in range of this performance will die of pure joy or sorrow unless they make their save; in which case they are [stunned](#) for 1d4 rounds

- **Class Features:**

- **Lore Master:** (LVL 1) Bards may "take a 10" on any knowledge check if they choose to.
- **Instrument:** (LVL 1) Begin play with one masterwork instrument of your choice.
- **Bard Magic:** (LVL 1) Able to cast bard spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40 per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.

0-Level Bard Spells			
NAME	DESCRIPTION	RANGE	DURATION
Dancing Lights:	Creates up to four dim lights within a 10-ft.-radius area.	Medium	10 rounds
Daze:	Humanoid creature of 4 HD or less loses next action.	Close	1 round
Flare:	Dazzles one creature (-1 on attack rolls).	Close	10 rounds
Ghost Sound:	Create and manipulate figment sounds.	Close	1 round/LVL
Message:	Whisper conversation at distance of 100'	Medium	1 encounter
Prestidigitation:	Performs minor tricks.	10'	1 encounter
Summon Instrument:	Summons one musical instrument to appear in hand.	0'	10 rounds/LVL

1st-Level Bard Spells			
NAME	DESCRIPTION	RANGE	DURATION
Animate Rope:	Makes a rope move at your command.	Medium	1 round/LVL
Cause Fear:	One creature of 5 HD or less flees.	Close	1d4 rounds
Confusion, Lesser:	One creature is <u>confused</u>	Medium	1 round
Cure Light Wounds:	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Disguise Self:	Changes your appearance.	Personal	1 encounter
Expeditious Retreat:	Your base land speed increases by 30 ft.	Personal	10 rounds/LVL
Hideous Laughter:	Subject loses actions for 1 round/ level.	Close	1 round/LVL
Identify:	Gives +10 bonus to identify magic items.	60'	Instant
Magic Mouth:	Object speaks once when triggered.	Close	Instant
Silent Image:	Creates minor illusion of your design within 10' cube area per LVL.	Long	Concentration
Sleep:	Puts 4 HD of creatures into magical slumber.	Medium	10 rounds/LVL
Ventriloquism:	Throws voice or sound you normally make vocally.	Close	10 round/LVL

2nd-Level Bard Spells			
NAME	DESCRIPTION	RANGE	DURATION
Alter Self:	Assume form of a Small or Medium humanoid.	Personal	1 encounter
Blindness/Deafness:	Makes subject blind or deaf.	Medium	Permanent
Blur:	Attacks miss subject 20% of the time.	Touch	10 round/LVL
Calm Emotions:	Calms creatures, negating emotion effects, within 20' area.	Medium	Concentration
Cure Moderate Wounds:	Cures 2d8 damage + 1/level (max +10).	Touch	Instant
Daze Monster:	Living creature of 6 HD or less loses next action.	Medium	1 round
Enthrall:	If you have the attention of a group, you can hold them enthralled	Medium	Concentration
Glitterdust:	Blinds creatures, outlines invisible creatures, within 10' area.	Medium	1 round/LVL
Heroism:	Gives +2 on attack rolls, saves, skill checks.	Touch	1 encounter
Hypnotic Pattern:	Fascinates (2d4 + level) HD of creatures.	Medium	Concentration
Minor Image:	As silent image, plus some sound.	Long	Concentration
Pyrotechnics:	Turns fire into blinding light or choking smoke.	Long	1d4 rounds
Scare:	Panics creatures of less than 6 HD.	Medium	1 round/LVL
Shatter:	Sonic vibration damages objects or crystalline creatures.	Close	Instant
Silence:	Negates sound in 20-ft. radius.	Long	10 rounds/LVL
Sound Burst:	Deals 1d8 sonic damage and may stun subjects within 10' area.	Close	Instant
Tongues:	Speak and understand any language.	Touch	1 encounter

3rd-Level Bard Spells			
NAME	DESCRIPTION	RANGE	DURATION
Blink:	You randomly vanish and reappear	Personal	1 round/LVL

Clairaudience/Clairvoyance:	Hear or see at a distance	Long	10 round/LVL
Confusion:	Creatures within 15' area behave oddly	Medium	1 round/LVL
Cure Serious Wounds:	Cures 3d8 damage + 1/level (max +15).	Touch	
Daylight:	60-ft. radius of bright light.	Touch	1 encounter
Deep Slumber:	Puts 10 HD of creatures to sleep.	Close	10 rounds/LVL
Displacement:	Attacks miss subject 50% of the time.	Touch	1 round/LVL
Fear:	Subjects within 30' cone area flee	30'	1 round/LVL
Glibness:	You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.	Personal	1 encounter
Good Hope:	+2 on ATK rolls, DMG rolls, saves, and checks for 1 target per LVL.	Medium	10 rounds/LVL
Major Image:	As silent image, plus sound, smell, and thermal effects.	Long	Concentration
Sculpt Sound:	Creates new sounds or changes existing ones into new sounds.	Close	1 encounter

4th-Level Bard Spells

NAME	DESCRIPTION	RANGE	DURATION
Cure Critical Wounds:	Cures 4d8 damage + 1/level (max +20).	Touch	Instant
Hallucinatory Terrain:	Makes one type of terrain appear like another (field as forest, or the like) within 30' cube area per LVL.	Long	1 encounter
Locate Creature:	Indicates direction to known creature within 400' area.	Long	1 encounter
Rainbow Pattern:	Lights fascinate 24 HD of creatures.	Medium	Concentration
Repel Vermin:	Insects, spiders, and other vermin stay 10 ft. away.	10'	1 encounter
Shout:	Deafens all within 30' cone area and deals 5d6 sonic damage.	30'	Instant
Zone of Silence:	Keeps eavesdroppers from overhearing you within 5' area.	Personal	1 encounter

5th-Level Bard Spells

NAME	DESCRIPTION	RANGE	DURATION
Cure Lt. Wounds, Mass:	Cures 1d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Dream:	Sends message to anyone sleeping.	Unlimited	Concentration
False Vision:	Fools scrying with an illusion within 40' area.	Touch	Concentration
Heroism, Greater:	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	Touch	1 encounter
Mirage Arcana:	As hallucinatory terrain, plus structures, within 20' cube per LVL.	Long	Concentration
Mislead:	Turns you invisible and creates illusory double.	Close	1 round/LVL
Nightmare:	Sends vision dealing 1d10 damage, fatigue.	Unlimited	Instant
Persistent Image:	As major image, but no concentration required.	Long	10 rounds/LVL
Seeming:	Changes appearance of one person per two levels.	Close	1 day
Shadow Walk:	Step into shadow to travel rapidly.	Touch	1 encounter
Song of Discord:	Forces targets to attack each other within 20' area.	Medium	1 round/LVL

6th-Level Bard Spells

NAME	DESCRIPTION	RANGE	DURATION
Animate Objects:	Animate 1 small, nonmagical, object per LVL to attack target.	Medium	1 round/LVL
Cure Mod. Wounds, Mass:	Cures 2d8 damage + 1/level, affects 1 subject/level.	Touch	Instant
Find the Path:	Shows most direct way to a location.	Touch	1 encounter
Irresistible Dance:	Forces subject to dance.	Touch	1d4 rounds
Permanent Image:	Permanent illusion, includes sight, sound, smell, and thermal effects.	Long	Permanent
Programmed Image:	As major image, plus triggered by event. Permanent until triggered; then duration of 1round/LVL begins.	Long	1 round/LVL
Project Image:	Illusory double can talk and cast spells.	Medium	1 round/LVL
Shout, Greater:	Devastating yell deals 10d6 sonic damage within 60' cone area; stuns creatures.	30'	Instant

Sympathetic Vibration:	Deals 2d10 damage/round to freestanding structure.	Touch	1 round/LVL
Veil:	Changes appearance of group of creatures.	Long	1 encounter

Cleric

- **History:** In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.
- **Description:** Clerics wear light or medium armor and may use light shields. They cast divine spells and gain a +3 bonus to Communication skill. A cleric can channel either Good or Evil divine energy based on their alignment to use special abilities (Neutral clerics make a permanent choice when character is created). Clerics may cast any divine spell in SRD.
- **Channel Energy:**
 - **Amount:** 1 Energy per Cleric Level. Rejuvenated after a full night's rest in addition to worshiping their deity.
 - **Usage:** Channeling energy to use a special ability is a standard action.

Good Energy			
NAME	EFFECT	COST	DURATION
Turn Undead	(See description)	1 Energy	1 round
Healing Burst	Heal 1d6 HP to all living within 30'	1d6 per Energy	Instant
Afflict Undead	1d6 DMG to all undead within 30'	1d6 per Energy	Instant

Evil Energy			
NAME	EFFECT	COST	DURATION
Rebuke Undead	(See description)	1 Energy	1 round
Necromantic Burst	Heal 1d6 HP to all undead within 30'	1d6 per Energy	Instant
Afflict Living	1d6 DMG to all living within 30'	1d6 per Energy	Instant

- **Turn Undead:** A Cleric channeling good energy may Turn Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. Undead flee in the quickest method available or they will cower; either of which will last 10 rounds.
 - **Rebuke Undead:** Clerics who channel evil energy may Rebuke Undead with a successful Magic Attack. The DC is the current Hit Points of the Undead. The cleric may give a simple, one word, command to the rebuked undead which will be carried out on the target's next turn.
- **Class Features:**
 - **Aura:** (LVL 1) Clerics radiate a strong aura corresponding to their alignment.
 - **Divine Magic:** (LVL 1) A cleric may cast any divine spell from the SRD as long as they can cast a spell's Spell Level and have the HP to spend.
 - **Bonus Language:** (LVL 1) Choose one of the following languages: Celestial (Good), Abyssal (Chaotic Evil), and Infernal (Lawful Evil).

Druid

- History:** Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.
- Description:** Druids wear any non-metal armor or shield. They gain +2 to Knowledge. Druids may use Duridic Magic and have the Wild Shape special ability. They have a Natural Bond with an animal companion.
- Wild Shape:** At LVL 4 a druid is able to start using the Wild Shape special ability. This allows a druid to change into any creature of the Animal type. Special Movement and Natural ATK types depend on the type of animal chosen. For example an eagle is a small bird that can fly and would use claw or bite ATKs. A boar would be a medium animal that would walk/run and use gore ATKs. While a shark would be a large fish that swims and uses bite ATKs.
 - Amount:** 1 per day at 4th LVL. plus 1 every two levels up to a maximum of 8.
 - Usage:** Shape shifting is a standard action.

Level	Per Day	Animal	Base Movement	Special Movement
4	1	Small	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
6	2	Small, Med	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
8	3	Small, Med, Large	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
10	4	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
12	5	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
14	6	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
16	7	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
18	8	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow
20	At Will	Small, Med, Large, Huge	Walk, Run, Sprint	Climb, Swim, Fly, Burrow

Size	AC	ATK	Natural ATK (DMG)	Extraordinary Ability
Small	+1	-1	Claw, Bite, Slam, Gore (1d4+1)	Darkvision 60', Scent , Speak with similar animal type
Med	+2	+1	Claw, Bite, Slam, Gore (1d6+2)	Darkvision 60', Scent , Speak with similar animal type
Large	+4	+4	Claw, Bite, Slam, Gore (1d8+3)	Darkvision 60', Scent , Speak with similar animal type
Huge	+6	+6	Claw, Bite, Slam, Gore (1d10+4)	Darkvision 60', Scent , Speak with similar animal type

- Class Features:**
 - Druidic Magic:** (LVL 1) Cast any druid spell in the SRD so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - Natural Bond:** (LVL 1) Begin play with a loyal animal companion. If this creature is lost, killed, or destroyed the druid may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the druid's (round down). A companion has no Class Levels and thus none of the special qualities associated to a character class. They are considered to be a magical creature once bound to a master
 - Share Spells:** Any spell the druid casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master.
 - Bonus Languages:** (LVL 1)
 - Sylvan: Language of woodland creatures.
 - Druidic: A secret language known only to druids and forbidden to teach to non-Druids.
 - Nature Sense:** (LVL 1) +4 to all Survival checks.
 - Wild Shape:** (LVL 4) Druids gain the Wild Shape special ability.
 - Venom Immunity:** (LVL 9) Immune to all poisons.
 - Infinite Wild Shape:** (LVL 20) The druid's Wild Shape ability is no longer limited to an amount per day.

Fighter

- **History:** Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.
- **Description:** Fighters wear any kind of armor and any shield. They get a +3 bonus to Physical skill. Fighters use their Combat Prowess to execute special abilities.
- **Combat Prowess:** Allows a fighter to execute special abilities.
 - **Amount:** Combat Prowess = 1 per Fighter level which is replenished after 8 hours of rest.
 - **Usage:** Using Combat Prowess is a free action applied to a fighter's next action.

NAME	DESCRIPTION	COST	DURATION
Weapon Training	+1 ATK & +1 DMG.	1 per Prowess	1 turn
Bravery	+1 to Will saves.	1 per 2 Prowess	1 encounter
Martial Combat	+1 to any Combat Maneuver check. (Bull Rush, Grapple, Trip, Charge, Over Run, Sunder, etc...)	1 per 2 Prowess	1 turn
Change Weapons	Switch to easily accessible weapon as a free action.	2 Prowess	Instant
Front Line	+4 to Initiative rolls.	2 Prowess	1 encounter
Taunt	Target focuses next attack on you.	2 Prowess	Instant
Cleave	One extra ATK on one target adjacent to last target.	1 per 3 Prowess	1 turn
Precise Shot	Shoot into melee without penalties.	3 Prowess	1 turn
Team Tactics	+1 to all rolls for allies within 60'	5 Prowess	1 encounter
Pinpoint Target	Ignore target's armor and shield bonuses to AC.	10 Prowess	1 turn

- **Class Features:**

- **Brawler:** (LVL 1) Improvised weapons deal 1d4 DMG and do not suffer attack penalties.
- **Shield Bash:** (LVL 1) Fighters may make a melee ATK with their shield. Successful shield bashes deal 1d4 DMG or 1d4+2 DMG for spiked shields.
- **Combat Experience:** (LVL 1) Every 5th level a fighter gains +1 ATK and +1 DMG (1,5,10,15,20)
- **Battle Master:** (LVL 20) Subtract 5 from all DMG taken by melee or ranged weapons. Critical hit damage on opponents is multiplied x3.

Monk

- History:** For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. Monks elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. They tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.
- Description:** Monks do not wear armor or shields. They gain +2 to Physical and +1 to Knowledge skills. A monk's Unarmed Strikes are considered light, magic weapons with damage increasing 1 die size every 5 levels (1d6, 1d8, 1d10, 1d12) These warrior-artists can use Ki to unleash special abilities.
- Ki:** A pool of supernatural energy a monk can manipulate, learn to control, and unleash to make their actions more powerful. It also makes a monk's natural weapons count as magic weapons; such as Unarmed Strikes with hands, feet, elbows, knees, head, or any other part of their body used as a weapon.
 - Amount:** Ki = 1 per Monk level. Ki is restored daily after a full nights rest plus meditation.
 - Usage:** Ki is used as a free action that instantly applies to the next action being taken

NAME	EFFECT	COST	DURATION
Sprint	Run an additional 5'	5' per Ki	1 turn
Dodge	+1 dodge bonus to AC	1 per Ki	1 encounter
Leap	+1 to Jump check	1 per Ki	1 encounter
Spider Monkey	+1 to Climb check	1 per Ki	1 encounter
Wholeness of Body	Heal 1 HP	1 per Ki	instant
Ki Strike	+1 DMG to next successful ATK	1 per Ki	1 turn
Evasion	+1 Reflex save	1 per Ki	1 turn
Still Mind	+1 Will save	1 per Ki	1 turn
Flurry	1 additional Unarmed Strike at -1 ATK per Ki (see description)	1 per Ki	1 turn
Slow Fall	Half damage from falling	5 Ki	1 fall
Purity of Body	Cure self of any disease	7 Ki	instant
Improved Evasion	Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves for 1 day.	9 Ki	1 day
Harmonize Body	Cure self of any poison	11 Ki	instant
Abundant Step	MAGICALLY slip between dimensions to arrive at a spot four times further away than if the monk had simply ran there for a single move action.	12 Ki	1 turn
Soul of Zen	Save bonus vs. any spell cast on a monk = Monk Level + 10 for 1 day.	13 Ki	1 day
Quivering Palm	Upon a successful quivering palm strike the target is infused with inharmonic Ki waves. If the target fails their Fort save they are killed. Fort DC = 10 + (Monk Level / 2) + MND.	15 Ki	1 turn
Tongue of Sun & Moon	Communicate with any living creature for 1 day	17 Ki	1 day
Empty Body	Assume an ethereal state for 10 rounds (1 minute) as if using the spell Etherealness .	19 Ki	10 rounds

- Flurry:** 1 additional Unarmed Strike at -1 ATK per Ki. Flurry is cumulative; so if 3 Ki are spent on Flurry the monk could do 3 additional attacks all at -3 on ATK rolls. Now if 12 Ki are spent on Flurry they get 12 additional Unarmed Strikes but all of them are -12 on ATK rolls.
- Class Features:**
 - Perfect Self:** (LVL 20) until the end of their life the monk is considered a magical creature.

Paladin

- **History:** Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As rewards for their righteousness, these holy champions are bestowed with sublime blessings to aid them in their quests: powers to smite evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.
- **Description:** These holy champions may wear any kind of armor and use shields. They have a +1 bonus to Physical and a +2 bonus to Communication. They are consecrated with Righteous Favor and Holy Magic. A character must be of Lawful Good alignment to be a Paladin
- **Righteous Favor:** The Paladin may draw upon this Righteous Favor to aid themselves and their allies.
 - **Amount:** Righteous Favor = 1 Favor per Paladin Level. Rejuvenated after a full nights rest in addition to worshiping their deity.
 - **Usage:** Favor is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Smite Evil	+1 ATK & AC vs. Evil	per 1 Favor	1 encounter
Aura of Courage	+1 to Will saves for allies within 10'	per 1 Favor	1 encounter
Lay on Hands	Heal 1d6 HP on touched creature	per 2 Favor	Instant
Afflict Undead	1d6 DMG to touched undead	per 2 Favor	Instant
Aura of Righteousness	+2 to all saves for allies within 10'	per 4 Favor	1 encounter
Virtuous Armor	+4 AC armor bonus	6 Favor	1 encounter
Aura of Justice	Bestow "Smite Evil" upon allies within 10'	9 Favor	1 encounter
Crusade	2 additional attacks with no penalties	12 Favor	1 turn
Devotional Healing	Heal 150 HP and wipe away all negative afflictions	18 Favor	Instant

- **Class Features:**
 - **Detect Evil:** (LVL 1) At will a paladin may [Detect Evil](#); same as the spell.
 - **Divine Grace:** (LVL 1) +1 to all saving throws every 5th level (1,5,10,15,20)
 - **Immaculate Health:** (LVL 3) Immune to all diseases including supernatural and magical
 - **Holy Magic:** (LVL 4) Able to cast spells from paladin spell list. Casting costs for paladins are paid with Righteous Favor instead of Hit Points. The cost is Spell Level x 2.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40 per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.
 - **Holy Champion:** (LVL 20) Now a conduit that the paladin's deity of which it channels its power through. Any weapons a paladin attacks with are treated as blessed with Holy with Holy Burst. Whenever using Lay on Hands or Afflict Undead; the maximum possible is healed or damaged.
 - **Holy Weapon:** +1d6 DMG vs Evil on successful attack.
 - **Holy Burst Weapon:** +1d10 DMG vs Evil on successful critical hit.

1st Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bless	Allies within 50' area gain +1 on attack rolls and saves	50'	10 rounds / LVL
Bless Water	Makes holy water	Touch	Instant
Bless Weapon	Weapon becomes a +1 magic weapon	Touch	10 rounds / LVL
Create Water	Creates 2 gallons/level of pure water	Close	Instant
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5)	Touch	Instant
Detect Poison	Detects poison in one creature, small object, or 5' cube area	Close	Instant
Detect Undead	Reveals undead within 60' cone area	60'	Concentrate
Divine Favor	You gain +1 per three levels on ATK & DMG	Personal	10 rounds
Endure Elements	Exist comfortably in hot or cold regions	Touch	1 day
Protection from Chaos/Evil	+2 to AC and saves vs. Chaotic or Evil	Touch	10 rounds / LVL
Read Magic	Read scrolls and spellbooks	Personal	10 min/LVL
Resistance	Subject gains +1 on saving throws	Touch	1 min
Restoration, Lesser	Restore 1d4 ability damage	Touch	Instant

2nd Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Bull's Strength	Subject gains +4 to STR stat	Touch	10 rounds / LVL
Delay Poison	Delays poison from harming subject	Touch	1 hour/LVL
Owl's Wisdom	Subject gains +4 to MND stat	Touch	10 rounds / LVL
Remove Paralysis	Frees up to 4 creatures within 25' from paralysis or slow effect	Close	Instant
Resist Energy	Ignores 10 points of damage per attack from specified energy type	Touch	10 min/LVL
Shield Other	You take half of subject's damage	Close	1 hour/LVL
Undetectable Alignment	Conceals alignment from magical detection	Close	1 day
Zone of Truth	Subjects within 20' area cannot lie	Close	10 rounds / LVL

3rd Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Cure Moderate Wounds	Cures 2d8 damage +1/level (max. +10)	Touch	Instant
Daylight	60' radius of bright light from touched object	Touch	10 min/LVL
Discern Lies	Reveals deliberate falsehoods on 1 creature per LVL	Close	Concentration
Dispel Magic	Cancels one magical spell or effect on one target	Medium	Instant
Magic Circle against Chaos/Evil	As protection from chaos/evil, but 10-ft. radius	Touch	10 min/LVL
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5)	Touch	10 rounds / LVL
Prayer	Allies within 40' get +1 bonus on all rolls, enemies within 40' – 1 penalty	40'	1 round / LVL
Remove Blindness/Deafness	Cures normal or magical blindness or deafness	Touch	Instant
Remove Curse	Frees object or person from curse	Touch	Instant

4th Level Paladin Spells

SPELL NAME	EFFECT	RANGE	DURATION
Break Enchantment	Frees subjects from enchantments, transmutations, and curses within 30' area	Close	Instant
Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15)	Touch	Instant
Death Ward	Immune to energy drain and ability drain	Touch	10 rounds / LVL
Dispel Chaos/EVIL	+4 bonus against attacks by chaotic or evil creatures	Touch	1 round / LVL
Holy Sword	Weapon becomes +5 and deals +2d6 damage against evil	Touch	1 round / LVL
Mark of Justice	Designates action that triggers curse on subject	Touch	Instant
Neutralize Poison	Immunizes subject against poison, detoxifies venom in subject or 1' cubic area per LVL	Touch	Instant
Restoration	Restores level and ability score drains	Touch	Instant

Ranger

- **History:** For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarries. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.
- **Description:** Rangers use light or medium armor and can use light shields. They may cast spells using Ranger Magic and gain special bonuses against their Favored Enemies. They eventually form a Hunter's Bond with an animal companion.
- **Class Features:**
 - **Favored Enemy:** (LVL 1) Every 5th (1,5,10,15,20) LVL the ranger may choose a favored enemy and gains +2 on all rolls made against a favored enemy target.

Type (Subtype)		
Aberration	Humanoid (gnome)	Outsider (earth)
Animal	Humanoid (halfling)	Outsider (evil)
Construct	Humanoid (human)	Outsider (fire)
Dragon	Humanoid (orc)	Outsider (good)
Fey	Humanoid (reptilian)	Outsider (lawful)
Humanoid (aquatic)	Magical beast	Outsider (native)
Humanoid (dwarf)	Humanoid (other subtype)	Outsider (water)
Humanoid (elf)	Monstrous humanoid	Plant
Humanoid (giant)	Ooze	Undead
Humanoid (goblinoid)	Outsider (air)	Vermin
Humanoid (gnoll)	Outsider (chaotic)	

- **Survivor:** (LVL 1) +3 bonus to all Survival checks.
- **Wild Empathy:** (LVL 1) Natural diplomacy in order to improve the attitude of an animal within 30'.
- **Combat Style:** (LVL 2) Make a permanent decision on which style to choose.
 - **Ranged:** +1 ATK & DMG with all ranged weapons.
 - **Dual Wield:** Dual wielding two light weapons only incurs a -1 penalty to all ATK rolls that round.
- **Hunter's Bond:** (LVL 4) A ranger may obtain a loyal animal companion. If this creature is lost, killed, or destroyed the ranger may obtain a new one but it takes 24 hours to form a new bond. This creature will obey simple two word commands to the best of its ability. The animal companion's Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the ranger's (round down). A companion has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master
 - **Share Spells:** Any spell the ranger casts targeting themselves may also target the animal companion at the same time but the animal must be within 5' of its master
- **Ranger Magic:** (LVL 4) Able to cast ranger spells so long as long as they are able to cast a spell's Spell Level and have the HP to spend. Spell Level and HP cost are calculated as noted in the core rules for Magic.
 - **Name:** The name of a spell.
 - **Description:** Brief description of how it works and area of effect.
 - **Range:** Maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. Separate from the area of effect.
 - Personal: Affects only yourself.
 - Touch: Caster must be able to touch the target.
 - Close: 25' + 5' per two Caster Levels
 - Medium: 100' + 10' per Caster Level
 - Long: 400' + 40' per Caster Level
 - **Duration:** How long the spell lasts once cast or triggered.
- **Quarry:** (LVL 11) Denote a target within line of sight as your quarry. Target must be a favored enemy and no more than one quarry at a time. Additional +2 bonus to all rolls made against this target.
- **Improved Evasion:** (LVL 16) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.
- **Master Hunter:** (LVL 20) After a successful attack against a favored enemy the ranger may choose one of two effects to afflict the target if they fail their Fortitude save (DC = Ranger LVL + MND)
 - Knock unconscious
 - Slain

1-Level Ranger Spells

NAME	DESCRIPTION	RANGE	DURATION
Animal Messenger:	Command a tiny animal to carry a message to a location you know.	Close	1 day/LVL
Calm Animals:	Calms 2d4 HD of animals.		
Charm Animal:	Target treats you like a trusted friend and ally.	Close	1 encounter
Detect Plants & Animals:	Concentrate on 30' cone area to determine information about plants & animals in the area.	Long	Concentration
Endure Elements:	Exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves.	Touch	1 day
Entangle:	Targets in 40' radius who fail Ref. save become entangled.	Long	10 rounds/LVL
Hide From Animals:	Animals can not sense the warded target.	Touch	1 encounter
Magic Fangs:	Target's natural weapons gain +1 ATK & DMG.	Touch	10 rounds/LVL
Speak With Animals:	Ask questions of and receive answers from animals.	Personal	10 rounds/LVL

2-Level Ranger Spells

NAME	DESCRIPTION	RANGE	DURATION
Barkskin:	+2 enhancement bonus to the creature's natural armor bonus.	Touch	1 encounter
Cure Light Wounds:	Cures 1d8 damage + 1/level (max +5).	Touch	Instant
Hold Animal:	Animal becomes <u>paralyzed</u> and freezes in place	Medium	1 round/LVL
Snare:	Trap to <u>entangle</u> target that trips it off. DC 23 to escape or break.	Touch	Instant
Speak With Plants:	Ask questions and receive answers from plants and plant creatures.	Personal	10 rounds/LVL
Spike Growth:	Turn vegetation in 20' per LVL area into spikes which deal 1d4 DMG	Medium	1 encounter
Wind Wall:	Wall 10' per LVL that is impassable by light / medium ranged weapons (arrows, bolts, spears, etc.), tiny / small creatures, and gasses .	Medium	1 round/LVL

3-Level Ranger Spells

NAME	DESCRIPTION	RANGE	DURATION
Command Plants	Plants perceive your words and actions as if you were a trusted friend and ally. Command 2 HD per LVL plant creatures in 30' area.	Close	1 day/LVL
Cure Moderate Wounds	Cures 2d8 damage +1/level (max. +10).	Touch	Instant
Darkvision	See 60 ft. in total darkness.	Touch	1 encounter
Prune Growth	Designate portions within 200' area where plants will shrink to 1/3 their normal size and dispel any magical effect on those plants.	Long	Instant
Stunt Growth	All normal plants within ½ mile have their potential productivity reduced to half over the year.	½ mile	Instant
Overgrowth	Designate portions within 200' area where plants will become overgrown, entwined, and difficult to move through.	Long	Instant
Enrichment	All normal plants within ½ mile have their potential productivity increased by half over the year.	½ mile	Instant
Greater Magic Fang	Targets in range natural weapons gain +4 ATK & DMG.	Close	1 encounter
Reduce Animal	Shrink willing animal one size category.	Touch	1 encounter
Water Walk	Touch 1 creature per LVL and they can tread on any liquid as if solid.	Touch	1 encounter

4-Level Ranger Spells

NAME	DESCRIPTION	RANGE	DURATION
Animal Growth	Willing animal increases one size category.	Touch	1 encounter
Commune With Nature	Learn three facts about the natural territory within 1 mile per LVL. Has no effect on settlements, dungeons, towns, etc.	Personal	Instant

Cure Serious Wounds	Cures 3d8 damage + 1/level (max +15).	Touch	Instant
Freedom of Movement	Target able to move normally despite any effects that may otherwise limit its movement. (under water, paralysis, grapple, slow, web, etc)	Touch	1 encounter
Tree Stride	Step into 1 tree per LVL and teleport to another tree, of the same type, within 3,000'.	Personal	1 encounter

Rogue

- **History:** Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.
- **Description:** Rogues use light armor but not shields. They have a +3 bonus to Subterfuge skill. Rogues use their Talents to perform special abilities.
- **Talents:**
 - **Amount:** Talent = 1 point of Talent per Rogue Level. Rejuvenated after a full nights rest.
 - **Usage:** Talent is used as a free action applied to the next action being taken.

NAME	EFFECT	COST	DURATION
Bleeding Attack	Sneak ATK causes target to bleed 1 DMG for 1 round	1 per Talent	1 round
Fast Stealth	Sneaking does not slow down movement.	1 turn per Talent	1 turn
Acrobatics	+1 to next roll involving an acrobatic maneuver	+1 per Talent	1 turn
Cat Climb	+1 to Climb check.	+1 per 2 Talent	1 turn
Nimble Fingers	+1 to next Disable Device check.	+1 per 2 Talent	1 turn
Trap Dodge	+1 AC & +1 Reflex save vs. traps.	+1 per 3 Talent	1 round
Quick Disable	Disable Device in half the normal time.	4 Talent	1 turn
Magic Trick	Cast single 0-LVL arcane spell as spell like ability.	6 Talent	Instant
Opportunist	Make an Attack of Opportunity against an opponent who has just been struck for damage by an ally.	10 Talent	1 turn
Stunning Strike	Sneak ATK <u>stuns</u> target for 1d6 rounds.	12 Talent	1d6 rounds
Defensive Tumble	Take half DMG (round up) from opponents last ATK	14 Talent	Instant
Skill Mastery	Take 10 on next skill check even if threatened	16 Talent	1 turn

- **Class Features:**
 - **Sneak Attack:** (LVL 1) When a rogue successfully sneaks up on a foe they can add their Subterfuge skill rank to damage of their first attack. For a ranged weapon the target must be within 30'.
 - **Trapfinding:** (LVL 1) Rogues are able to detect & disarm any trap; to include magic traps. Add Rogue LVL / 2 (round up) to all perception checks made to search for traps and to disable devices.
 - **Improved Uncanny Dodge:** (LVL 8) Rogue can not be flanked.
 - **Improved Evasion:** (LVL 9) Half DMG on failed Reflex saves and 0 DMG on successful Reflex saves.
 - **Master Strike:** (LVL 20) After a successful sneak attack the rogue may choose 1 of 3 effects to afflict opponents who fail a Fortitude save (DC = Rogue LVL + MND)
 - Sleep 1d4 hours
 - Paralyzed 2d6 rounds
 - Slain

Sorcerer

- **History:** Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results.
- **Description:** Sorcerers wear no armor or shields. They gain a +3 bonus to Knowledge skill. Sorcerers are able to cast any arcane spell in SRD and have a Familiar to aid them in their quests.
- **Class Features:**
 - **Arcane Magic:** (LVL 1) Sorcerers can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.
 - **Somatic Casting:** (LVL 1) A sorcerer's hands must be free in order to cast Arcane Magic.
 - **Familiar:** (LVL 1) Begin play with a tiny, loyal, creature. If this creature is lost, killed, or destroyed the sorcerer may obtain a new one but it takes 1 week to form a new bond. This creature will obey simple two word commands to the best of its ability. The familiars Level, Hit Dice, Ability Scores, Skill Rank and any other stats are half of the sorcerer's (round down). A familiar has no Class Levels and thus none of the special qualities that come with being any character class. They are considered to be a magical creature once bound to a master.
 - **Share Spells:** Any spell the sorcerer casts targeting themselves may also target the familiar at the same time but the familiar must be within 5' of its master.
 - **Deliver Touch Spell:** A sorcerer may cast a touch spell, touch their familiar, and then order the familiar to deliver the touch spell to a target. The familiar then makes a magic touch ATK vs. the target.
 - **Empathic Link:** The familiar and master share an empathic link which they use to communicate only general emotional content between one another.
 - **Symbiotic Bond:** Both sorcerer and familiar gain +1 to any skill check while bound to one another.
 - **Bloodline Magic:** (LVL 1) Sorcerers live and breathe that which wizards devote their lives to mastering and for them magic is more than a field of study; it is life itself. This derives from their lineage and can manifest from many different sources. Perhaps a celestial being has bestowed power upon your bloodline, an infernal beast has spread its filth into your lineage, an ancestor made a pact with a supernatural creature, a relative became an undead abomination, or perhaps your arcane bloodline begins with you and your story.

Wizard

- **History:** Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.
- **Description:** Wizards wear no armor or shields. They gain a +3 bonus to Knowledge skill. Wizards are able to cast any arcane spell in SRD and utilize their Esoteric Object to facilitate their magic.
- **Class Features:**
 - **Arcane Magic:** (LVL 1) Wizards can cast any arcane spell in the SRD as long as they are able to cast a spell's Spell Level and have the HP to spend.
 - **Esoteric Object:** (LVL 1) Begin play with one of the following masterwork items: amulet, ring, staff, wand, or weapon. If this object is lost or destroyed the wizard may obtain a new masterwork item to replace it but it takes 1 week to form a new bond. Once per day this object can be used to cast a spell which costs 0 HP but is otherwise cast the same way as if the wizard itself had cast it.
 - **Focus Casting:** (LVL 1) A wizards must have some object to focus upon in order to cast a spell. Either their esoteric object must be equipped or their spell book held.
 - **Study of Magic:** (LVL 1) Wizards are able to harness the power of magic through devoted study of the arcane arts. Their magical knowledge is recorded in a book of spells. A wizard spends time every day studying magic in some form. This could be reviewing their spell book, learning from someone, researching arcane lore, watching ritualistic performances, trying a new incantation or some other form of study.

Specific Traits:

v1.5 by MorganM

Philosophy:

A character trait isn't just another kind of power you add on to your character—it's a way to quantify, and encourage, building a character background that fits what a player envisions or as a means to build a vision of a character. Think of character traits as "story seeds" for your background; after you pick your traits, you'll have points of inspiration from which to build your character's personality and history. Alternatively, if you've already thought of a background for your character, you can view picking traits as a way to quantify that background, just as picking race, class, and ability scores quantify a character's other strengths and weaknesses as well as shapes who that character is.

Traits grant a new type of bonus: a "trait" bonus. Trait bonuses do not stack with other trait bonuses—they're intended to put substance behind a character's background story and give you a slight edge over the non-PCs of the world, not a secret backdoor to focus all your traits on one type of bonus to gain an unseemly advantage over the rules. It's certainly possible that the benefits from different traits are similar, or even the same; you do not add together those bonuses but rather choose the better of the two or pick a different trait. The reason there are different trait names and descriptions with similar benefits is because the trait description should fit in with your character's story; not just a vehicle for more bonuses. So pick traits that suit your character based on the trait descriptions and not the trait bonuses. A lot of the descriptions have several meanings or choices so that they can suit more than one type of character; feel free to pick whichever choices or meanings fit best with your character or perhaps improvise something that better fits your character concept.

Traits are intended to model events that were formative in your character's development, either before they became an adventurer or events that happened while adventuring. Even if they become a hermit and abandon society, they'll still retain their knowledge and training of light weapons from the Swashbuckler trait. If you do not see any traits that fit your character concept then consult with your DM about creating a new one! Come up with a trait name and description you feel defines an important aspect of your character and together you can figure out the benefit or bonus. A quick rule of thumb to judge a trait's power is to think of it as a 'half feat'; so two traits are about the same power as a single feat.

DMs are also welcome to adjust any specific trait listed below as needed to fit their game; they may be adjusted or even removed as needed. The mechanics are also open to adjustments; for example the mechanics of earning traits or how racial traits are assigned.

Earning Traits:

Usually characters start with 1 Basic trait, 1 Learned Racial trait, and all Inherited Racial traits. Racial traits are chosen from the list of racial traits related to the race of your character. Typically a new trait is earned every 5th level (5,15,20). For a lower power game a DM may opt for earning traits every 10th level (10,20) or only allowing starting traits with no new ones being earned. However higher power games could allow characters to earn new traits every 4th level (4,8,12,16,20), maybe start with 3 or 4 traits, or all Inherited and Learned Racial traits could be assigned to new characters.

A DM may also chose a more free form method and award traits based on formidable experiences or epic encounters that characters are involved in thus working with players to evolve a character's persona as the story progresses while adding tangible results to those experiences.

Trait Types:

❖ Basic Traits

- [Combat Traits](#)
- [Faith Traits](#)
- [Magic Traits](#)
- [Social Traits](#)

❖ Racial Traits

- [Elf](#)
- [Dwarf](#)
- [Gnome](#)
- [Half-Elf](#)
- [Halfling](#)
- [Half-Orc](#)
- [Human](#)

Trait Examples:

Basic Traits

Combat

Anatomist

- ❖ **Description:** You have studied the workings of anatomy; either as a student at university, as an apprentice mortician or necromancer, or perhaps from your studies as a monk. You know where to aim your blows to strike vital organs.
- ❖ **Benefit:** +1d4 DMG on all critical hits.

Armor Expert

- ❖ **Description:** You have worn armor as long as you can remember, either as part of your training, life as an adventurer, or simply because you were seeking to emulate a hero. Your childhood or training armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace.
- ❖ **Benefit:** +1 AC when wearing any armor.

Bullied

- ❖ **Description:** You were bullied often as a child, and you are now constantly ready to defend yourself with your fists.
- ❖ **Benefit:** +2 on attack rolls made with unarmed strikes.

Courageous

- ❖ **Description:** Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level head you'd make it through.
- ❖ **Benefit:** +1 on Will saves.

Deft Dodger

- ❖ **Description:** Growing up in a rough neighborhood or a dangerous environment has honed your reaction time.
- ❖ **Benefit:** +1 on Reflex saves

Dirty Fighter

- ❖ **Description:** You wouldn't have lived so long without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do get a shot in. That companion may be another PC or an NPC (who may even be recently departed from your side).
- ❖ **Benefit:** +2 attack bonus to anyone you attack while flanking them.

Heavy Hitter

- ❖ **Description:** Bigger is better when it comes to weapons. That's the philosophy which has gotten you this far and seems to be working well.
- ❖ **Benefit:** +1 on attacks made with two-handed weapons.

Killer

- ❖ **Description:** You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or vile pleasure in such a strike as you twist the blade to maximize the pain.
- ❖ **Benefit:** +1 DMG on all successful attacks.

Marksman

- ❖ **Description:** Countless hours over many years either shooting ranged weapons or using thrown weapons has given you an edge on accuracy.
- ❖ **Benefit:** +1 on attacks made with ranged weapons.

Reactionary

- ❖ **Description:** You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly.
- ❖ **Benefit:** +1 to Initiative checks.

Resilient

- ❖ **Description:** Growing up in the unforgiving wilds or in a run-down neighborhood often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result
- ❖ **Benefit:** +1 on Fortitude saves

Swashbuckler

- ❖ **Description:** You've trained long hours in your life with light weapons. Perhaps as a privateer on the high seas, taking lessons in the genteel art of fencing from tutors paid for by your parents or being taken under the wing of a disenfranchised adventurer who may (or may not) have turned to a life of crime.
- ❖ **Benefit:** +1 bonus on attacks made with light weapons.

Faith

Birthmark

- ❖ **Description:** You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells and as a physical manifestation of your faith which increases your devotion to your god.
- ❖ **Benefit:** +2 on all saving throws against divine spells.

Caretaker

- ❖ **Description:** As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded.
- ❖ **Benefit:** +2 on Heal checks.

Child of the Temple

- ❖ **Description:** You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith.
- ❖ **Benefit:** +1 to Knowledge skill.

Devotee of Nature

- ❖ **Description:** Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts.
- ❖ **Benefit:** +2 on Survival checks.

Ease of Faith

- ❖ **Description:** Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that powers of your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views.
- ❖ **Benefit:** +1 to Communication skill.

History of Heresy

- ❖ **Description:** You were raised with heretical views that have made it not only difficult for you to accept most religious beliefs, but you also have had to live with the fact that you or those you love were often treated as pariahs. As a result, you have turned your back on religious teachings.
- ❖ **Benefit:** +2 on all saving throws made against divine spells.

Indomitable Faith

- ❖ **Description:** You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive.
- ❖ **Benefit:** +1 on Will saves.

Sacred Conduit

- ❖ **Description:** Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure you survived; your mother may or may not have survived. In any event, the magic infused you from an early age, and you now channel divine energy with greater ease than most.
- ❖ **Benefit:** +2 on the Turn/Rebuke Undead check.

Sacred Touch

- ❖ **Description:** You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.
- ❖ **Benefit:** +2 on Heal checks.

Scholar of the Great Beyond

- ❖ **Description:** Your great interests do not lie with current events or the mundane—you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease.
- ❖ **Benefit:** +1 to Knowledge skill.

Sacred Avenger

- ❖ **Description:** You have a special connection between you and your deity which enhances your ability to achieve vengeance.
- ❖ **Benefit:** +2 to attack against the last creature that attacked you.

Lapsed Faith

- ❖ **Description:** It's not that you have forsaken your religion but rather you've lost interest and no longer practice it. You still remember a few prayers from your past experience.
- ❖ **Benefit:** Once per day you may heal 1d4 DMG even if you are not a divine caster.

Magic

Classically Schooled

- ❖ **Description:** Your apprenticeship or early education was particularly focused on the direct application of magic.
- ❖ **Benefit:** +1 to magic attack bonus.

Dangerously Curious

- ❖ **Description:** You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and usually caused quite a bit of damage and headaches for your parents as a result.
- ❖ **Benefit:** +2 on Use Magic Device checks.

Focused Mind

- ❖ **Description:** Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.
- ❖ **Benefit:** +2 on Concentration checks.

Gifted Adept

- ❖ **Description:** Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This exposure to magic has made it easier for you to work similar magic on your own.
- ❖ **Benefit:** Pick one additional favored spell.

Hedge Magician

- ❖ **Description:** You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy techniques and means to identify magic items.
- ❖ **Benefit:** Once a day you may identify a magical item's enhancements and special abilities.

Magical Knack

- ❖ **Description:** You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the wild or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries

easy for you to understand, even when you turn your mind to other devotions and tasks.

- ❖ **Benefit:** Pick one 0-level spell from either arcane or divine magic. You may cast that spell even if you have no levels as a spell caster.

Magical Lineage

- ❖ **Description:** One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items or perhaps even a new spell or two—and you have inherited a fragment of this greatness.
- ❖ **Benefit:** Your favored spell is considered 'enlarged' by metamagic and its range is doubled. Spells with out range are not effected so you should choose a favored spell with a specific range.

Magical Talent

- ❖ **Description:** Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes; you have mastered the use of an orison or cantrip.
- ❖ **Benefit:** Choose a 0-level spell; either arcane or divine. You may cast that spell once per day as a spell-like ability even if you are not a spell caster.

Mathematical Prodigy

- ❖ **Description:** Mathematics has always come easily for you, and you have always been able to "see the math" in the physical and magical world.
- ❖ **Benefit:** +1 to Knowledge skill.

Skeptic

- ❖ **Description:** Growing up, you were always around magic practiced by inept wizards or con-artists to the extent that you realized that much of it was smoke and mirrors.
- ❖ **Benefit:** +2 on all saving throws against illusions.

Arcane Dabbler

- ❖ **Description:** Though your magical studies were decades ago, or perhaps you have never really pursued the arcane arts beyond initial training; you still remember your favorite little trick.
- ❖ **Benefit:** Choose a 0-level arcane spell. You may cast that spell once per day as a spell-like ability even if you aren't an arcane caster.

Social

Animal Affinity

- ❖ **Description:** A lot of animals just seem to be receptive to you; perhaps it's your aura or maybe you've spent a lot of time handling domesticated or trained animals.
- ❖ **Benefit:** +2 on Handle Animal checks.

Adopted

- ❖ **Description:** You were adopted and raised by someone not of your actual race, and raised in a society not your own. As a result, you picked up a Racial Trait from your adoptive parents and society.
- ❖ **Benefit:** Pick the race of your adoptive parents, different from yours, and select a Racial Trait from your adoptive parents' race.

Acrobat

- ❖ **Description:** Sometime in your life you've spent years working as an acrobat performing in a show; either a traveling band of vagabonds or perhaps a high society ballet performer.
- ❖ **Benefit:** +2 on Balance checks.

Athletic

- ❖ **Description:** All through your life you've been in sports activities or engaged in some athletic recreation. This has made you more adept at Tumbling, Jumping, Swimming, Climb or Balancing.
- ❖ **Benefit:** Pick one action: Tumble, Jump (high), Jump (long), Swim, Climb, or Balance. +2 bonus to checks on that action.

Big Ears

- ❖ **Description:** Although your big ears are always at the butt end of many jokes they do serve a purpose; your hearing is more acute than most.
- ❖ **Benefit:** +2 on Listen checks.

Bully

- ❖ **Description:** You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard.
- ❖ **Benefit:** +2 on Intimidate checks.

Canter

- ❖ **Description:** You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase don't phase you in the slightest today as a result.
- ❖ **Benefit:** +2 on Sense Motive checks. +5 bonus to Bluff checks when sending or deciphering secret messages.

Charming

- ❖ **Description:** Blessed with good looks, you've come to depend on the fact that others find you attractive.
- ❖ **Benefit:** +2 on Diplomacy checks. +5 bonus to Diplomacy checks on a character that is (or could be) sexually attracted to you.

Child of the Streets

- ❖ **Description:** You grew up on the streets of a large city, and as a result you have developed a

knack of knowing where to go and who to talk to when you're looking for some information.

- ❖ **Benefit:** +2 on Gather Information checks.

Climber

- ❖ **Description:** Throughout your life you've had a knack for climbing; be it trees as a kid, rock climbing for fun as an adult, or part of some training.
- ❖ **Benefit:** +2 on Climb checks.

Defunct Scribe

- ❖ **Description:** When it was discovered that you were misusing your skills as a scribe for small time forgery con-jobs you were kicked out of the temple.
- ❖ **Benefit:** +2 on Forgery checks.

Deft Afoot

- ❖ **Description:** For some reason you just walk softer than most. It's not as though you've tried to be this way; it just comes natural.
- ❖ **Benefit:** +2 on Move Silent checks.

Equestrian

- ❖ **Description:** Calm and confident in the saddle; you have a knack for riding. This isn't limited to horses as there are many animals used for transportation.
- ❖ **Benefit:** +2 on Ride checks.

Farmhand

- ❖ **Description:** Either you grew up on a farm or worked for one as a farmhand. One important skill of anyone working on a farm is how to use a rope.
- ❖ **Benefit:** +2 on Use Rope checks.

Fast-Talker

- ❖ **Description:** You have a knack at getting yourself into trouble, and as a result developed a silver tongue.
- ❖ **Benefit:** +2 on Bluff checks.

Keen Sight

- ❖ **Description:** Your vision is above average and you're able to spot things easier and at a greater distance.
- ❖ **Benefit:** +2 on Spot checks.

Locksmith

- ❖ **Description:** Either you've worked as a locksmith by trade or apprenticed under one; perhaps in order to acquire the skill set to use for the misappropriation of other peoples things.
- ❖ **Benefit:** +2 on Open Lock checks

Makeup Artist

- ❖ **Description:** For a time you were a skilled makeup artist in support of theatrical performances. You're familiar with having to make people look like something different or altering appearances.
- ❖ **Benefit:** +2 on Disguise checks.

Musician

- ❖ **Description:** Music makes life worth living to you and you're rarely caught without your favorite

instrument. Dedication to practicing and perhaps even playing in performances has paid off.

- ❖ **Benefit:** +2 on Perform checks when using an instrument.

Natural-Born Leader

- ❖ **Description:** You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event where you led several others to accomplish a goal that each of you individually could not.
- ❖ **Benefit:** All cohorts, followers, or summoned creatures under your leadership gain a +2 morale bonus on Will saves.

Observative

- ❖ **Description:** Attention to detail comes natural to you. Things that others might not catch seem obvious.
- ❖ **Benefit:** +2 on Search checks.

Out of Sight

- ❖ **Description:** Being the target of bullies all too often you found it best to just stay out of sight. Often you've had to duck for cover and make yourself not visible to those near by.
- ❖ **Benefit:** +2 on Hide checks.

Pick-Pocket

- ❖ **Description:** Over the years you've focused your dexterity toward nefarious actions.
- ❖ **Benefit:** +2 on Sleight of Hand checks.

Prostitute

- ❖ **Description:** You worked as a prostitute and you know how to flatter, please, and listen.
- ❖ **Benefit:** +2 Perform (act, sing, dance, etc) checks. +5 bonus to Diplomacy checks on a character that is (or could be) sexually attracted to you

Poverty-Stricken

- ❖ **Description:** Your childhood was tough, and your parents had to make every copper piece count.

Hunger was your constant companion, and you often had to live off the land or sleep in the wild.

- ❖ **Benefit:** +2 on Survival checks.

Physician

- ❖ **Description:** There was a time where you were a doctor or perhaps you've apprenticed and studied the art of healing. In either event you understand the fundamentals of medicine.
- ❖ **Benefit:** +2 on Healing checks.

Rich Parents

- ❖ **Description:** You were born into a rich family, perhaps even nobility, and though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances.
- ❖ **Benefit:** Multiply your level by 1000 and add that amount, in gold pieces, to your starting budget when your character is being created.

Sailor

- ❖ **Description:** Perhaps you've worked on the crew of a ship or maybe been a pirate sometime in your life. As a result your skills with using a rope are above average.
- ❖ **Benefit:** +2 on Use Rope checks.

Sportsman

- ❖ **Description:** Either for recreation or for survival you are skilled at catching game animals and rendering them into food.
- ❖ **Benefit:** +2 on Hunting checks.

Suspicious

- ❖ **Description:** You discovered that someone you trusted, perhaps a friend, parent, or other relative, had lied to you often about something you had taken for granted. This left you quick to question the claims of others.
- ❖ **Benefit:** +2 on Sense Motive checks.

Tinker

- ❖ **Description:** For some reason you could never leave well enough alone with regards to gadgets, contraptions, or devices. You find them easy to take apart but putting them back together is another matter.
- ❖ **Benefit:** +2 on Disable Device checks.

Racial Traits

Pick racial traits from those listed under the same race as your character. You may not choose racial traits from lists for races different than your character's race.

Elf

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** Adapting to their surroundings often entails conditioning to seeing even when light is poor.
- ❖ **Benefit:** Elves can see twice as far as humans in conditions of poor illumination.

Keen Senses:

- ❖ **Description:** Apparently their pointed ears are for more than display!
- ❖ **Benefit:** +2 bonus on sight and sound based Perception checks.

Learned Traits:

Weapon Familiarity:

- ❖ **Description:** Given their slender stature; those elves who train with weapons find it easier to use certain ones.
- ❖ **Benefit:** +2 attack bonus when using longbows, longswords, rapiers, and shortbows.

Dwarf

Inherited Traits:

Darkvision 60 feet:

- ❖ **Description:** Generations of living deep within mountains has yielded the ability to see in the dark.
- ❖ **Benefit:** See in the dark up to 60 feet

Keen Senses

- ❖ **Description:** Their love of working with metal and stone naturally makes dwarves sense of touch more keen than others.
- ❖ **Benefit:** +2 bonus on taste and touch based Perception checks.

Learned Traits:

Stonecunning

- ❖ **Description:** Dwarves have a love for earth and stone, making them fine stonemasons and expert miners.
- ❖ **Benefit:** +2 bonus on Search checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

Greed

- ❖ **Description:** On the whole, they have a lust for treasure, especially precious metals and gems.
- ❖ **Benefit:** +2 bonus on Appraise checks.

Hatred

- ❖ **Description:** Received special training against these hated foes
- ❖ **Benefit:** +2 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes

Elven Immunities:

- ❖ **Description:** Perhaps their similarity to fey is more than superficial?
- ❖ **Benefit:** Immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic:

- ❖ **Description:** Either by intelligent design, naturally derived ability, generations of study and education, or a mix of all; magic comes easy to most elves.
- ❖ **Benefit:** +2 bonus to Magic Attack.

Languages:

- ❖ **Description:** In addition to their traditional education of Elven and Common languages most learn at least one other language either through further education or association with other races.
- ❖ **Benefit:** Choose two of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Hearty

- ❖ **Description:** Dwarves are resilient folk, capable of taking a great deal of punishment, both physical and magical.
- ❖ **Benefit:** +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability

- ❖ **Description:** Standing about a foot shorter than most humans, they make up for it in overall bulk, for dwarves have wide shoulders and hips.
- ❖ **Benefit:** +4 bonus when resisting a bull rush or trip attempt.

Defensive Training

- ❖ **Description:** A race constantly at war with giants and goblinoids as they battle over mountain territory and its precious resources.
- ❖ **Benefit:** +4 dodge bonus to AC against monsters of the giant type.

Languages:

- ❖ **Description:** All dwarves learn at least Dwarven and Common but most also pick up another language; typically through association with neighbors both friend and foe.
- ❖ **Benefit:** Choose two of the following: Elemental, Giant, Gnome, Goblin, Orc, and Undercommon.

Human

Inherited Traits:

Adaptability:

- ❖ **Description:** Humans possess exceptional drive and great capacity to endure and expand. Humanity is perhaps the most heterogeneous of all the common races.
- ❖ **Benefit:** Choose a Learned Racial trait from any other race. (Excludes Inherited Racial traits)

Learned Traits:

Diplomatic:

- ❖ **Description:** Driven by a lust of power over another or to bring cohesion between others; Humans find diplomacy often yields what they desire.
- ❖ **Benefit:** +2 on Diplomacy checks.

Weapon Training:

- ❖ **Description:** Given the broad diversity of human culture, and their drive to ever expand its reaches, they have adapted to the use of nearly any weapon.

Skilled:

- ❖ **Description:** Human curiosity and ambition often triumph over their predilection for a sedentary lifestyle
- ❖ **Benefit:** +1 to all skills at each level.

- ❖ **Benefit:** Choose a weapon - hence forth you gain +1 ATK when using that type of weapon.

Languages:

- ❖ **Description:** While they may only learn the common tongue most find it necessary to pick up other languages of races that live among them.
- ❖ **Benefit:** Choose any two languages you want.

Halfling

Inherited Traits:

Keen Senses:

- ❖ **Description:** Perhaps part of that 'halfling luck' the fact that they have keen hearing?
- ❖ **Benefit:** +2 bonus on sound-based Perception checks.

Sure-footed:

- ❖ **Description:** No stranger to narrow escapes; being able to tumble or climb your way out of a situation may save their life! That and their

oversized, hairy, leather soled feet may be a factor.

- ❖ **Benefit:** +2 bonus on Acrobatics and Climb checks.

Halfling Luck:

- ❖ **Description:** It's just uncanny the luck halflings have; is it supernatural, magical, or a combination of quick wits, keen hearing, and sure footing?
- ❖ **Benefit:** +1 bonus on all saving throws.

Languages:

- ❖ **Description:** Obviously taught Halfling and Common languages they also tend to pick up a couple more in their travels or from family members who have traveled abroad.
- ❖ **Benefit:** Choose two of the following: Abyssal, Dwarven, Elven, Gnome, and Goblin

Learned Traits:

Fearless:

- ❖ **Description:** Even in the jaws of catastrophe, a halfling almost never loses his sense of humor.
- ❖ **Benefit:** +2 racial bonus on all saving throws against fear.

Weapon Familiarity:

- ❖ **Description:** The small size of a handcrossbow makes it a natural fit for halflings and slinging rocks is a fun childhood pastime
- ❖ **Benefit:** +2 attack bonus with slings and hand crossbows.

Gnome

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** Natural ability imbues them with the ability to see well in meek lighting.
- ❖ **Benefit:** Gnomes can see twice as far as humans in conditions of poor illumination.

- ❖ **Description:** A Gnome's hands are as busy as their minds; always fidgeting or tinkering with something.
- ❖ **Benefit:** +2 bonus on smell- and touch-based Perception checks.

Gnome Magic:

- ❖ **Description:** Given their heritage with the fey they will forever be a magical race.

Keen Senses:

- ❖ **Benefit:** Gain the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, speak with animals.

Illusion Resistant:

Learned Traits:

Defensive Training:

- ❖ **Description:** Due to their size it's a common gnomish defense mechanism to just get out of the way of 'big folk'!
- ❖ **Benefit:** +4 dodge bonus to AC against monsters of the giant type.

Obsessive:

- ❖ **Description:** Often they pursue crafts, professions, or collections with a passion that borders zealotry.
- ❖ **Benefit:** +2 racial bonus on a Craft or Profession of their choice.

Weapon Familiarity:

- ❖ **Description:** Perhaps from constant shenanigans which often involve tossing or lobbing objects it's only natural they find it easy to throw darts or knives.

- ❖ **Description:** Gnomes are no stranger to the illusions of magic as they are often proponents of such tickery!
- ❖ **Benefit:** +2 saving throw bonus against illusion spells or effects.

- ❖ **Benefit:** +2 attack bonus with darts and throwing knives.

Hatred:

- ❖ **Description:** Goblins and reptiles are the arch enemies of Gnomes.
- ❖ **Benefit:** +1 bonus on attack rolls against humanoid creatures of the reptilian and goblin subtypes due to special training against these hated foes.

Languages:

- ❖ **Description:** Gnomes are born with the ability to communicate with each other and always learn Common through association but their vast traveling often results in learning another.
- ❖ **Benefit:** Choose two of the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Half-Orc

Inherited Traits:

Darkvision 60 feet:

- ❖ **Description:** They have the eyes of their orc kin.
- ❖ **Benefit:** See in the dark up to 60 feet.

Intimidating Posture:

- ❖ **Description:** Given their prominent orcish features and that they are shunned by nearly every other race; most half-orcs are rather intimidating.
- ❖ **Benefit:** +2 on Intimidation checks.

Learned Traits:

Weapon Familiarity:

- ❖ **Description:** These bulky weapons, capable of rendering great pain, are a favorite even among half-blood orcs.
- ❖ **Benefit:** +2 attack bonus when using greataxes and falchions.

Exiled Heritage:

- ❖ **Description:** Unaccepted by Humans and Orcs alike, not to mention every other civilized race, a lot of orcs turn to nomadic lifestyle.
- ❖ **Benefit:** +2 on Survival Checks.

Half-Elf

Inherited Traits:

Low-Light Vision:

- ❖ **Description:** One benefit often brought by their half-elven blood.
- ❖ **Benefit:** Can see twice as far as humans in conditions of poor illumination.

Keen Senses:

- ❖ **Description:** Blessed with the sharp eyes and ears of their elven kin.
- ❖ **Benefit:** +2 bonus on sight- and sound-based Perception checks.

Languages:

- ❖ **Description:** Often through association a half-elf picks up other languages.
- ❖ **Benefit:** Choose two of the following: Draconic, Giant, Gnoll, Goblin, and Abyssal.

Elven Immunities:

- ❖ **Description:** Elven blood is strong and imbues half-elves with their magical immunities.
- ❖ **Benefit:** immune to magic sleep effects and get a +2 saving throw bonus against enchantment spells or effects.

Adaptability:

- ❖ **Description:** The lack of a unified culture forces half-elves to be versatile.
- ❖ **Benefit:** +1 to all skills at each level.

Learned Traits:

Languages:

- ❖ **Description:** Half-elves find themselves everywhere in the world and part of conforming is learning the local languages.
- ❖ **Benefit:** Choose two of any languages they want.

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Free Form Traits:

Philosophy:

A character trait isn't just another kind of power you add on to your character—it's a way to quantify, and encourage, building a character background that fits what a player envisions or as a means to build a vision of a character. Think of character traits as "story seeds" for your background; after you figure out your character's traits, you'll have points of inspiration from which to build your character's personality and history. Alternatively, if you've already thought of a background for your character, you can view creating traits as a way to quantify that background, just as race, class, and ability scores quantify a character's other strengths and weaknesses as well as shape who that character is.

Many traits grant a new type of bonus: a "trait" bonus. Trait bonuses do not stack with other trait bonuses—they're intended to put substance behind a character's background story and give you a slight edge over the non-PCs of the world, not a secret backdoor to focus all your traits on one type of bonus to gain an unseemly advantage over the rules. It's certainly possible that the benefits from different traits are similar, or even the same; you do not add together those bonuses but rather choose the better of the two or pick a different trait. Traits should fit in with your character's story and should not be just a vehicle for more bonuses. So pick traits that suit your character based on the vision of what you want your character to be and not the bonuses a trait may grant.

Traits are intended to model events that were formative in your character's development, either before they became an adventurer or events that happened while adventuring. Even if they become a hermit and abandon society, they'll still retain their knowledge and training of light weapons from being a Swashbuckler. Consult with your DM about creating traits; how many traits a character starts with, what type they are, and come to an agreement on the specifics of the traits you come up with for your character. Write up a trait name and description you feel defines an important aspect of your character and together you can figure out the benefit or bonus. A quick rule of thumb to judge a trait's power is to think of it as a 'half feat'; so two traits are about the same power as a single feat. Keep that in mind as new traits are created and awarded.

DMs are also welcome to adjust any specific trait listed below as needed to fit their game; they may be adjusted or even removed as needed. The mechanics are also open to adjustments; for example the mechanics of earning traits or how racial traits are assigned.

Earning Traits:

Usually characters start with 1 Basic trait, 1 Learned Racial trait, and all Inherited Racial traits. Typically a new trait is earned every 5th level (5,15,20). For a lower power game a DM may opt for earning traits every 10th level (10,20) or only allowing starting traits with no new ones being earned. However higher power games could allow characters to earn new traits every 4th level (4,8,12,16,20), maybe even start with 3 or 4 traits, or all Inherited and Learned Racial traits. A DM may also chose a more free form method and award traits based on formidable experiences or epic encounters that characters are involved in thus working with players to evolve a character's persona as the story progresses while adding tangible results to those experiences.

Trait Types:

❖ Basic Traits

- Combat Traits
 - Traits related directly to combat actions, skills, maneuvers, etc.
- Faith Traits
 - Traits based on a character's faith to a deity, religion, or even lack of faith.
- Magic Traits
 - Traits related directly to casting spells, magical abilities, magic attacks, etc.
- Social Traits
 - Traits associated with a character's social upbringing, cultural associations, moral conduct, etc.

❖ Racial Traits

- Inherited Traits
 - Olfactory Traits
 - Natural or innate magical Traits
 - Traits based on bloodline or heredity.
- Learned Traits
 - Racial enemies

- Weapon familiarity
- Languages

Credits: This plug-in is derived from the Paizo product "Pathfinder® Character Traits Web Enhancement" found at paizo.com. However I think you will find much of it has been changed and adapted to fit more with [MicroLITE d20](#) but still be compatible with the OGL.

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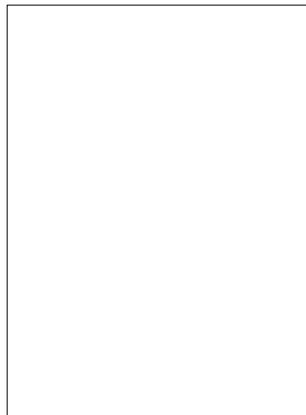
Section 4:

Character Sheets & More

This section includes characters for Microlite20 and some Microlite20-based games. This section also includes OGL campaigns and adventures designed for Microlite20.

Character Sheet

	Score	Modifier	Resistance	
STR				Fort
DEX				Ref
INT				Per
CHA				Will
Attack				
Damage				
Defence				
Magic				
Speed				



Name: _____

Class:

Level/XP:

Motivators:

HP		
	Maximum	Current
WP		
	Maximum	Current
CP		
	Maximum	Current

Characteristic Habit: _____

Likes:

Dislikes:

Greatest Wish:

Greatest Fear:

Morale Codex (if any): _____

Weapon	Damage	Range
Armor	Defence / Penalty	Max. SPD

Experience with / Knowledge of:

Notes:



MICROLITE20

Player Character Record Sheet



Name:

Race

Class:

Description:

Hit Points	STRENGTH	SKILLS		Weapons	Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:		Missile Bonus:	Magic Bonus:

Notes:Character Sheet by Brian DeClercq

MICROLITE20

Player Character Record Sheet



Name:

Race

Class:

Description:

Hit Points	STRENGTH	SKILLS		Weapons	Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:		Missile Bonus:	Magic Bonus:

Notes:Character Sheet by Brian DeClercq

MICROLITE20

Player Character Record Sheet



Name:

Race

Class:

Description:

Hit Points	STRENGTH	SKILLS		Weapons	Gear
		Physical			
	DEXTERITY	Subterfuge			
AC		Knowledge			
	MIND	Communication			
Armour:		Melee Bonus:		Missile Bonus:	Magic Bonus:

Notes:Character Sheet by Brian DeClercq

MICROLITE20



NAME:

CLASS/LEVEL:

RACE:

GENDER:

HEIGHT:

WEIGHT:

HAIR COLOR:

EYE COLOR:



CHARACTER STATISTICS

	SCORE	MOD
STR		
DEX		
MIND		

SKILLS

	RANK
PHYSICAL	
SUBTERFUGE	
KNOWLEDGE	
COMMUNICATION	
SURVIVAL	

ARMOUR TYPE

WEAPONS

DAMAGE	RANGE

WEALTH

COINAGE	AMOUNT
PP	
GP	
SP	
CP	

EQUIPMENT

NOTES

MICROLITE20



NAME:

CLASS/LEVEL:

RACE:

GENDER:

HEIGHT:

WEIGHT:

HAIR COLOR:

EYE COLOR:

MELEE



MAGIC



HP



MISSILE



AC



CHARACTER STATISTICS

SCORE	MOD
-------	-----

STR

DEX

MIND

SKILLS

RANK

PHYSICAL

SUBTERFUGE

KNOWLEDGE

COMMUNICATION

SURVIVAL

ARMOUR TYPE

WEAPONS

DAMAGE	RANGE
--------	-------

WEALTH

COINAGE	AMOUNT
---------	--------

PP

GP

SP

CP

EQUIPMENT

NOTES

GEAR

Equipment Inventory

Head Name _____
Effects _____

Ears Name _____
Effects _____

Neck Name _____
Effects _____

Back Name _____
Effects _____

Arms Name _____
Effects _____

Wrists Name _____
Effects _____

Hands Name _____
Effects _____

Fingers Name _____
Effects _____

Chest Name _____
Effects _____

Waist Name _____
Effects _____

Legs Name _____
Effects _____

Feet Name _____
Effects _____

Backpack Name _____
item name / description _____

Effects _____	qty.	item name / description _____	qty.	item name / description _____	qty.
---------------	------	-------------------------------	------	-------------------------------	------

Pouches/Pockets Location _____
item name / description _____

Pouches/Pockets Location _____
item name / description _____

Pouches/Pockets Location _____
item name / description _____

Wealth

Carried With

Location _____

cp.	sp.	gp.	pp.	ep.
-----	-----	-----	-----	-----

Location _____

cp.	sp.	gp.	pp.	ep.
-----	-----	-----	-----	-----

Gems & Other Coins Location _____

Gems & Other Coins Location _____

Titles / Notoriety _____

Land / Estates _____

Other Wealth _____

Other Wealth _____

Associations

Factions _____

Prestige / Notoriety _____

Followers, Hirelings, & Other Associations _____

Career

Campaign _____

Adventures Survived _____

Notes _____

Professions _____

rank



PERSONA

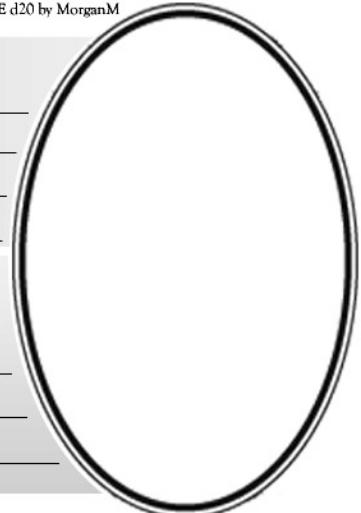
Character Ledger v4 | Designed for MicroLITE d20 by MorganM

Player _____
Name _____
Race _____
Alignment _____
Deity _____

Class / Level

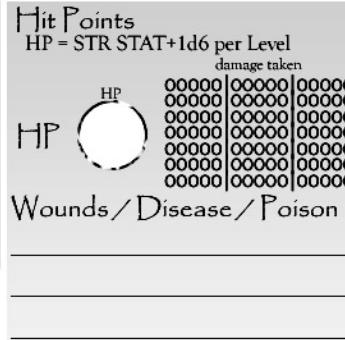
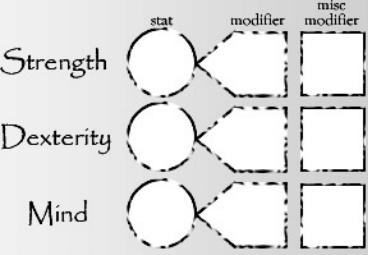
Appearance

gender _____ size _____
height _____ weight _____
age _____ hair _____
skin _____ eyes _____



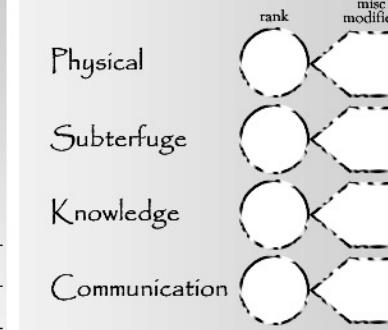
STATISTICS

Modifier = (STAT-10)/2 (round down)

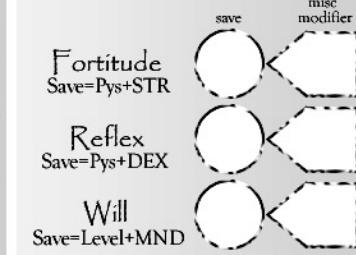


SKILLS

Rank = Level+Class Bonus+Race Bonus

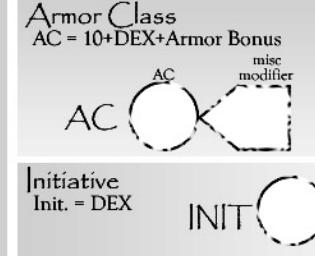
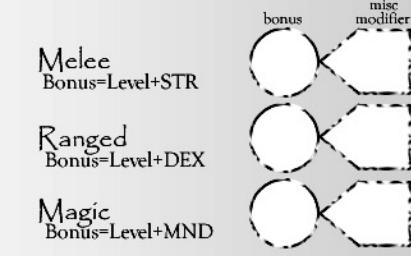


SAVES



COMBAT

Attack Bonus

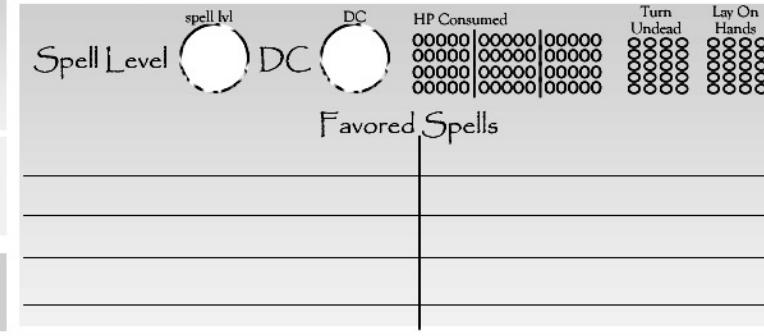


MAGIC

Spell Level = Caster LVL / 2 (round up)

Spell DC = 10+Caster LVL+MIND modifier

HP Cost = Spell LVL * 2 +



GEAR

Equipped Items

Melee Weapon Name _____
ATK  DMG  Effects _____

Melee Weapon

Name _____
bonus
ATK () DMG () Effect _____

Ranged Weapon

Name _____
bonus
ATK  DMG 
Effects _____

Ranged Weapon

Armor
AC () Name
Effects

GEAR

Equipment Inventory

Head Name _____
Effects _____

Ears Name _____
Effects _____

Neck Name _____
Effects _____

Back Name _____
Effects _____

Arms Name _____
Effects _____

Wrists Name _____
Effects _____

Hands Name _____
Effects _____

Fingers Name _____
Effects _____

Chest Name _____
Effects _____

Waist Name _____
Effects _____

Legs Name _____
Effects _____

Feet Name _____
Effects _____

Backpack Name _____
item name / description _____

Effects _____	qty.	item name / description _____	qty.	item name / description _____	qty.
---------------	------	-------------------------------	------	-------------------------------	------

Pouches/Pockets Location _____
item name / description _____

qty.

Pouches/Pockets Location _____
item name / description _____

qty.

Pouches/Pockets Location _____
item name / description _____

qty.

Wealth Carried With

Location _____

cp.	sp.	gp.	pp.	ep.

Location _____

cp.	sp.	gp.	pp.	ep.

Gems & Other Coins Location _____

Gems & Other Coins Location _____

Titles / Notoriety _____

Land / Estates _____

Other Wealth _____

Other Wealth _____

Associations

Factions _____

Prestige / Notoriety _____

Followers, Hirelings, & Other Associations _____

Professions _____

rank _____



MICROLITE 74 CHARACTER RECORD SHEET

NAME: RACE: CLASS: STR: () DEX: () MIND: () SAVING THROWS FORT: REFLEX: WILL: HP: AC: MELEE/DAMAGE BONUS: MISSLE BONUS: MAGIC ATTACK BONUS:	EXPERIENCE LEVEL:	TREASURE
LANGUAGES KNOWN:		
EQUIPMENT	SPILLS	MAGIC ITEMS

