

Microlite20

Name:

Class/Level:

STR

DEX

MIND

Know

Com

HP

AC

Equipment/Spells/Notes:

Stats

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

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

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

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 5 level and every five levels

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 Lvl	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	1	1	1	1	1
						1	3	5	7	9

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 max dmg.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead of 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.
AC = 10 + DEX bonus + Armour bonus.

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.

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.

Level Advancement

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

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

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

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls
+1 to all skills

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.
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.

